

## **Prototype**

A basic movement controller has been implemented. Move forward, left, backward, right and jump with w,a,s,d and space. The player can also look around with the mouse.

A basic shooting system for the player using raycasts has been added. Shoot with left click. The gun is automatic. When the player shoots the gun plays a muzzle flash particle effect.

A simple enemy that can shoot and follow the player if he is within a certain range has been implemented. The enemy uses projectiles to shoot instead of raycasts. The enemy dies after his health drops to zero. The player doesn't take damage yet.