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Game Engine II

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FINAL PROJECT

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**User Manual**

The game is set to be played using a keyboard. We’ll have a “how to play” explanation in the options menu and support for a gamepad controller will be implemented for the final version.

A: Move Left

D: Move Right

W: Move Up

S: Move Down

Left Click: Shoot

Right Click: Melee attack

Mouse: for the shooting target

We need to kill all the enemies and reach the exit. Changes will be made for the final version with power ups, enemies AI that will attack us and probably a different goal to win the game.

We tried to use the less possible amount of assets and we’re trying to build everything in the game just from just a small quantity of sprites.

**Resources/Bibliography**

https://www.spriters-resource.com/resources/sheets/63/66030.png

https://forum.unity.com/threads/2d-character-rotation-towards-mouse.457126/

https://www.youtube.com/watch?v=8jn\_spLoCb0&list=WL&index=12

<https://assetstore.unity.com/packages/audio/sound-fx/free-sound-effects-pack-155776>

[Free 2D Mega Pack | 2D | Unity Asset Store](https://assetstore.unity.com/packages/2d/free-2d-mega-pack-177430)