**User Guide**

This game is played using the keyboard to move the main player, either with the arrow keys or the asdw keys. The start screen has two options the second one gives the player basic instruction and controls. The first moves to the next screen, allowing them to choose the color of the character, after they select their color they choose their difficulty. The hard difficulty starts the player with half the health of the easy mode. The games moves forward in rounds. Once all characters in one round are dead, it gives a screen informing the player. Clicking moves onto the next round. Once the player dies, they get a recap of the number of enemies they killed.

**Issues and Solutions**

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| Issue | Solution |
| Getting bullets to shoot straight out of both of the characters guns instead of crossing at location where mouse was clicked | I used trigonometry to find angle and direction bullets needed to be draw in |
| What to do when two enemies collide so they wouldn’t be standing in the same spot | Remove one enemy, make the other bigger, and have it take one more hit to kill them.  Credit to Madison for the idea |
| I allowed the player to shoot bullets from the character selection screen, and with doing so it killed enemies before the first round even started | I originally initialized the enemies in setup, instead I initialized them after the character was chosen |
| Once the player got hit with a bullet, their health dropped to zero instantly | I removed the bullet from its array as soon as it hit the player |
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