

SETUP

- Start the game on the MainMenu scene
- Player object to modify its attributes
- All the enemies are in the prefab folder, their attributes can be modified. The prefabs ending in 1 are the updated ones.
- GameManager object to modify the game duration in order to win
- DifficultyManager object to modify the size of the arena, spawn rate, spawn density, wall height, etc.
- GasCloud object to modify the speeds

CONTROLS

- WASD to move the tank
- Mouse to rotate the top part of the tank and camera
- Left click = cannon
- Right click = missiles
- Middle mouse button = machine gun toggle
- Esc or pause button to pause the game

INFO

- Score:
 - +5/second
 - +500/coins
 - +1000/enemy tank
 - +1500/mortar
 - +2000/tower

BUG

- Mortar logic
- Arrow pointing to the gas cloud, only rotates on the first instance of the game, retry and main menu causes a bug