# Imported Assets and Libraries

There are some things I didn’t make in this game and some things I made before starting this project. There is of course Unity which I didn’t make, but I also didn’t make some packages I used for this game. These packages are:

* Cinemachine, for better cameras and transitions
* TextMeshPro, for better text display
* LeanTween, for UI animation

Cinemachine and TextMeshPro are official Unity packages while LeanTween is third-party.

I also imported assets which I frequently use for all my games such as Audio and UI.

The first commits on the GitHub repository were all imported from aforementioned sources.

# The barebones prototype

I have a lot of ideas (some of which won’t make it before the end of the assignment, or won’t make it into the game at all), but first I need to build the crude version of the game to see if there is potential for fun. However, the concept of a top shooter is decades old so the prototype will need to be a bit richer than normal.

With that in mind, I made a GDD (Game Design Document) and wrote some ideas, I set up a Trello board and made a list of what I should do first before any play testing is done. First the player movement, which was something I already had done dozens of time so it went pretty easy. I used a physics-based movement with Unity’s Rigidbody to allow for smooth controls as well as potential use of physics later (such as wind). The next thing was shooting, this is also relatively easy, just a little bit more verbose for the input since I have to detect when the player presses and releases the button for firing.

First roadblock: Multiple PlayerInputs