Game Production

Team 7: Autofill

**Project 2**

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Version 1.2

**READ ME NOTES**

***DOCUMENTS***

***Read Me Document:*** Document that includes description of individual folders, controls, links, and release note description.

***Documents:*** Folder includes Team Contract, Concept Document, Production Plan, GDD, ASG, and Wireframes.

***Build:*** Final Unity build of fully working game.

***HOW TO PLAY***

Use the directional keys W, A, S, D keys to move the player. Mouse moves the camera.

The P Key is the Pause Key.

Xbox Controller enhances the experience in the game.

Left Analog Stick to move. Right Analog Stick to turn camera.

***GITHUB LINK:*** [***SirDante830/Cheddar-Chase (github.com)***](https://github.com/SirDante830/Cheddar-Chase)

***In Github, go to the main branch to access the files.***

***ITCH.IO LINK:*** [***Chedder Chase by cdante (itch.io)***](https://cdante.itch.io/chedder-chase)

***GOOGLE DRIVE:*** [Project Two Game Production: Cheddar Chase](https://drive.google.com/drive/folders/14kJCXoFxUt7YoMEF3Hq14aLHSpnVxdjF?usp=sharing) ***Link to google drive containing all information and documentation of Project 2.***

**RELEASE NOTES - Version 1.2**

***NEW FEATURES***

Two AI Enemies in different areas to follow player

New areas to implement hiding from enemies ***FIXES***

Pause menu works functionally

Controller experience enhanced with directional verticality and camera ***IMPROVEMENTS***

Verticality layers in areas complement level design ***KNOWN BUGS***

N/A