CIS4820 Final Project Documentation

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Basics:
Your objective is to move around the map without gravity, utilizing the momentum from your weapons to move around, destroying the enemy bots in the process.

Controls:
Left click to shoot. This will also be your method for movement, as shooting will propel you in the opposite direction.
Mouse movement to look around.
R to reload.
E to switch weapon.
W to temporarily look behind you.
Q to slow any momentum you currently have.

Changes from A3:
Since A3, our biggest change was to the control scheme, as we chose to use mouse and keyboard controls as opposed to controller. We also decided against multiplayer and opted instead to use enemy bots. They are scattered around the map, and have limited health which allows them to be destroyed by the player. There is now a button (W) for looking behind you, and in this view, you can also fire bullets behind you to help change direction. We ended up using 5 weapons (Pistol, rocket launcher, sniper, SMG, shotgun), each with their own unique reload and shoot animations. However, these weapons are no longer power-ups, and are available from the start. We also made some minor adjustments to the map, making it taller than our original plan, along with adding platforms and more pillars than the original illustration. Lastly, the addition of a button to slow the player's momentum was added, rather than our original idea of a jetpack, as we figured it would make aiming easier and help the player feel less overwhelmed when going too fast.