

Control list for wireframe

WASD- Movement

Left Mouse Button- Shooting Projectile Attack

Esc- Pause

This is a simple horde game where the player exists in a 2d plane and needs to defeat as many enemies as possible. To do this he needs to dodge enemies' approaches as well as attack them to defeat them. The attack is a projectile attack that instantly defeats enemies if it hits. Thus for the wireframe, it only needs movement and attack inputs as well as a pause menu for the player the option to end the game early.

The inputs for the wireframe are the same for the prototype because the controls are already pretty minimalistic and thus does not need to expand beyond the wire frame since there aren't complicated mechanics.

I chose these inputs because of the familiarity of the inputs to the general populations of computer shooter players. WASD is just the standard for movement while the left mouse button is the default for attack or shoot. If I were to design for a gamepad, I imagine that the left joystick would be for movement while the bottom button on the right 4 button keypad would be for attack since there aren't any jump mechanics. The buttons are so standard that when I found the input settings in Unity, the default was what I listed above.

Unfortunately I could only get the WASD movement into the prototype since I don't have any coding experience, and my time and attention were towards personal matters since it was the holiday season.