

User:

The user plays as a robot destroying targets. This robot can rotate, move and shoot. The robot is the large blue circle that begins in the centre of the window. It has a pointer pointing in the direction that it currently faces. The robot starts off pointing straight up.

Targets:

The user can create targets at will. These targets are divided into two categories, shootable and treadable. Shootable targets will be destroyed when shot. The projectile will also be destroyed. Treadable targets will be destroyed when run over by the robot.