

# Prototype Readme

## Summary

For this prototype I decided to implement the basic aspect of the game, putting out fires. I used Unity's Tilemap system to create the layout of the game and used Unity's new Input System to script player actions. The game was made using sprites that were made into tiles and placed on a grid. This prototype is a variation from what the final product would look like as instead of trying to survive for as long as possible, you are trying to put out the fires as quick as possible.

## Controls

- To move you can use the **arrow keys** or **WASD**
- To put out a nearby fire press the **spacebar**

## Objective

- Put out all fires as quick as possible
- Get the best time