# **Build Readme:**

## MACHINE REQUIREMENTS:

## **MINIMUM:**

## **OS:** Windows 7 or Newer

## **Processor:** 2.4 GHz Dual core

## **Memory:** 2 GB RAM

## **Graphics:** NVIDIA GTX 260 or ATI 4850

## **DirectX:** Version 9.0c

## **Network:** Broadband Internet connection

## **Storage:** 7 GB available space

## **RECOMMENDED:**

## **OS:** Windows 7 or Newer

## **Processor:** 2.5+ GHz Quad core

## **Memory:** 4 GB RAM

## **Graphics:** NVIDIA GTX 660 or better, ATI 7950 or better

## **DirectX:** Version 9.0c

## **Network:** Broadband Internet connection

## **Storage:** 7 GB available space

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## **Additional Notes:** Gamepad or Controller Recommended

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## GAME DESCRIPTION:

3-D third arena shooter where the player faces endless waves of robots in order to get the highest score possible.

## GAME OBJECTIVE:

Kill all the robots that spawn in every round and attempt to get the highest score possible

## CONTROLS:

Movement: WASD

Action: Left Click to shoot and Right Click to melee

Camera: Mouse to move the camera

Pause: ESC to pause game

Options: Volume up and down buttons

## CHEAT CODES:

0: Set Health back to 1000

9: Toggle Invincibility

8: Add 1000 points to the player

7: Unlock all guns not currently unlocked by the player

6: End the current round

## KNOWN ISSUES:

Player does not shoot from a certain joint.

Options menu from start menu starts the game

Ranged enemy animations do not line up with shooting time