**SPIN PADDLE**

The following are instructions to a game called Spin Paddle that I made in Unity 2D. The game can be run by opening the “Spin Paddle.exe” file.  
All art, design and coding responsibilities were handled by me. The entire game was made in 2 months and the prototype was built in 2 days for a game jam competition.

INSTRUCTIONS

Spin paddle is a fast paced 2 dimensional pong game where enemies spawn from each corner of the map. **You control the 4 paddles on the top, bottom, left and right using the mouse.**

**The bot in the centre should not be allowed to touch the walls** or the wall shrinks and spawns even more enemies.

Left clicking makes you fire anticlockwise and right click makes you fire clockwise. (Except when the gun type is pointer)

1. Press “Play”.
2. This is the customization section where you chose your weapon type, gun type, power up and paddle type.
3. To get in the game, press the large arrow on the right.
4. Try and set as high a score as possible by surviving the longest and killing as many enemies (anything except you) as possible.
5. Don’t die (for as long as you can)

**There are many different combinations possible, find the one that suits you by changing the types in the customization screen (press the small arrows).**

CONTROLS

Movement: Paddles controlled by moving the mouse. Simply follow the ball.

Fire: left click (to fire anti clockwise) or right click (to fire clockwise)

Power up: Middle mouse button