2Sticks4Shooting User Document

How To Play:

Player Detail:

**Movement**

Basic Movement:

By the use of the arrow keys or WASD, the player can move the character which appears on the screen.

Basic weapon commands:

By clicking left mouse click, the player can shoot to where the mouse is located. Advanced details are written below.

**Weapons**

Weapon Pickup:

By picking up a weapon, you now have access to that weapon via weapon manager. You can switch between the weapons you have unlocked via the Q keyboard button.

Weapon Ammo:

You have a specific amount of ammo allocated to your weapon when you first pick it up. After you have used all of your ammo, you can no longer shoot the gun. However, it is possible to pick up more ammo for the gun.

Weapon Reload:

After expending all of the ammo in your current clip, you must reload your gun using the “R” keyboard button. You cannot shoot or switch guns while reloading, leaving you in a helpless state.

Weapon: Reverse Shotgun

The reverse shotgun begins by spawning multiple bullet to both your left and right side, as well as one centered about your body. The trajectory for each bullet is at the point in which you clicked, meaning all bullets are angled towards this point and converge at the point.

**Health**

If your player is hit by enemy projectiles your health is depleted, as exemplified by the health bar surrounding your character. If you lose all of your health, the game is over and you must restart from the beginning. It is possible to regain health using health packs which are scattered across the maps.