Tags and Lasers

This is a larger project I have been working on for the Unity engine. It is an arena shooter with AI and players.

At the moment I am still working with primitives to bring the ideas I have to life. Over time I intend to look into 3d models and upgraded map design.

I would love your input and feedback on how the project looks! (also feel free to let me know about any bugs you encounter)

Note: This is still a work in progress, online will have bugs (I am working on correcting those that I find). Single player will play a bit smoother.

<https://docs.google.com/forms/d/e/1FAIpQLSddOn4GNeAG8p9xWNaNk5s85S83hHI4uB61H8GnCEp4ii_UAg/viewform>

Features:

* The game has online capability via the Photon 2 network. You can join games randomly with other players
* Characters can shoot lasers, charge up superlasers, sprint, jump, bring up a shield and even talk to each other! (Communication is key)
* The game has AI that will attempt to complete the map objectives and fire lasers at you if you (or your team) gets within line of sight of them
* The game has randomness to it in the form of scenarios, throughout the game there is a random chance that something new and exciting will occur. Just play the game and see what could possibly happen!