

Include in the same folder:

- Build (zip or apk)
- Project data package zip (remember to only include Assets, Packages & ProjectSettings, not trash files)
- (optionally: some concept art/screenshot that you might want to use in portfolios to represent the project, etc)

Pirate Tapper Showdown

Team members:

Olli Hälikkä - Project Lead, Game designer, Voice actor

Niko Hiltunen - 2D & 3D artist & animator, code support

Joonatan Ritalahti - Code Lead

Olli Simanainen - 2D & 3D artist & animator

Platform requirements & Supported inputs

Platform: Android

Playstyle: Physical 1v1 on shared screen

Installation

1. Download FinalBuildv2.apk to your Android device
2. Open the .apk file
3. Grant rights to install from source if asked
4. Launch game.

Instructions

Game is played 1 v 1 on one device, shared screen.

- Tap buttons in the same order as they appear in to pop them, causing damage to opposing player with each button popped.
- Buttons can be tapped only when the entire wave has appeared.
- Tapping the wrong button or missing a button will cause damage to self.
- Waves will auto-clear after 5 seconds from spawning.
 - If any buttons have not been popped on auto clear, player takes damage to self.
- First player to reach 0 HP loses.
- Win screen is displayed when game is over, announcing the winner.
 - Player one is playing on the bottom half of the screen, player two on the top half.
- Win screen buttons:
 - Main Menu button does nothing, and exists only for future use.
 - Play Again button starts a new game.
 - Quit Game button closes the app.
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Known bugs and issues

- ~~1. A URP debug screen can be shown by double/triple tapping on the screen with three fingers simultaneously.~~
- ~~2. Player 2's button icons are upside down - should be facing the player.~~