readme

Game created by Devin Grant-Miles

Attributions

Art Assets

All art assets created by Devin Grant-Miles apart from the below. No assets used in this game required attribution.

- Intro spaceship: https://www.hiclipart.com/free-transparent-background-png-clipart-pbxzb
- Intro spaceship scientist: https://favpng.com/png_view/mad-science-cliparts-mad-scientist-science-laboratory-clip-art-png/fEq7T1ws
- Intro spaceship laser: https://www.cleanpng.com/png-laser-tag-firearm-raygun-clip-art-cartoon-gun-596018/

Sound Assets:

- Fart sounds created by Devin Grant-Miles
- Laser sound made using: sfxr - sound effect generator by Dr Petter, 2007-12-14
- Haemorrhoid destroyed squelch: https://freesound.org/people/ThefitzyG/sounds/414296/
- Poop and haemorrhoid squelch: https://freesound.org/people/Breviceps/sounds/445109/
- Haemorrhoid destroyed scream: https://freesound.org/people/Adam_N/sounds/166156/

Game controls:

The game menu is controlled by the mouse, the gameplay can be controlled by either Xbox 360 controller or keyboard.

Xbox 360 controller:

- Left and right rotation: left analogue stick OR DPad
- Thrust: AButton
- Shoot: XButton
- Start: Pause

Keyboard alternatives:

- Left and right rotation: left and right arrows
- Thrust: up arrow
- Shoot: space
- P: Pause
- ESC: Quit

Running game with debug features:

Click the top right hand corner of the screen to access debug mode. Debug mode allows for level select, invincibility toggle and to view FPS.

Opening and running in Visual Studio 2017:

To open and run the VS solution file, please set the working working directory of the Visual Studio solution from

"$(ProjectDir)" to "$(SolutionDir)..\Game" for both release and debug builds before running.