**Key Bindings**

WASD: Move forward/backward and rotate

Up/Down arrow: Rotate weapon vertically

Enter: Jump

Space: Shoot (Hold to charge)

1: Grenade Launcher

2: Shotgun

* General
  + (G) Only play scene is required
  + (VG, small) Add main menu (start) scene and game over scene – My implementation of this does not use a separate scene; instead changing to an overview camera and a UI overlay before and after a game.
  + ~~(VG, medium) Implement Pause menu and settings menu~~
* Turn based game
  + ~~(G) You can have two players using the same input device taking turns.~~
  + (VG, large) Support up to 4 players (using the same input device taking turns) – Each worm has a playerID integer assigned, and my Turn Manager doesn’t care about the number of players. Because of this, having 2, 4 or even 8 players wouldn’t be that different; all that would be required is assigning player colors and names to each player ID in the PlayerColors class enumerator.
  + ~~(VG, large) Implement a simple AI opponent.~~
* Terrain
  + (G) Basic Unity terrain or primitives will suffice for a level
  + ~~(VG, large) Destructible terrain (You can use Unity's built in terrain or your own custom solution)~~
* Player
  + (G) A player only controls one worm
  + ~~(G) Use the built in Character Controller. Add jumping.~~
  + (G) Has hit points
  + (VG, small) Implement a custom character controller to control the movement of the worm. – I am not using the built in Character Controller, I use RigidBody instead.
  + ~~(VG, small) A worm can only move a certain range~~
  + (VG, medium) A player controls a team of (multiple worms) – A player can have several worms, as determined in the Start menu, but each worm has its own turn and the player cannot “tab” between worms.
* Camera
  + (G) Focus camera on active player
  + (VG, small) Camera movement – I use Cinemachine to switch between camera positions. When following a worm the camera is “locked” behind the worm, and only rotates as the worm does. This makes aiming easier.
* Weapon system
  + (G) Minimum of two different weapons/attacks, can be of similar functionality, can be bound to an individual button, like weapon 1 is left mouse button and weapon 2 is right mouse button
  + ~~(VG, small) a weapon can have ammo and needs to reload~~
  + (VG, medium) The two types of weapons/attacks must function differently, I.E a pistol and a hand grenade. The player can switch between the different weapons and using the active weapon on for example left mouse button
* ~~(VG, medium) Pickups~~
  + ~~Spawning randomly on the map during the play session~~
  + ~~Gives something to the player picking it up, I.E health, extra ammo, new weapon, armour etc~~
* ~~(VG, medium) Cheat functionalities~~
  + ~~Two different cheats, I.E Invincible, all weapons on start etc~~
* ~~Miscellaneous~~
  + ~~(VG, medium) Battle royal, danger zones that move around on the map after a set amount of time~~
  + ~~(VG, medium) High score that is persistent across game sessions~~