

Capture the flag!

User Manual

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Game description

This is a game where you control a tank and the goal is to capture the flag and bring it to your home base. You play on maze-like maps where the flag will be placed in the middle and you encounter AI controlled tanks in a fierce battle for it. You can also play hot-seat multiplayer mode with your friend against only each other or also free-for-all with AI.

In the start-up menu you have some options to choose between:

Singleplayer: Starts a game in singleplayer mode on your selected map.

Multiplayer: Starts a game in multiplayer mode on your selected map.

Quit: Exits the game

Maps: Below the previous options there are a selection of maps to choose between. The red outline shows which map is currently selected and you can easily switch to a different map by clicking on another. When the game starts it will load the selected map.

How does the game work?

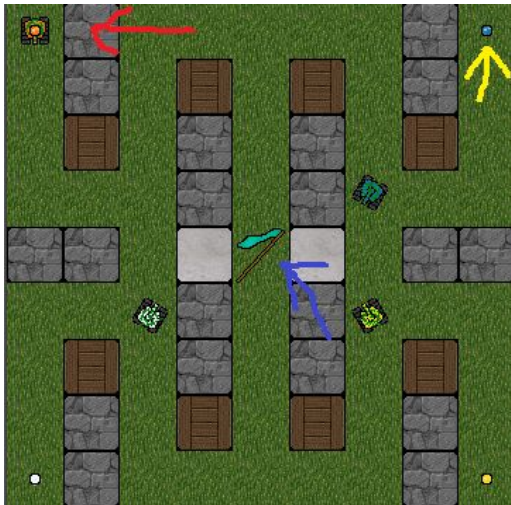
In the game you will start with three health points and by shooting an enemy tank you will reduce its health, same applies if you are hit. By reaching zero health points you will be respawned at your home base with full health points again. If you want to replenish your health you need to go to your home base and your health will be full again.

In the game you gain points by:

- Capturing the flags rewards 100 points.
- Killing another tank awards 5 points, if the tank also holds the flag you gain an additional 5 points.
- Destroying wooden boxes awards 1 point.

You can see the current score of everyone in the terminal whenever someone earns points. The game continues forever until you decide you have had enough fun.

To grab the flag you will have to move your tank to the flag, when you are close enough to the flag the tank will automatically grab it. If a tank is killed while holding the flag, the flag will be dropped on the position where the tank was killed. When the flag is brought to a home base it will be respawned at the middle of the map.



Explaining the objects in the game

The red arrow points to the player tank, in player 1 will control the orange tank and in multiplayer mode player 2 will control the blue tank. You will spawn at the base represented by the dot of your color.

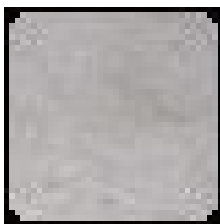
The yellow arrow points to the blue tanks home base.

The blue arrow points to the flags start position, it will spawn in the middle of the maps.



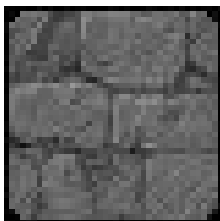
Wooden boxes

Wood boxes can be pushed and destroyed, they have 2 HP and if you destroy them you will be rewarded with 1 point.



Metal blocks

Metal blocks can be moved but not destroyed.

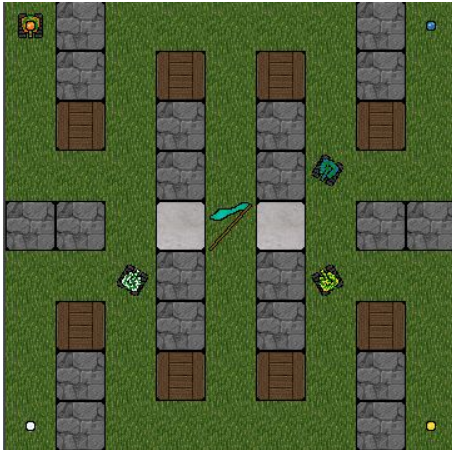


Stone blocks

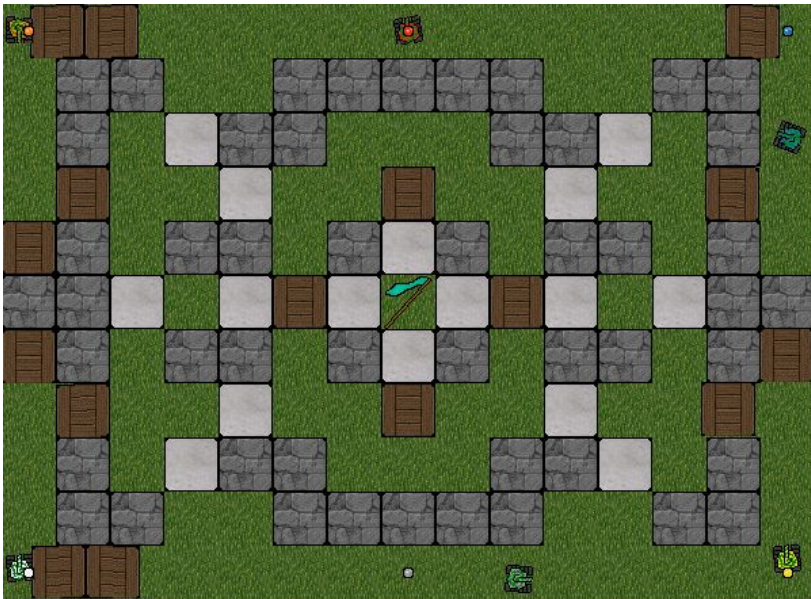
Stone blocks are completely static and cannot be moved or destroyed.

Maps:

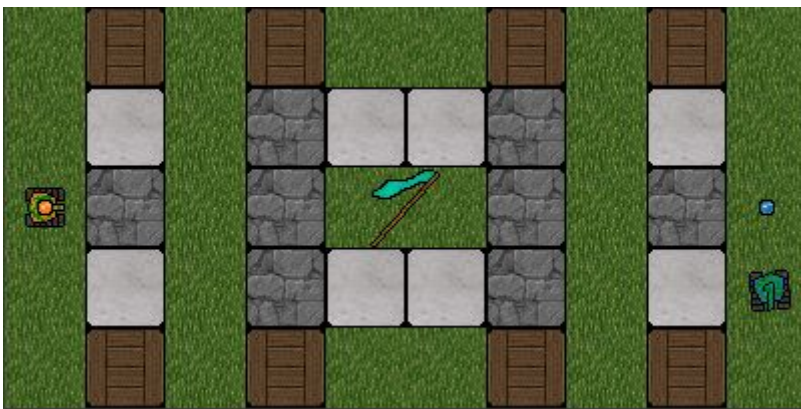
1



2



3



Controls:

Player1:

Accelerate: Arrow key up
Decelerate: Arrow key down
Turn left: Arrow key left
Turn right: Arrow key right
Shoot: Spacebar

Player2:

Accelerate: W
Decelerate: S
Turn left: A
Turn right: D
Shoot: TAB