# What was hard

* Boss health widget with changing text, making it appear and disappear
* Some system from compulsory 2, was not optimal, got us into a lot of nullptr errors which were hard to resolve.
* Laser beam actor component was a bit tricky to get working properly

# What was easy

# Buttons to play the game:

* WASD – Move
* Mouse pointer – Aim
* Left Mouse Button – Fire
* RELOAD – Do not fire for 1 second
* SHIFT – Dash
* SPACE – Change fire mode

# References

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All 3D models and textures were made by Mathias M. Mørch.

All sound effects are from 1001 Sound FX (2004) by Sony Creative Media, which used to come bundled with Sony Movie Studio and Sony Movie Studio Platinum.

Vortex Texture for Level gate: <https://www.deviantart.com/xolarix/art/Wormhole-Alpha-389403473>