



BATTLE-ZONE

Team :

- *Himanshu Payal (Team Leader)
- *MridulSayana
- *Prerak Garg

TABLE OF CONTENTS

1. INTRODUCTION

1.1 PURPOSE

1.2 OVERVIEW

2. GENERAL DESCRIPTION

2.1 FUNCTIONING

2.2 WEAPON LIST

2.3 WINNING THE BATTLE

2.4 METHODS OF INPUT

1.Introduction

Battle-zone is a simple artillery game in which there are two tanks containing a variety of weapons that the tanks fire at each other turn by turn.

1.1 Purpose

This game is intended purely for fun and can be played in two player mode.

1.2 Overview

It is a game which can be played in two player mode, where each player fires weapons at the opponent from his/her tank. Based on how accurate the shot is, and the choice of weapon, player will be awarded points for each shot. After a fixed no. of rounds (user defined, between 1 and 10), the player with more points will be declared as the winner. In the next version of this game we aim to include single player mode as well as various terrains along with a whole new bunch of weapons.

2. General Description

Player has to hit his/her opponent's tank with as much accuracy as possible to score points (awarded on the basis of how close the shot was to your opponent and the damage potential of the

weapon). There are various weapons to choose from, which have various attributes of their own, as described later.

2.1 Functioning

(a) 2 Player game- In this 2 Player game in the main menu, both the players name their tanks, Player1 being the first to do so. Give the number of rounds the battle should go on for. The game starts with Player 1 taking the first shot. Both players will fire at each other turn by turn. To fire, give the angle (in degrees) and power (on a scale of 0 to 100) with which the shot has to be fired and then select the weapon. Once the weapon has been selected, press space to fire.

2.2 List of Weapons-

1. Single shot (default weapon): This weapon will simply go along a trajectory and explode on hitting the ground. Explosion radius will be small. It can fetch you up to 40 points.

2. Big shot: This weapon will simply go along a trajectory and explode on hitting the ground. Explosion radius will be large. It can fetch you up to 60 points.

3. Scatter shot: This weapon will get divided in 5 fragments on hitting the ground and each fragment will behave like a bomb. It can fetch you up to 60 points on an accurate hit and up to 20 points per fragment, otherwise.

4. Tommy gun: The tank will fire 10 shots continuously. The shots fired will travel in a queue. It can fetch you up to 100 points.

5. Fireball: This weapon after hitting the ground will bounce like a ball, once, if the target is not damaged and explode the next time it hits the ground. It can fetch you up to 60 points.

6. Spider: This weapon before hitting the ground will give 5 different parts, all of which will proceed in slightly different directions to hit the target. Each part can fetch you up to 20 points.

7. Sniper gun: This weapon will cause the maximum damage to your opponent. It can fetch you up to 200 points for a perfect hit and no points otherwise.

8. Worm: This weapon after hitting ground will slide on the ground to reach the opponent but the damage will reduce as much as it slides. It can fetch you up to 50 points.

9. Homing Missile: Stops horizontal motion when it passes over the tank. It can fetch you up to 80 points.

10. Zapper: Laser beam is emitted from the fired shot if it gets close enough to the tank. It can fetch you up to 60 points.

11. Tracker: It helps you by telling whether your shot will cause damage to your opponent or not. If fired at the selected values of angle and power.

2.3 Winning the Game:

The game is over when all the weapons have been fired (after number of rounds specified by the user.). The player with most points wins. Points are awarded based on accuracy of the shot and the damage potential of the weapon. Most weapons use explosions to cause damage. The closer the shot is to the centre of the tank, the more points are awarded to the player. If the player shoots the opponent's tank, points are awarded. If the player shoots its own tank with a weapon, it loses points from its score.

2.4 Giving Various Commands (Controls)

(a) Angle: Angle at which the shot has to be fired should be given by the user in degrees (between 0 and 180). Press 'W' for increasing and 'S' for decreasing the angle.

(b) Power: Power with which the shot has to be fired should be given after specifying the angle (Its value should lie between 0 and 100). Press 'D' for increasing and 'A' decreasing the power.

(c) Weapon: To select the weapon of your choice, enter the number corresponding to the weapon you want to use from the weapon list available on the screen.

(d)Fire: After selecting angle, power and weapon, press 'SPACE' key to fire.

(e)Turning wind on or off:Before the match begins, enter 'Y' if you want the effect of wind in your game or 'N' in case you don't, when asked to do so.

Note-The above required inputs are not case sensitive.

ENJOY THE GAME

