

Build Instructions

To launch the game, click on the SealTeam6Bit.exe file. In order to view the code and design of the game, install Unity. Once installed, click on the desktop icon to launch and open the provided Seal-Team-6-Bit folder, which will open our game in Unity. Allowing you to view our assets and scripts, there is a built in code editor in Unity, however, we chose to use Visual Studio.

Game Features

This CMYK themed game allows users to play as a pixelated character fighting against invading aliens. Your character must pass through two levels with only one weapon to reach the end of the game and defeat the aliens. But be careful, your character only has limited health. The pause menu allows for different functionality as you can access the tutorial and the main menu. Each level provides an opportunity to save your progress at its checkpoint. Controls include left and right arrow keys to move and space key to jump. Right click shoots your gun.