

ReadMe

ALIEN CONQUEST

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This readMe file is for I3E/STLD IP project
Assignment 2

**Player should set their computer volume to
approximately 50-60 and wear headphones
for optimal sound effects**

Controls

W, A, S, D for player movement

“E” to Interact with collectibles

Left Mouse button to shoot with a gun

“Space” bar to jump

Left Shift button to sprint

“Esc” (escape) key to pause button

Note:

To Lock Mouse cursor, simply just click on “Esc” key and use the mouse to click on resume button.

If models can't be seen on unity editor, click on “DOUBLE CLICK” game object to view model in hierarchy



This is a Sci-Fi Shooting game, with aliens and terrains as hazards, and collectibles that can benefit players to be collected, such as medkits.

Limitations:

Map is too big, player might take a long time travelling from point A to point B

No dialogue option, players may get confused at the storyline.

The Brightness, volume and music sliders do not work

The video does not accurately represent game audio

GitHub link:

<https://github.com/Coleman-Lim/I3E-STLD-Asg-2>

Please Play the build as well! Thank You!