

[https://drive.google.com/file/d/1YHfMr7BliWwJtUsgKFIdzt5Ew0XRDm4X/view?usp=drive\\_link](https://drive.google.com/file/d/1YHfMr7BliWwJtUsgKFIdzt5Ew0XRDm4X/view?usp=drive_link)

## HOW TO PLAY

First things first - the game is meant to be played 1. With multiple people and 2. On a controller. If you only have one controller available, there is a playable asset that operates on keyboard based input.

If you only have one controller, follow these steps:

1. Open the inputPermanenceTest scene (Assets/Scenes/inputPermanenceTest)
2. Select the PlayConfigurationManager object in the Hierarchy
3. Change the maxPlayers property to '1'
4. Open the prefabs folder (Assets/Prefabs))
5. Select the FinishLine prefab
6. Check the box that says 'Single Controller'

Not adhering to this configuration will result in errors

## TO START THE GAME

1. Open the 'StartScreen' scene (Assets/Scenes/StartScreen)
2. Hit play
3. On start screen, hit the spacebar to advance, use mouse to navigate menus

## CONTROLS

Keyboard/Mouse

WASD/<>^V - Movement

Space - Jump

Left Click - Attack

Controller

Left stick - Movement

South button - Jump

East Button - Attack