Samuel Beatty

Lizard Lex Readme

* **Version of Unity used**: Version 4.6
* **How to set up project in Unity**: Simply load the project from one of the two scenes. You will be able to find the two scenes under the Levels folder which can be found in the Assets folder. If you wish to start from the beginning menu load Menu Scene and if you want to start in the game’s main scene load the AllLevelsInOne. Be sure that you are in 2D mode to be able to view the scene correctly.
* **Main Features of the Game Project:** Be able to move your character block by block and work to avoid enemies by using the ability that can be found in the game that allows the player to move two spaces instead of one. You will also need to use the knockout ability that you will have from the very beginning to take out enemies that are in your way when you can get behind them. Lastly if you can get pass all of the enemies you can find the coveted case file that your character has been looking for.
* **I confirm that I have pulled the GitHub project down fresh and I have verified that it works correctly.**
* **Author and date:** Samuel Beatty, 05/12/2015