

Game-Dev-2017

Game Development Group for IE3 Project Team. 2017-2018

About

Title: Do Not Touch the Ground (Temporary)

Getting Started

These instructions will get you a copy of the project up and running on your local machine for development and testing purposes. See deployment for notes on how to deploy the project on a live system.

Prerequisites

What things you need to install the software

```
* OS: Windows 7 SP1+, 8, 10, 64-bit versions only; Mac OS X 10.9+.
* CPU: SSE2 instruction set support.
* GPU: Graphics card with DX9 (shader model 3.0) or DX11 with feature level 9.3 capabilities.
* Software: Unity
```

Installing

A step by step series of examples that tell you how to get a development environment running

1. Download the project files to your computer using either browser or bash

```
git clone https://github.com/IEEE-NU/Game-Dev-2017
```

1. Open unity and run StartMenu.unity in the scenes folder

```
../Game-Dev-2017/DoNotTouchGround/Assets/Scenes/StartMenu.unity
```

1. Run the scene using the button with the play icon and have fun!

```
Game Completion: When your health points run out!
```

Gameplay Instructions

Launch the game from the StartMenu scene. Once the game has started, use the right and left arrow keys to control the direction the ship is facing. Press the 'Q', 'W', 'E', or 'R' keys to apply varying amounts of thrust to the ship. Applying thrust will also shoot projectiles out of the back of the ship.

Press "Space" to shoot a laser beam from the front of the ship. The laser beam will push asteroids away. Stop the asteroids from hitting the earth for as long as you can!

Built With

- [Unity](#) - The game engine used
- [GraphicsGale](#) - Animation graphic editor

Authors

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