**DINOSAUR HUNTER**

**ABOUT THE GAME**

Dinosaur Hunter is a 3rd person twin stick shooter game. The player controls a hunter dropped into an arena who is then pursued by waves of dinosaurs, which he or she must evade and destroy! These dinosaurs are fast, and dangerous, and they will eat you. Like velociraptors or something. So be vigilant.

The player character's movement is controlled with the WASD keys, and the gun is aimed and fired using the mouse. Upon successfully defeating all enemies in the current level,

the player will progress to a new level with more difficult enemies. Each level map is a randomly generated square arena.

**GETTING STARTED**

An executable of the game will be available on the Team 4 Github. To build from Unreal Editor, go to File > Package Project and select your Operating System (Windows, Mac, Linux).

**CONTROLS/GAMEPLAY**

WASD: Movement

Mouse: Aim/fire gun

The game will open to a start menu, where you can select sound options (music, sound effects), or choose to start the game.

The camera follows the player as he or she moves around the map. As soon as the player starts moving, the enemies will see you and begin pursuit.

**MAP**

The map is a square arena with it's layout randomly generated.