Beim letzten Krieg

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- **Gameplay:** The game consists of a single-player campaign that comes included with the game or can be created separately by the player. The game consists of multiple levels in which the player is required to collect 3 items while defending against enemies. The player has at disposal 2 types of weapons, a sword and a rifle. There are 2 types of items that the player can collect and use, a med kit to restore health and ammo for weapons. The player is reworded with medals for completing levels or killing a certain number of enemies. Each level has an increased level of enemies and a gradual decrees in various supplies. The difficulty of the game can be altered by modifying the campaign files or creating custom challenges and maps.

- **Plot:** The game is set in an alternate universe where the German Reich invades the United Kingdom. As a result of the small size of the British garrison and German superior equipment and weaponry, the British result to using less conventional tactics and experimental weapons in a desperate attempt to protect the last piece of Allied land in Europe. While the German invasion force is destroyed, the weapons used against them begin to cause unexpected consequences to the remaining British soldiers.

- **Characters:**
  - **The Player**, SS-Sturmscharführer, investigate the disappearing of the German invasion force and the unexpected behaviour of the British garrison while escaping what is left of the British defence.
  - **The Enemy**, British soldiers turned undead after the use of unconventional weapons and tactics on the battlefield. Do not poses the ability to use weapons or navigate the environment beyond following the player.

- **Mechanics:** The movement of the main character is done by using the WASD keys. Weapons can be changed using the 1 and 2 keys. Pressing the left mouse button attacks the enemy (if the first weapon is selected) or fires a round at the position even if no enemy is present (if the second weapon is selected). The F11 key can be used to switch between window mode and fullscreen mode.

https://github.com/AlexandruChi/Proiect-POO