**USER GUIDE**

The gameplay right now is very simple. The left and right buttons rotate the tank clockwise or counterclockwise for each given button. The forward and backward buttons move the tank either forward or backwards for the given direction the tank is facing. There is a fire button which allows the tank to fire a bullet every half second and a tank can only have two bullets at a time.

The game consists of wall objects and other players right now. There are breakable and unbreakable walls which are shown differently by their icon on the screen. There is also a leave button which simply removes the player’s tank from the game and allows them to continue observing the game.

The replay button will open a new activity which shows a saved history of a previous game.

The eject button will allow a soldier to leave the tank and move around. A soldier can move once every second and turn as much as you would like. A soldier can fire a maximum of 6-bullets at a time. Also, a soldier has 25 starting health.