

# *Sound and Music*

The sounds we went for is mostly realistic gun sounds to complement the style of the guns that were made by Cameron Butcher, our gun and assit creator.

The music that was chosen is a soundtrack that was picked to add to the feel of the game while not being intrusive as to allow the players to focus on the game.



# **Controls**

For the controls of We Are All One we decided that the best way to do them would be using the same basic controls that can be found in most first person shooters. This has made the game easy to pick up for most people as the controls are simple and well-known.