# Applied Games Programming Artefact

## Description of Gameplay

The gameplay of the artefact consists of the player passing through a procedurally generated layout to get to the exit. Each cell generated spawns enemies in random locations that fire upon the player, which the player has to dodge and avoid. The player can shoot the enemies and hit their bullets or destroy the enemy themselves. If the player is hit by an enemy the player will die, and the layout will regenerate to allow for another try. Upon reaching the exit the game will close, completing the game.

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## Code Diagram

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## Version Control

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AI-generated content may be incorrect.

## References

Wagoner, C. (2023) *3D Top Down Shooter Where Aim Follows Mouse Position*. Available at: <https://medium.com/@cwagoner78/3d-top-down-shooter-that-follows-mouse-for-aiming-project-log-d1956ddaba3>

**Player movement, and camera following the player**

Bartha Szabolcs - GameDevJourney (2021) *Aiming in a 3D Top-Down Game in 3 Minutes - Unity Tutorial*. 2nd May. Available at: <https://www.youtube.com/watch?v=AOVCKEJE6A8>

**Player looking at mouse position**