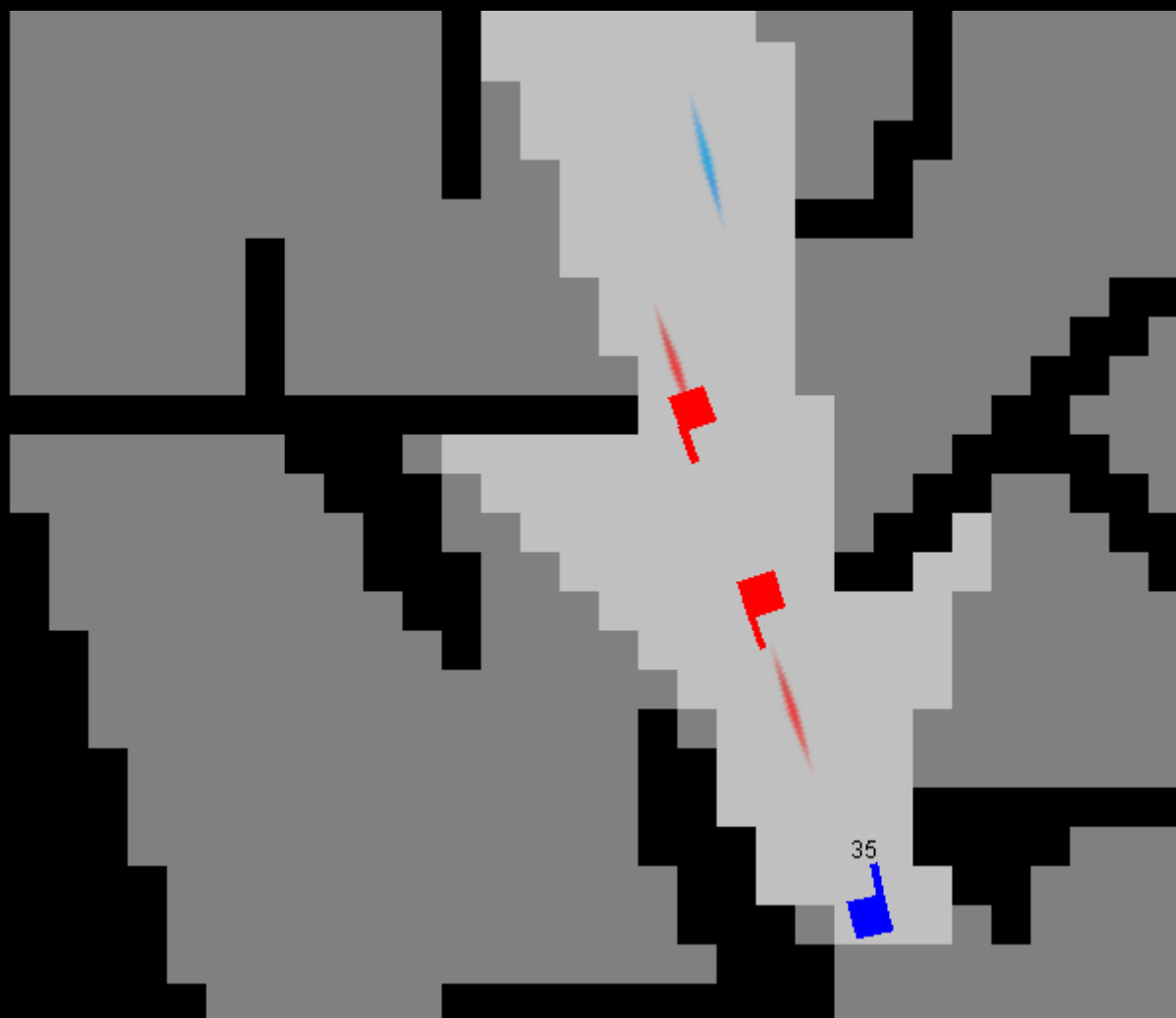
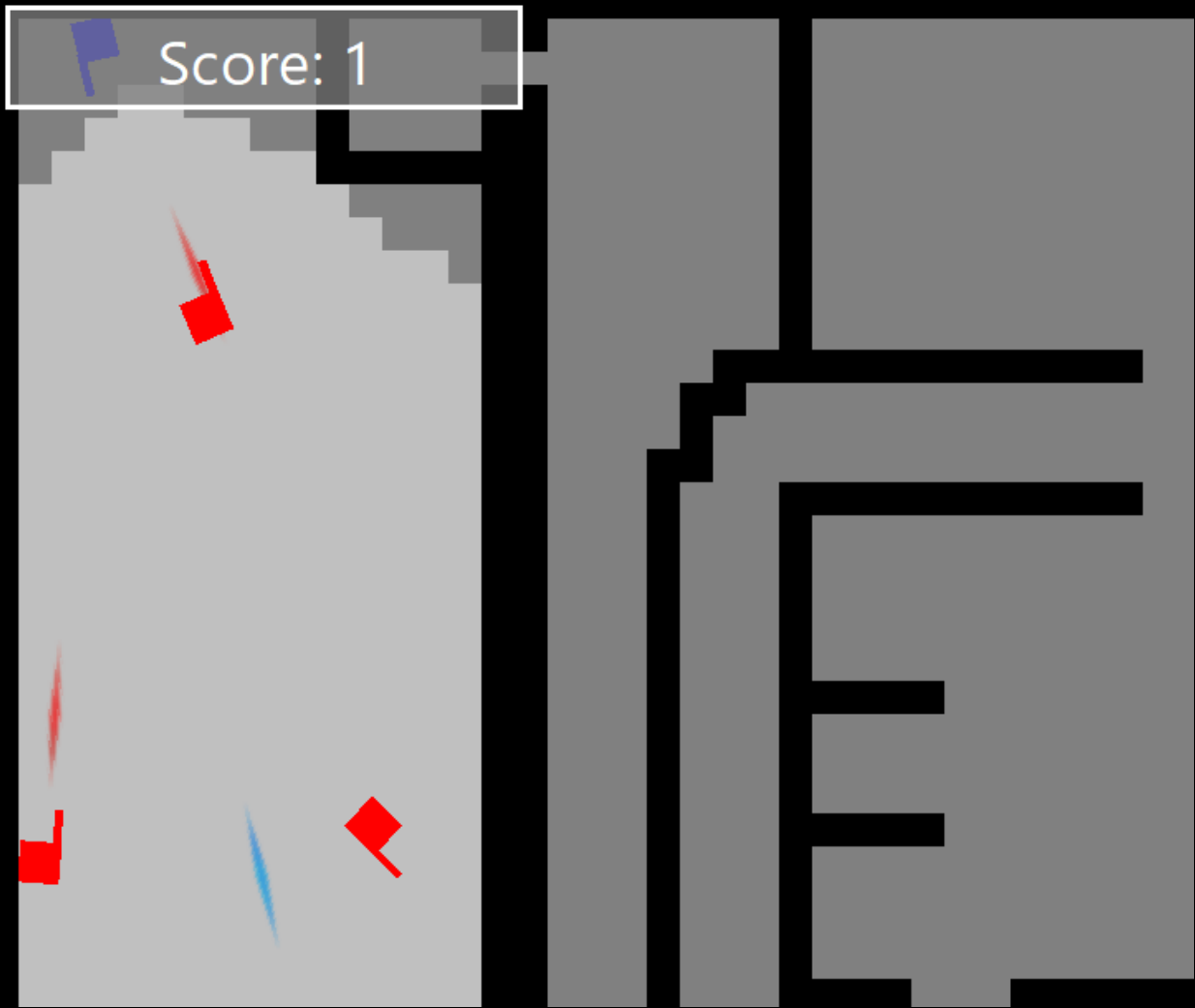


Welcome to

LAZER TAG

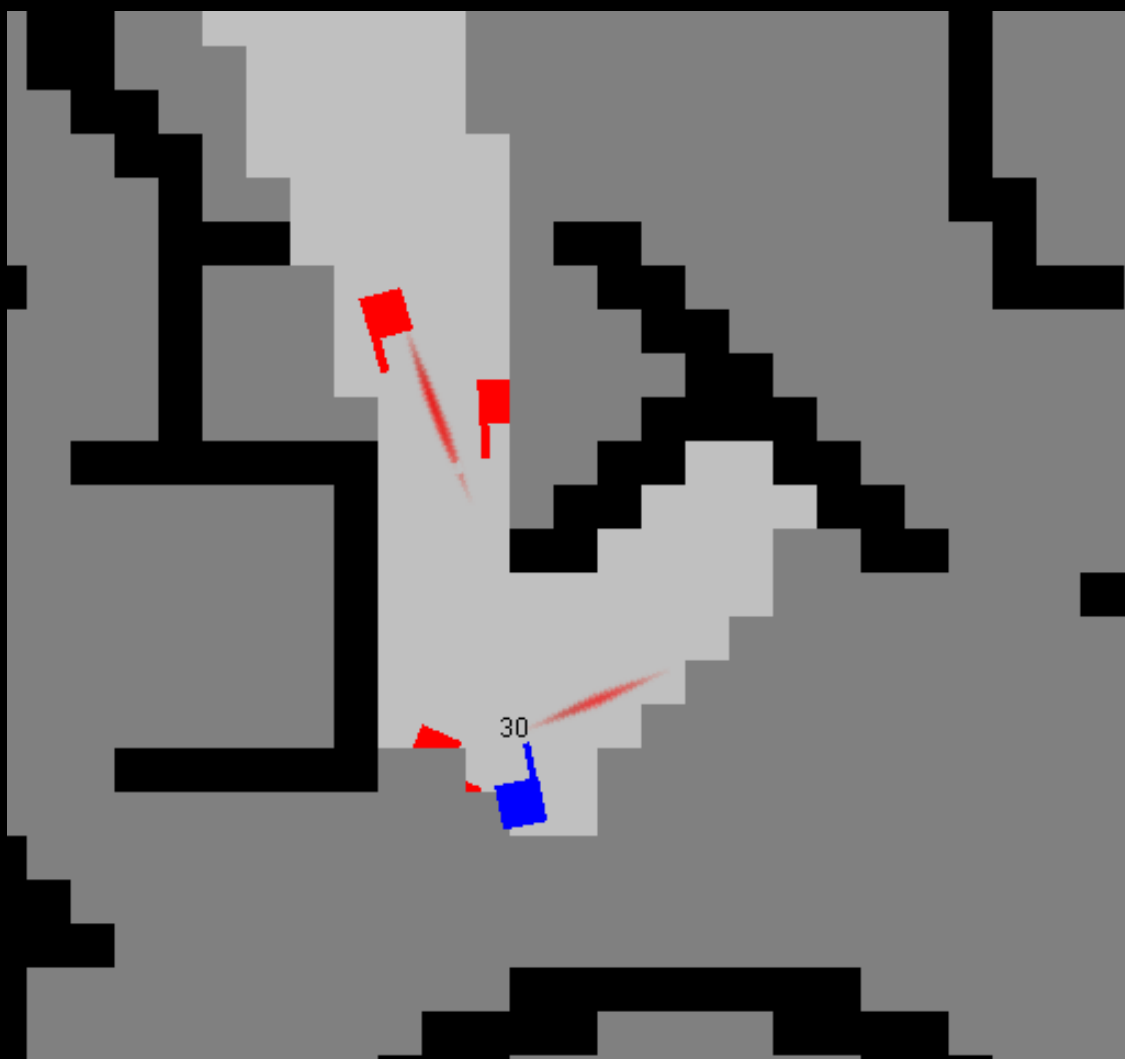


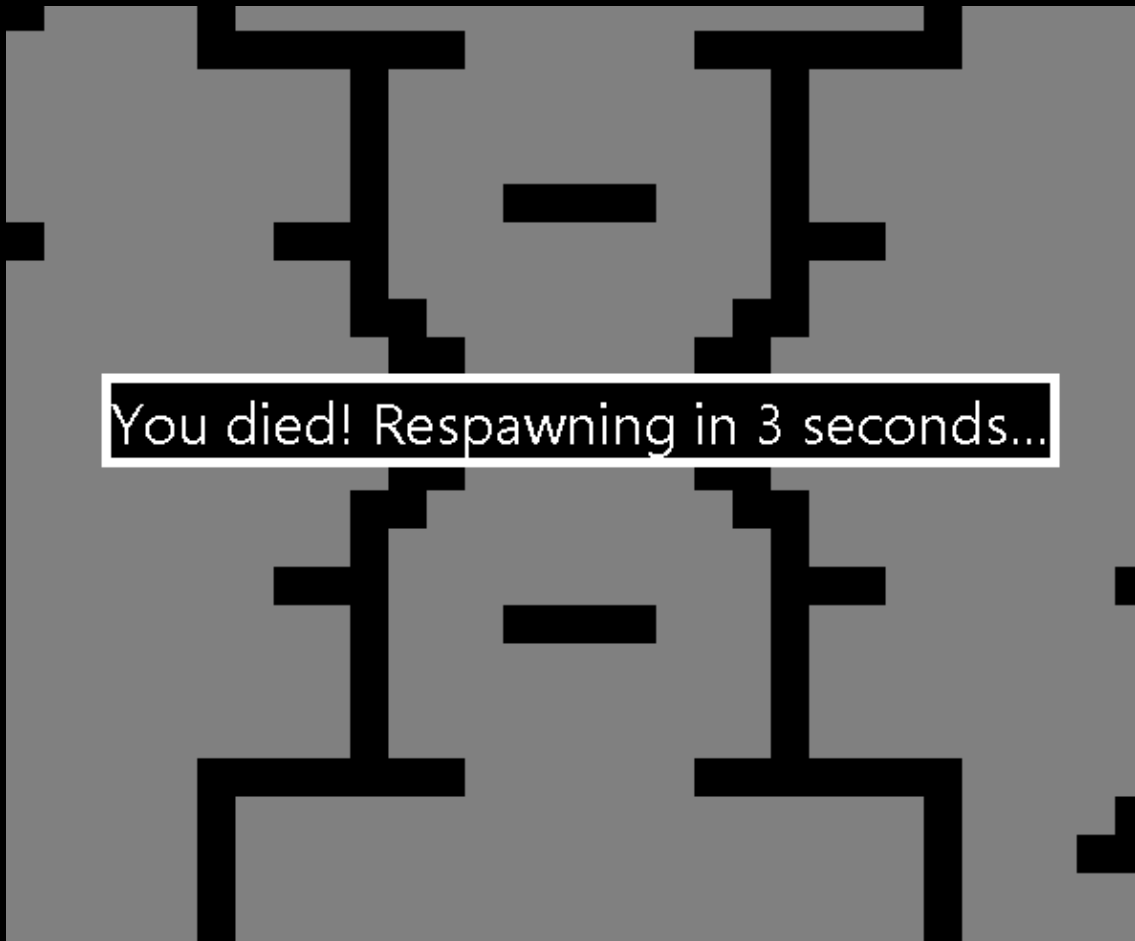


LazerTag is a new, revolutionary, high-**adrenaline**, high-octane, high-intensity, **open-source**, top-down shooter from the brilliant minds of **Zhenyang Cai** and **Daniel Su**. For reasons unbeknownst to you, you **find** yourself trapped in a futuristic **gladiator arena** where contestants compete not only for their **freedom**, but for their **lives**. Armed with nothing but an **alien laser rifle**, can you fight your way out of **certain doom**?

...

Probably not, but the story doesn't matter (or even **exist** in the first place) **here**. We don't bother with convoluted storylines or character building. **We** know what Gamers™ **really** want, and we promise to deliver. The top-down shooter, a trope as old as time, **perfected** for the 21st century. *Zero* filler, *zero* timewasters, and *zero* dumb stuff. **Mindlessly gun down waves of enemies**, without **having to read** tedious dialogues between your character and Mr. whats-his-name-again.





LaserTag is the first VideoGame™ ever to offer players complete choice and freedom. Everything, from the number of enemies to the maps themselves, can be easily¹ be customized to your liking. Want to storm a heavily defended enemy base? Sure!² Feel like sneakily infiltrating a hostile country and assassinating a ruthless tribal warlord? Of course!³

¹ Depending on your willingness to put up with crappy code

² Imagination recommended

³ Imagination required

MODIFIERS

Player Health:

Player Damage:

Player FOV: ☒

Player View Range:

Enemy Health:

Enemy Damage:

Enemy FOV:

Enemy View Range:

< Back

Reset to defaults

Save

PLAY

Enemies:

Map:

Gamemode:

Time Limit:

< Back

Change Modifiers

Start

How to Play:

W – Move up

A – Move left

S – Move down

D – Move Right

Shift – Sprint

Mouse - Aim

Left Click (LMB) – Shoot

Right Click (RMB) – Shoot

Middle Click (MMB) – Shoot

Insert Any Other Mouse Button Here – Shoot

How to Win:

You can't *really* win, but you *can* try to get a higher score than last time.

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Community:

[Here](#) is our Github repo, if reading the detailed history of a **train wreck** in **slo-mo** is how you like to spend your Saturday night.

We don't judge.

Credits:

Zhenyang Cai: Part of the code

Daniel Su: Other part of the code