

User Guide for BulletZone

Controls:

- Home Screen:
 - Push “Join Game” to join a game with the currently selected server.
 - Push “Replay Game” to view a replay of the most recent game if there is one.
 - Currently selected server is displayed as “Current Server: [server name]” toward the bottom of the screen.
 - Push “Switch Servers” to toggle between the two available servers.
 - Spaghetti Coders sever is default
 - Second server is the Spaghetti Coders test server, which may not always work.
- In Game:
 - Push the up arrow to move Forward 1 space relative to your current orientation.
 - Push the down arrow to move Backward 1 space relative to your current orientation.
 - Push the left arrow to rotate left by 90 degrees.
 - Push right arrow to rotate right by 90 degrees.
 - Push the bullet up button to fire a bullet in the direction you are facing.
 - Shake device to fire a bullet in this same direction.
 - Push the bullet left button to fire a bullet to the relative left.
 - Push the bullet right button to fire a bullet to the relative right.
 - Push the bullet down button to fire a bullet in the relative down position.
 - Push the rocket button to launch a guided missile in relative forward.

- Push the ship button to attempt to transform your tank into a ship.
- Push the cave button to attempt to transform your tank into a tunneler.
- Push the up/down button to attempt to either dig or go to different z-axis within the map.
- Push the helmet button to eject a soldier, which can then be controlled in the same manner with the above controls as the tank.
- Push the X button to leave the game. A dialogue box will come up and prompt to hit “Leave” if you want to leave or “No” if you want to stay in the game.
- In Replay:
 - Push “Play/Pause” to play or pause playback.
 - Push “1X” for normal playback speed.
 - Push “2X” for double playback speed.
 - Push “3X” for triple playback speed.
 - Push “4X” for quadruple playback speed.
 - Push “Restart” to restart playback from the beginning.

Features:

- Metal Walls are indestructible.
- Brick Walls are destructible.
- Your tank is Red. Other players’ tanks are black.
- Your soldier is Red. Other players’ soldiers are black
- When you eject a soldier, all control switch to the soldier. If you walk into the tank, the soldier re-enters and you regain control of the tank.

- Tanks, Tunnelers, and Ships have 100 points of health, which is displayed on the screen.
- Soldiers have 25 points of health, which is displayed on the screen.
- When a soldier re-enters a tank, the soldiers regains any lost health.
- Hills will slow down tanks but not soldiers
- Debris Fields will slow down soldiers but not tanks
- A forest is a destroyable object that hides players and absorbs incoming damage. When destroyed a forest becomes a debris field
- A coast can be used by a tank, ship or soldier. A water tile will allow ships and soldiers to use it. A water current tile will move a soldier or ship along current if it is not moving. It will allow the object to move faster along the current.
- Tunnelers can dig holes to expose a lower dimension.
- Soldiers, tanks, and tunnelers can travers to the lower dimension.
- A rock is an indestructible wall and a tunneler can't drill through it.
- A tunneler can drill through dirt in the lower dimension.
- A tank or soldier can destroy dirt by shooting it
- It is possible to view all tanks and soldiers health status in a list on the right of the game grid.
- Tank bullets do 30 points of damage and can only fire forward
- Soldier bullets do 5 points of damage and can fire in any direction
- If the tank dies with the soldier inside then the player is dead.
- If the soldier dies outside the tank then the player is dead
- If the tank dies but the soldier is outside the tank, the player is still alive

Restrictions:

1. You can only turn or move one step at a time.
2. You can only turn left or right, or move forward or backward. There is no sideways movement.
3. You can only turn or move once every 0.5 seconds while in the tank.
4. You can only move every 1 second as a soldier.
5. You can turn indefinitely as a soldier
6. You can only fire tank bullets every 0.5 seconds.
7. You can only have 2 tank bullets on the screen at once
8. You can only fire soldier bullets every 0.25 seconds
9. You can only have 6 tank bullets on the screen at once
10. Firing a bullet from a tank will cause any active soldier bullets associated with the soldier of that tank to disappear.
11. Soldiers can move every 2 seconds and can't fire in water
12. Soldiers can move no faster than 1.5 seconds on coast.
13. Ships can fire up to 8 bullets.
14. Ships deal 25 points of damage with a 500ms cool down from the front and 5 points of damage with 250ms cool down from any other direction.
15. Ships can move once every 600ms.
16. It takes 250ms to transform into a tunneler
17. It takes 2 seconds for a tunneler to drill a new hole to the lower dimension
18. It is possible to transform into a tunneler on any tank tile except coast.
19. A tank can transform into a ship on a coast tile only

20. It takes one second for the tunneler to move, turn, and fire