# Technical supplement

Our game *Angry Stingers* was developed for Windows Desktop PCs and Laptops.

It requires at minimum a keyboard, a mouse and a monitor.

The game was primarily designed for Full HD (1920 x 1080 pixels) monitors.

Optimally, the player sits in a chair in a comfortable position to play the game, the monitor should stand on a table or desk and there should be enough space so that the player can move around the mouse as much as they want. The screen should also be projected on a canvas so that other people can see the game when someone is demonstrating the game.

All necessary assets are included in the current build, there is no need to download any additional files.

The game includes a tutorial, which can be accessed from the main menu. An additional manual is not needed.

As for the controls  and needed buttons or keys to play the game: The WASD-keys allow the player to move the avatar inside the game, either the left or right mouse button let the avatar swing a fly swatter, while the other button is used to emit a mist of insect spray. Moving the mouse around also changes the perspective in first-person. Pressing the escape-key while in the game opens the pause menu.

Anyone who wants to test the game needs to be able to use a mouse and keyboard at the same time.

For the maximum amount of immersion, we suggest using headphones instead of the audio coming from a monitor or regular speakers, since it is easier to locate the position of the wasps. When demonstrating the game, using two sound sources is a good way to let the player hear the position of the wasps with the headphones, while the other people watching

would be able to listen to the sound of the speakers and they could hear the sound as well with this method.