

Run LevelDesign_FPSTrainingCourse.exe

The player will start out in the entry room. They will have the option of choosing 2 out of 5 weapons available. The player can also check the leaderboard with the currently listed times and sometimes that the player may want to try to beat.

Once the player is ready they can walk into the next area which will activate the timer and reveal the shooting targets. Within the first room, there are 7 enemy targets colored red and 3 civilian targets colored green. The player has to shoot as many enemy targets as possible while avoiding the civilian targets and then move on to the next area which leads to a staircase.

In the staircase room are 3 enemy targets.

At the top of the stairs, the player will see 2 enemy targets with 1 civilian target in the line of fire of one of the enemies. Moving further in the room are 2 enemy targets and 1 civilian target.

Within the next doorway is 2 enemy targets with 1 civilian target in the line of sight of another enemy. Turning left the stairway is destroyed with two enemy targets on elevated platforms. The player needs to fall down to enter the next area.

In the final area is a narrow hallway with 5 enemy targets and 3 civilian targets this will lead to the final sprint to get back to the entry room. Once in the entry room, it will list the final time the player got depending on how many enemy and civilian targets were shot. This time will be listed on the leaderboard. The player is able to go through the course again to get a faster time or try a new set of weapons.