VP Run Instructions

Graphical user interface

Description automatically generated

There are 3 places where Spawn Particle is referenced, once in CrystalBehaviour and twice in Player. Upon re-cloning the repository and moving files around I’ve seen these references get lost multiple times which may cause errors in editor. To fix it just link any particle prefab into the unit and the errors will go away. The build included should work just fine.

If you wish to test the game on controller, the game only supports Xbox input.

When you save your time to file it saves to the location of the exe (This was added for HCI purposes).