Setup & Usage:

Starting the game

To begin the game, open the NotInKansasAnymore.exe file provided in the .zip file submission. All files used by the .exe are in the same folder and need to remain in the same folder to be used properly by the game. This will bring up the configuration menu. Simply choose your desired resolution and graphics quality (We recommend Ultra) and hit play!

Additionally, If you have Unity installed, you can play it through Unity with the provided projectfolder. To do this, open Unity and then select the provided NotInKansasAnymoreGame project folder. If you are not on the start menu, then go to the Scenes folder within Assets folder and select the Level0 scene. Once you are on the start menu scene, click on the play button to begin.

Controls

> **Movement (up, down, left, right):** 'w', 's', 'a', 'd' keys
> **Movement (Turning Player):** moving mouse over screen
> **Fire:** left mouse click
> **Toggle first/third person view:** 't' key
> **Pause menu:** 'p' key
> **Menu navigation:** mouse movement and left mouse click

Step by step guide

Simple Step-by-Step How to play Guide.
1. Run the NotInKansasAnymore.exe file. 2. Select "Play!" on the configuration menu. 3. On the main menu click "Play" 4. After reading the intro click "Start" 5. Survive waves by running around ('w', 's', 'a', 'd' keys) avoiding enemies and shooting (left mouse button) at them from a distance. Press "T" to toggle first person mode if you prefer. 6. If you see any perks (Blue Stars) go run over them for a nice bonus. 7. After surviving 5 waves you will be taken to intro screen of next level. Click "Start" to begin next level. 8. Survive 5 more harder waves to go to next level. 9. After defeating all enemies in all waves you will be taken to the Win Screen. Congratulations you won the game.

Navigating game

Main menu: The main menu is very simple and provides an option to quit (which exits the program) and play (which leads to the intro of the game).It also allows the player to select which level they wish to start at in case they left off at a later point and wish to continue. See fig. 2-1 below for image.
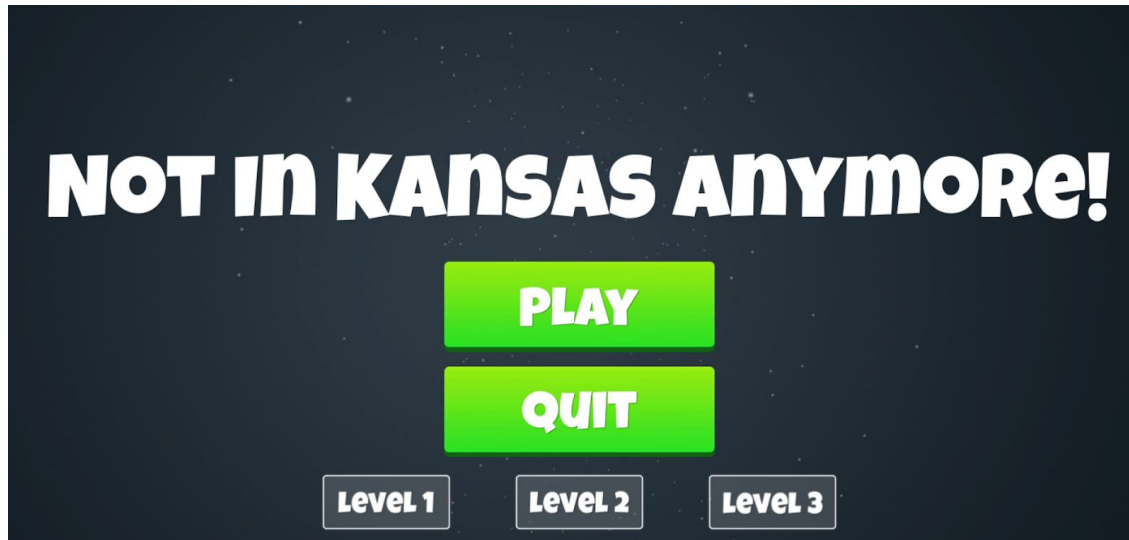

Fig. 2-1 Main Menu

Pause menu: This provides three options: Resume, Restart, and Quit. Clicking Resume or pressing the 'p' key will unpause the game. Restart will restart the current level and reset the wave back to 1. Quit will take you to the main menu and you will lose all current progress.

Game over menu: If your health reaches 0 from the enemies harming the player character, you will die and a game over menu will appear with two options: Restart Level and Quit. Restart Level will reset the wave back to 1 and start you again on the current level. Quit will take you to the main menu and you will lose all current progress.

Game Objective: There are a total of 3 levels, each level containing 5 waves of enemies. Your objective is to kill all the enemies in each wave of each level. There are perks that randomly appear to help you complete your objective that appear as a giant blue star (see fig 2-2). These perks include instant kill, rapid fire, full health, and increased movement speed. When a perk star appears you only have 15 seconds to grab it before it disappears, so you better keep your eyes peeled!
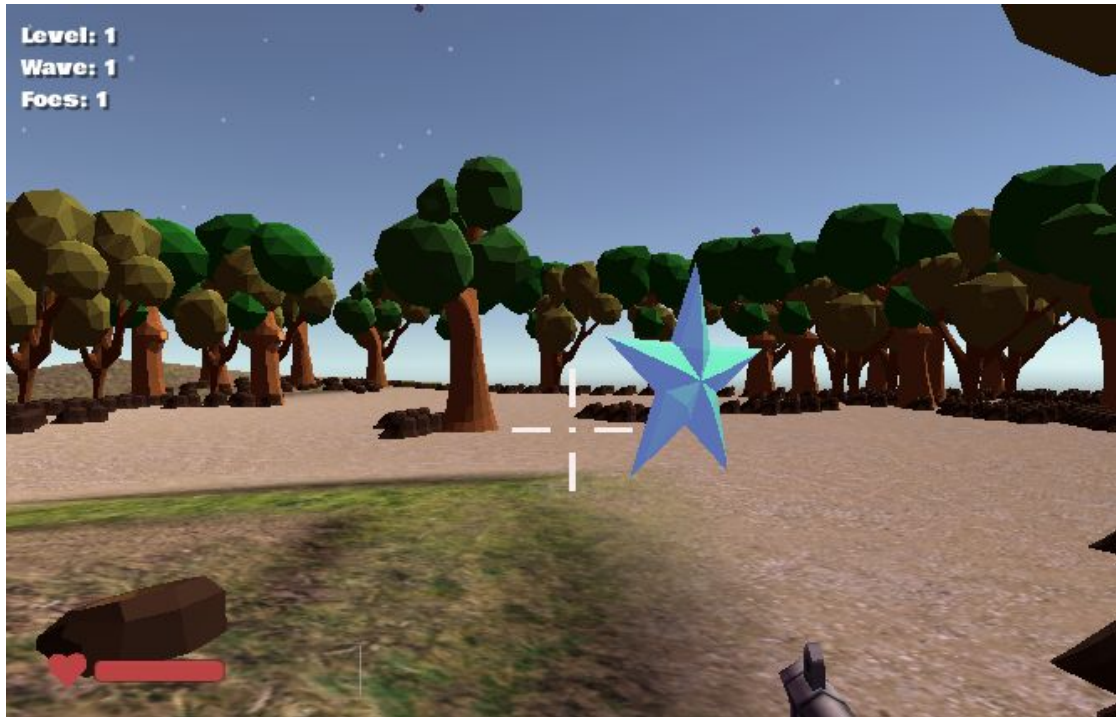
Fig 2-2 Perk Star, First Person View

Fig. 2-3 Third Person Gameplay

Win Screen: (*Spoiler Alert*) Upon beating the game the player will reach the win screen, which will give them the option to play again or quit the game.
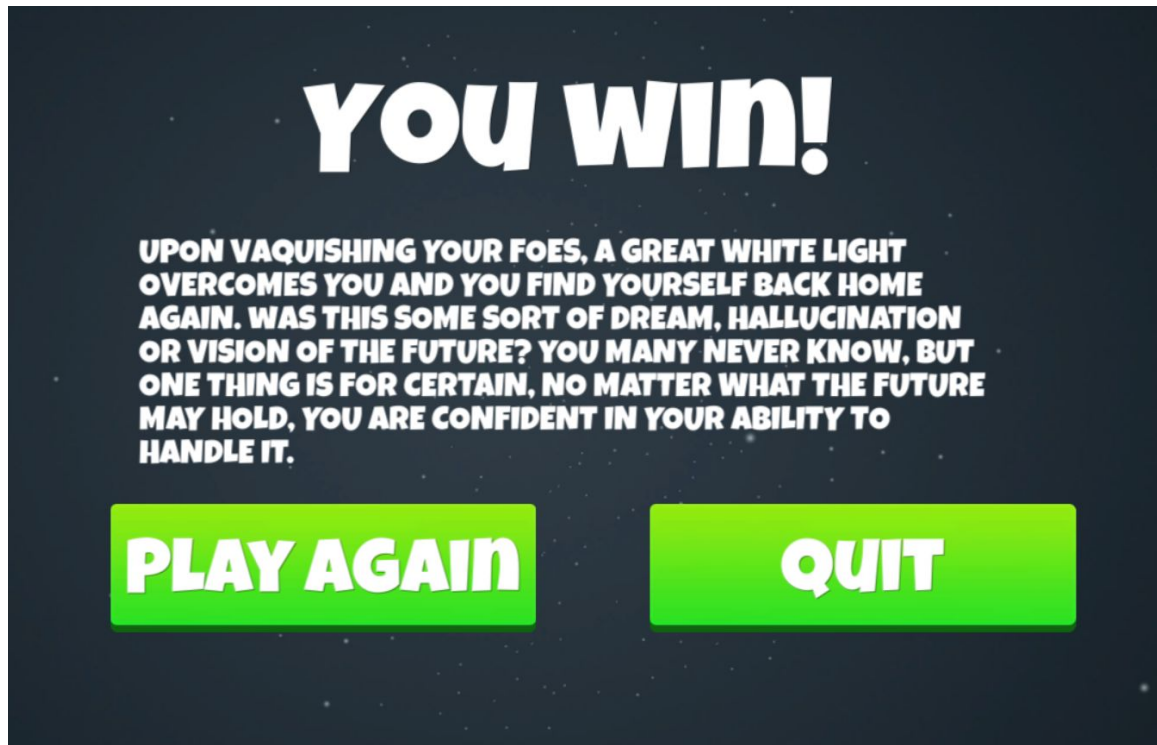

Fig. 2-4 Win Screen