

INFERNO INTERACTIVE



Week 10 - Prototype

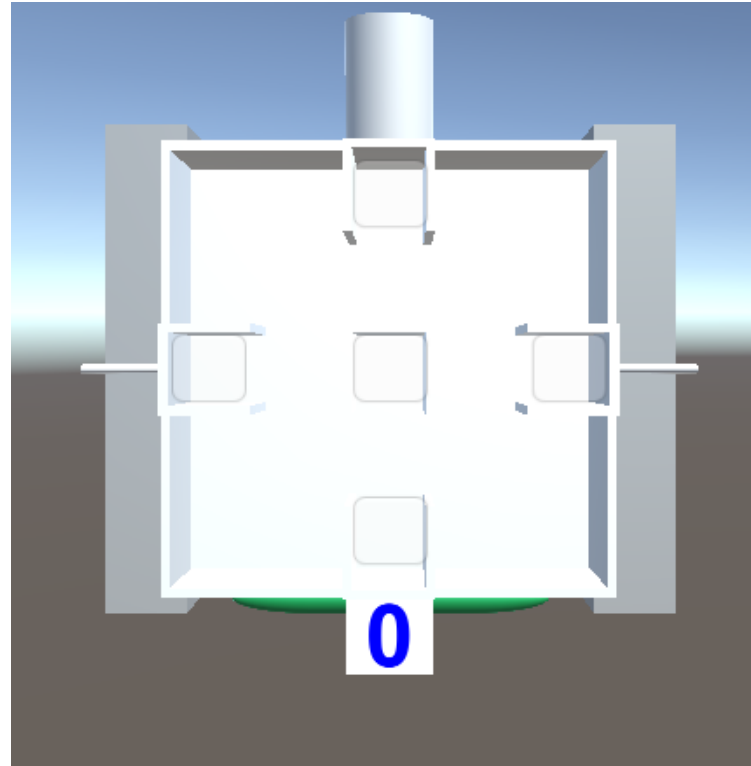
Level Map

- Relatively simple tutorial map to allow player to get familiar with the controls and AI
- Teaches user how to drive, shoot and move in and out of control stations while rescuing civilians



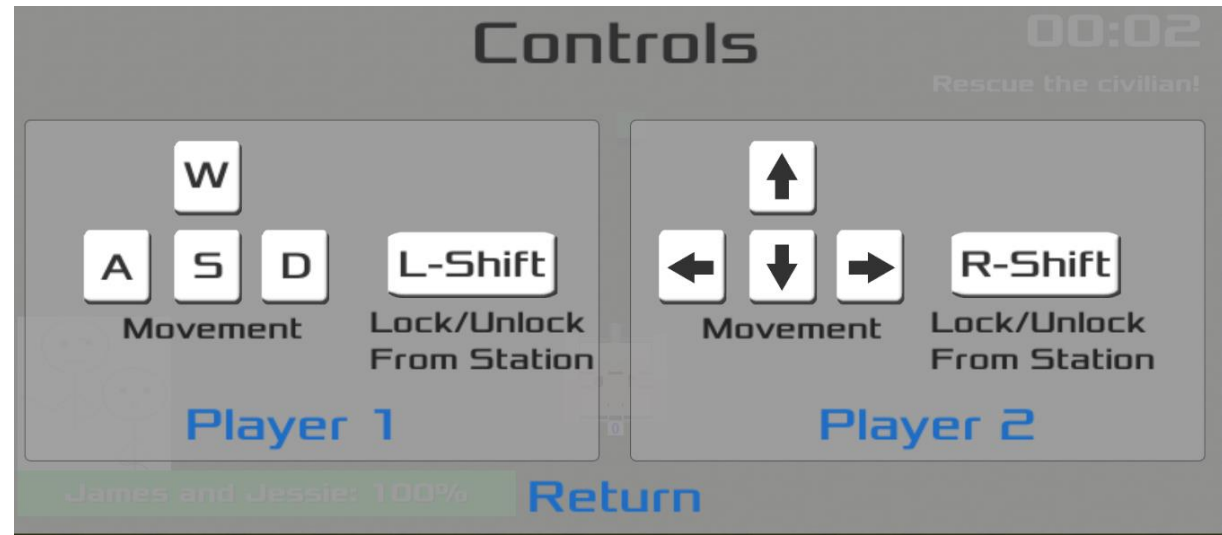
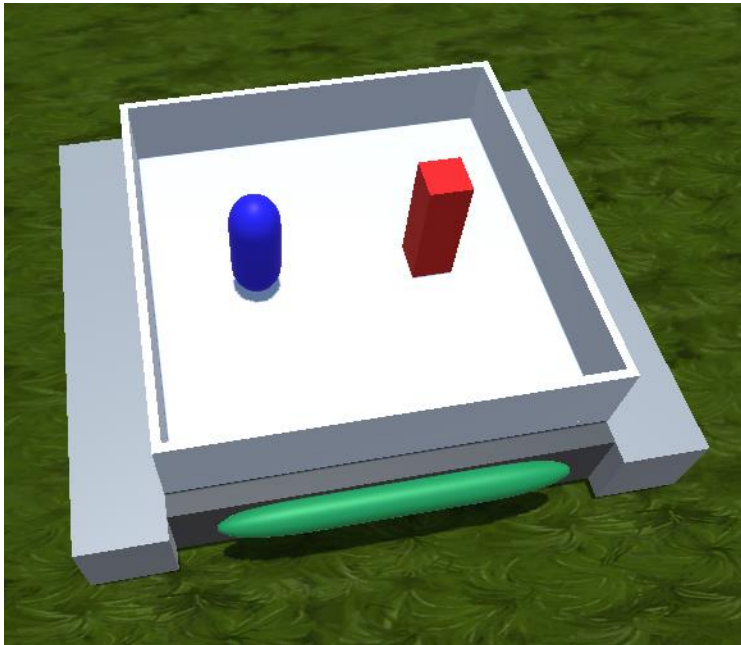
Vehicle

- A customisable tank with only movement and attack components
- Requires 2 players to move between control stations to control the vehicle



Players

- Each player controls one of Jessie or James, the two engineers in the vehicle
- Player 1 uses WASD to move and Left Shift to activate a control station, while Player 2 uses the arrow keys and Right Shift



Boss

- The boss uses randomly generated movements to attack the player
- It splits upon taking enough damage into 2 weaker enemies (in easy mode)
- Subsequent attacks to these enemies cause them to split again
- The smallest enemies die when they have taken enough damage

