TEST GAME DOCUMENTATION

The purpose of this package is to give an example of a couple component packages working together within a scene.  
 In this case, it is component three, the first-person controller, along with component four, teleportation.  
The aim is to jump into the correct teleporter to reach the platform. It is a game of chance, essentially.

As it was just quickly put together, there is no win/lose/end screen.