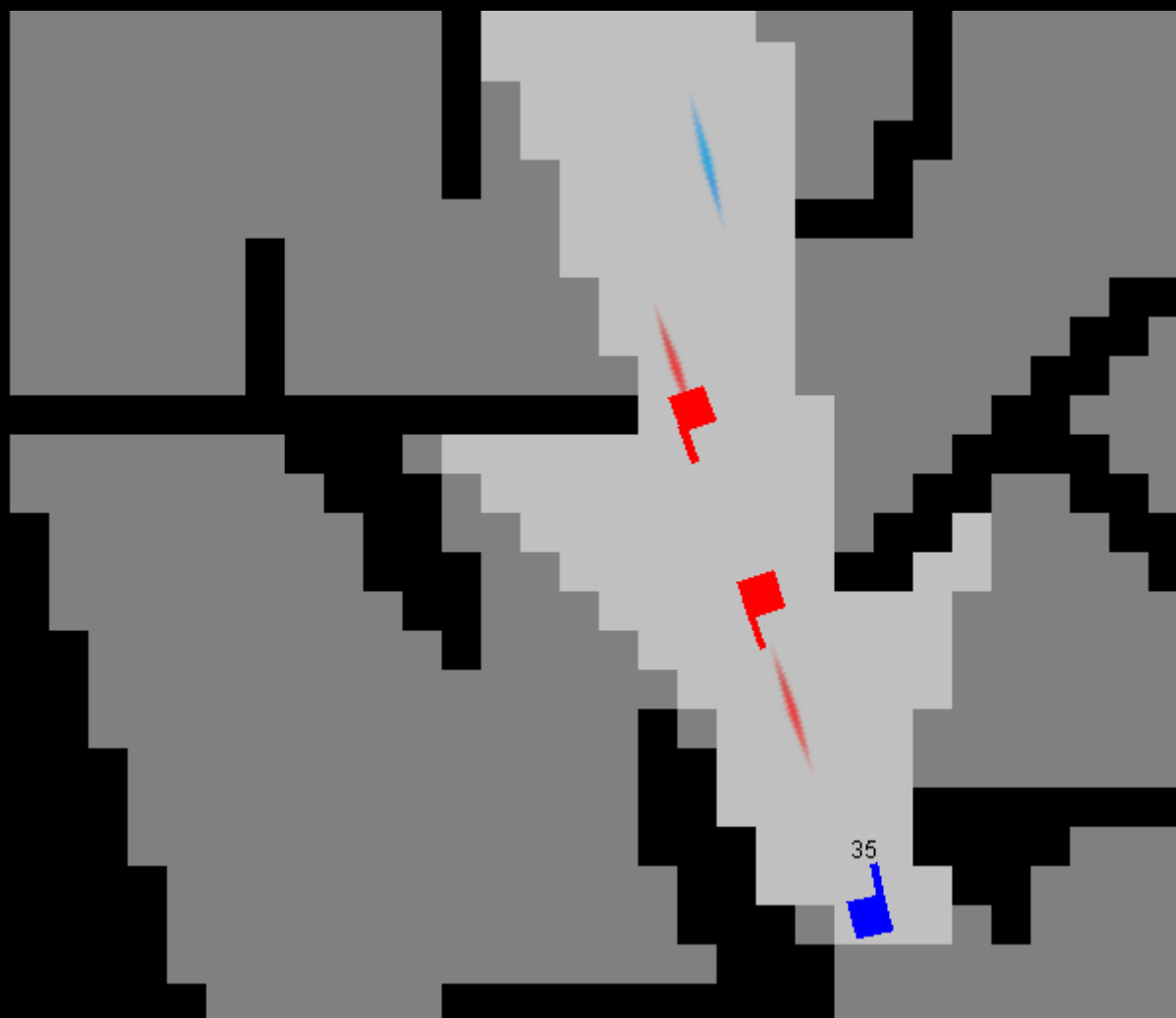
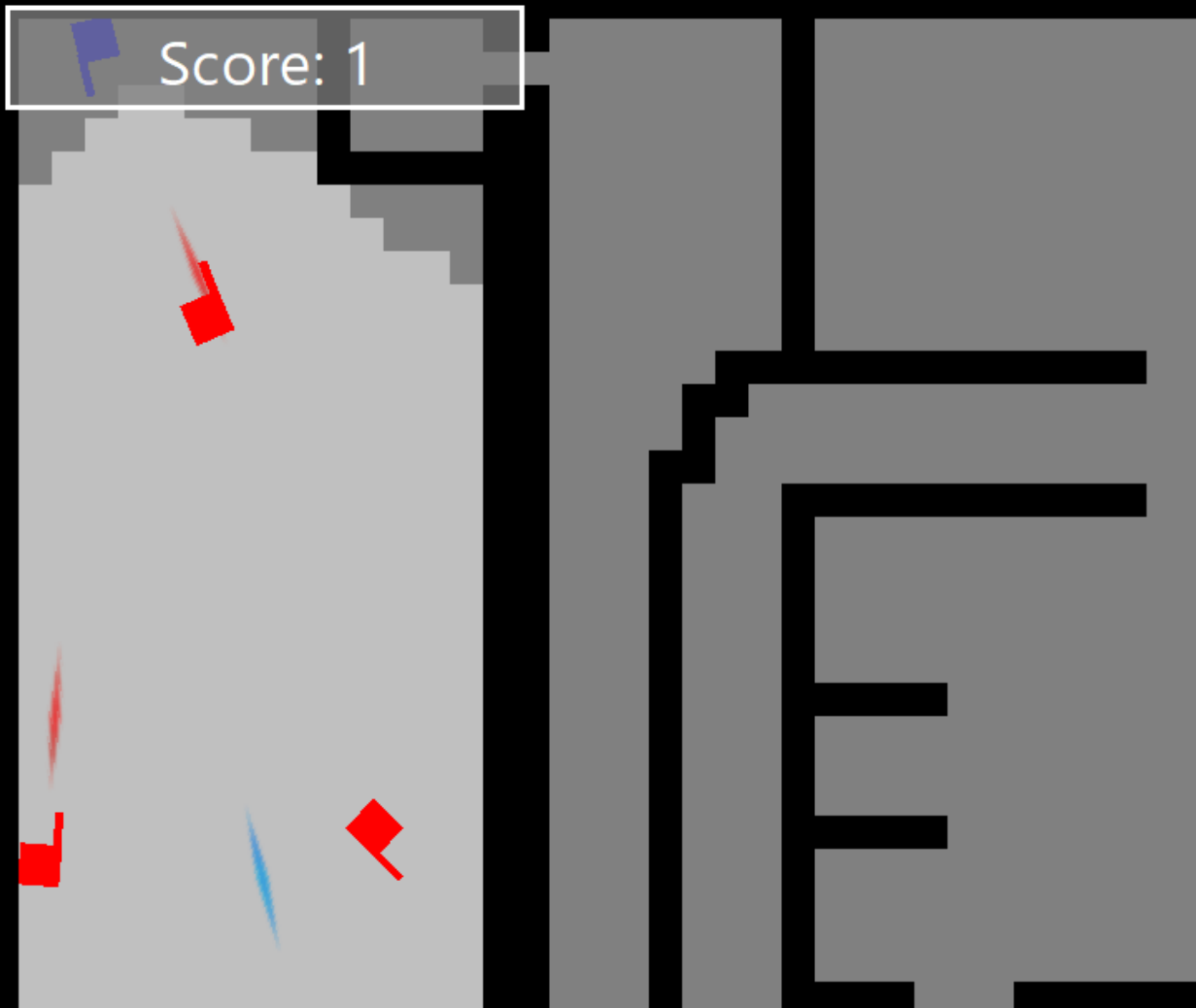


*Welcome to*

*LAZER TAG*



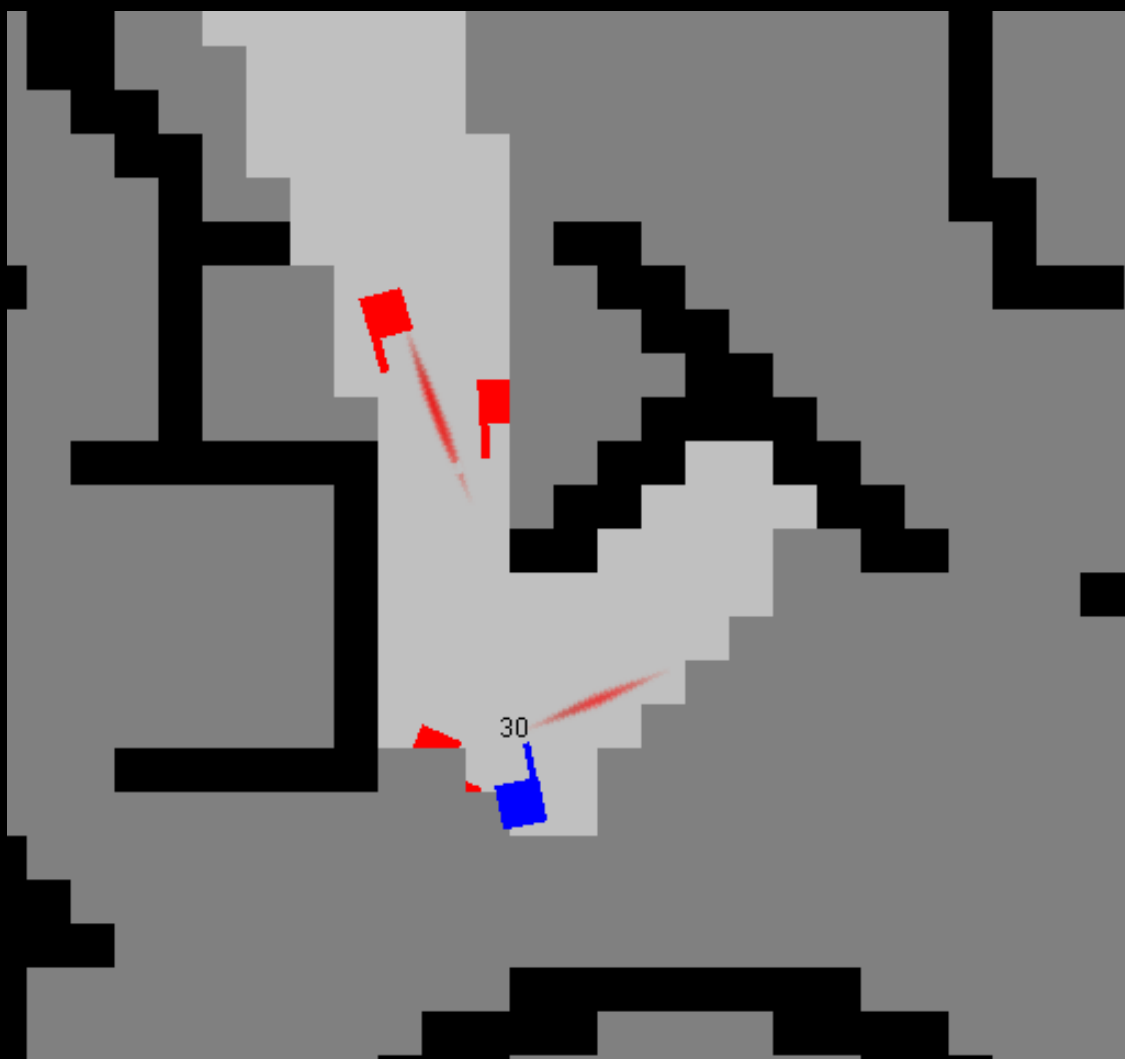
35

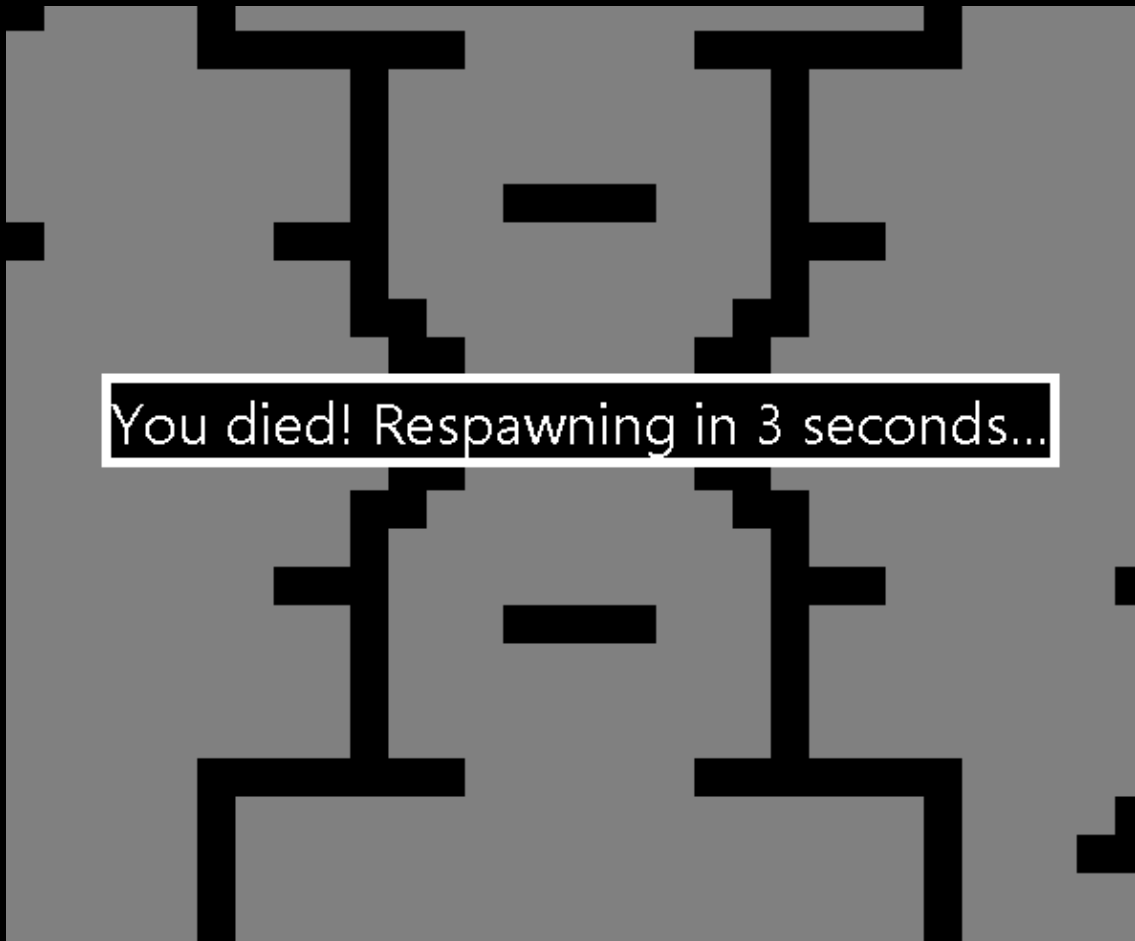


*LazerTag* is a new, revolutionary, high-**adrenaline**, high-octane, high-intensity, **open-source**, top-down shooter from the brilliant minds of **Zhenyang Cai** and **Daniel Su**. For reasons unbeknownst to you, you **find** yourself trapped in a futuristic **gladiator arena** where contestants compete 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 21<sup>st</sup> 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 easily<sup>1</sup> be customized to your liking. Want to storm a heavily defended enemy base? Sure!<sup>2</sup> Feel like sneakily infiltrating a hostile country and assassinating a ruthless tribal warlord? Of course!<sup>3</sup>

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<sup>1</sup> Depending on your willingness to put up with crappy code

<sup>2</sup> Imagination recommended

<sup>3</sup> 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

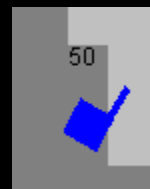
Middle Click (MMB) – Shoot

*Insert Any Other Mouse Button Here* – Shoot

Health is displayed above the player model

Time is displayed in the top right

Score is displayed in the top left



## Gamemodes:

DM – Get as many eliminations as possible within a certain time

SURVIVAL – Eliminate as many enemies as you can before being eliminated

SPREE – Eliminate all enemies as quickly as possible

## 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