USER GUIDE

TANK

A Battle Survivor Game

Date of Submission: November 6th 2006
Semester 1, AY 2006/2007

1. Create Game

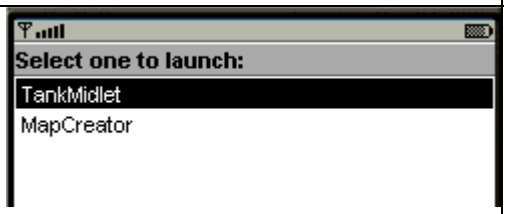
<table>
<tr><td colspan="2">Description: Creating a game on the server and waiting for players to join
Requirement: The supporting server is up and running.</td></tr>
<tr><td>Step 1: Activate the game Tank</td><td></td></tr>
<tr><td>Step 2: From the list of midlets, select TankMidlet (Figure 01)
A warning message “Is it OK to use air time?” appears</td><td> 

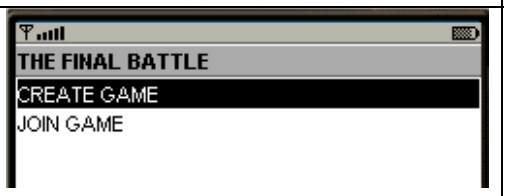
Figure 01: List of midlets</td></tr>
<tr><td>Step 3: From the warning message, click Yes</td><td></td></tr>
<tr><td>Step 4: From the main menu, select CREATE GAME (Figure 02)
Game detail screen appears</td><td> 

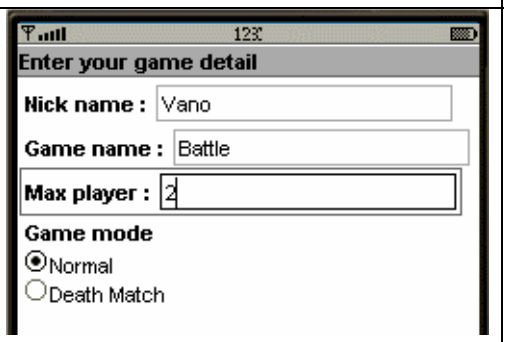
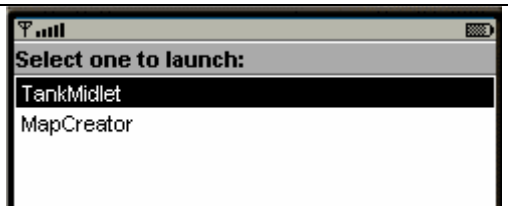
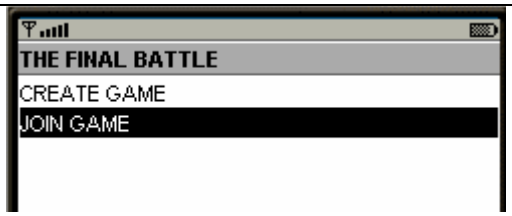
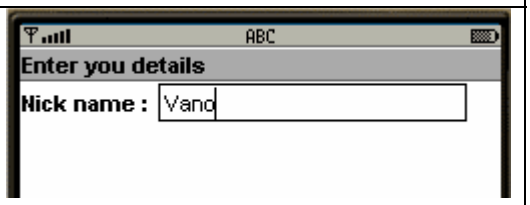
Figure 02: Game main menu</td></tr>
<tr><td>Step 5: From the game detail menu, enter the respective values (Figure 03)</td><td> 

Figure 3: Game detail entry screen</td></tr>
<tr><td>Step 6: After entering those values, select OK
The game is created and now waiting for players to join game</td><td></td></tr>
</table>

2. Join Game

Description: Joining an available game at the server **Requirement:** There is an available game at the server	
Step 1: Activate the game Tank	
Step 2: From the list of midlets, select **TankMidlet** *(Figure 01)* A warning message "Is it OK to use air time?" appears	 *Figure 04: List of midlets*
Step 3: From the warning message, click **Yes**	
Step 4: From the main menu, select **JOIN GAME** *(Figure 05)* Player detail screen appears	 *Figure 05: Game main menu*
Step 5: From player detail screen, enter your nick name *(Figure 06)*	 *Figure 06: player detail screen*
Step 6: Select **OK** You have joined the game	