

Controls

| Control | Controller | Function |
|--|-----------------------|----------------------------|
| Push right joystick forward | Right | Enables teleportation ring |
| Release joystick | Right | Teleports to location |
| Hold bumper button near weapon | Left or Right | Grabs weapon |
| Release bumper button | Left or Right | Drops weapon |
| While holding weapon, press trigger (if gun) | Left or Right | Shoots gun |
| Press in on analog stick | Left or Right | Opens menu |
| Press left menu button | Left | Opens menu |
| Move analog stick within menu | Left or Right | Moves menu cursor |
| Use opposite hand and point towards menu | Opposite hand of menu | Highlights menu entries |
| Press RTS on menu | Left or Right | Switches to RTS view |
| Press FPS on menu | Left or Right | Switches to FPS view |
| Press Menu on menu | Left or Right | Quits to main menu |
| Press Restart on menu | Left or Right | Restarts game |

Gameplay

In the goal of the game is to last for as many waves as possible. This is done by either placing towers in order to defend a base via the RTS mode, or by going into FPS mode and shooting enemies. The player can move by pushing forward on the right joystick to bring up the teleportation ring. From there, they can release the joystick to teleport to selected location. When near a tower or weapon, the player can hold the shoulder buttons on their controller (the middle finger) to grab it. If the player grabs a weapon, then they can press the trigger button to fire it.

The player can interact with the virtual world via a menu system. The player can press in on an analog stick OR press the menu button to open up the menu. There will be four buttons on the menu: Menu, (re)start, FPS, and RTS. Menu returns the player to the main menu, the (re)start button changes based on if the player is in the menu or game, but will bring the player to the main game. The player can switch between FPS and RTS mode via their respective buttons.

Enemies will come in waves and attack the base. It is the player's job to defend the base. This can be done either by placing towers down in RTS mode, or by going into FPS mode and shooting the enemies. They will gain money the more you defeat enemies. You can use money to purchase towers and place them on the map. Each map is randomly generated, and is generated at the start of the game.