**Release Notes**

This demo/prototype was made for a specific purpose. Code expansion was not considered, therefore does not follow the open-closed principle.

**Controls/Input**

Movement: Right and left arrow keys / ‘A’ & ‘D’ keys

Jumping: Up arrow key / ‘W’ key

The standalone has no menu. To exit press alt + F4.

**Known Issues**

Glitchy staircase. May sometimes fail to detect steps, which leads to inconsistent jumping.

**Tutorials**

Editor Scripting

* <https://learn.unity.com/tutorial/editor-scripting#5c7f8528edbc2a002053b5f8>
* <https://forum.unity.com/threads/editor-script-for-scriptable-object.501333/>

Turret Targeting

* <https://www.youtube.com/watch?v=dCtt6ri5Iag>

**Assets used**

* <https://assetstore.unity.com/packages/3d/environments/sci-fi/sci-fi-styled-modular-pack-82913#reviews>
* <https://assetstore.unity.com/packages/3d/props/potions-coin-and-box-of-pandora-pack-71778>
* <https://assetstore.unity.com/packages/2d/textures-materials/sky/allsky-free-10-sky-skybox-set-146014#content>
* <https://assetstore.unity.com/packages/3d/ammunition-pack-demo-82208>
* <https://assetstore.unity.com/packages/3d/characters/robots/enemy-turrets-27858>