

SLCR

(Shoot, Loot, Craft, Run)

Table of Contents

Overview.....	pg. 2
Controls.....	pg. 3
Mission.....	pg. 4
Enemies.....	pg. 5
Winning the Game.....	pg. 6

Overview

SLCR is an action-shooter game powered by the Unity Engine and brought to you by Team Crossover. Team Crossover is a blend of six students from The University of Kansas's EECS 448 Software Engineering course. Our name comes from the crossing over of lab times between the six of us.

We hope you enjoy this little game we've made for our project, where you'll get to explore, attack enemies, attempt parkour, and hopefully have some fun along the way.

Controls



-Moves your character forward



-Moves your character left



-Moves your character right



-Moves your character backward



-Pause Menu



-Allows your character to jump up



-Fires your weapon



-Interaction Mode

Your Objective

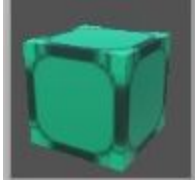
You first spawn into a safe room where you'll find two portals, one on the left that leads to Level 1 and one on the right that leads to Level 2.

In Level 1, you'll be faced with many enemies and it's your objective to find a portal back to the safe room before you're overcome.

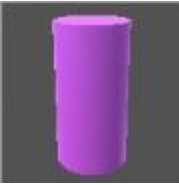
Level 2, is much more relaxed in terms of the amount of enemies and is more about exploring and having fun with the mechanics of the level. There are many portals on this level but only one will lead you back to the safe room. After you enter the portal to the safe room is Level 1 and Level 2, you win!

HAVE FUN!

Enemies



Patroller - Patrols between certain points and chases the player if the player gets too close. Each has a moderate amount of health and can only attack the player in melee range. Each attack deals about 4 HP in damage and each patroller moves relatively quick. Watch where you step!



Exploder - Has a low amount of health, moves relatively slowly, and explodes either if the player is caught within its range for too long, or if the player destroys it. Explosion does an initial 50 damage when the player is right by it and has a damage dropoff the farther away the player is from the blast until a max of 10m.