

This game is a combat prototype for a larger game that I worked on with a group of 5 other students, I was lead programmer on the project. Stance changes change the abilities used by the companion robot.

#### Contributors:

Andrew Ojemann - Lead Programmer

Sean Elks - Art

Korbin Shuffleton - Producer

James Obrien - Programmer

John Meenagh - Programmer

Beejul Khatri - Sound

#### Mouse and keyboard

WASD	movement
Mouse	rotation
Left Mouse	shoot
Right Mouse	melee
Middle Mouse Down	heal ray
Q	bubble shield
E	spin attack
F	switch stance up
V	switch stance down

note, known bug: game does not quit or restart when game over, in order to restart Alt +f4 (or equivalent force quit) then reopen, tested on windows

#### Controllers are legacy and no longer supported

##### PS4

Character Rotation	third axis	joystick 1
Character movement		regular?
Melee		X
Shoot		square
Ability		O
Jump		Triangle

##### 360

Character Rotation	4th axis	joystick 2(joystick1???)
Character Movement		regular
Melee		B
Shoot		A
Ability		X
Jump		Y