# Team 15 Instructions To Run Project

## Project Name: Crater Clash!

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We created a 2D video game using the Unity (v. 2018.3.2f1) game engine. The engine enables us to compile the game into a executable for certain operating systems.

You will find a compiled executable for Windows 32 bit and 64 bit, Mac OS, and Linux in the labeled folders in this project folder. We did not test the Mac OS / Linux version to see if they work, as the Windows 64 bit operating system is our target operating system. Feel free to see if the other compiled versions work and record them in your bug report or let us know!

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Below you will find more information on the different parts of our project. The tutorial you find in our project's main menu is lacking in some information on the gameplay, and anything else you might need to know about the menu buttons, panels, etc. or score database details will be listed below.

**Gameplay**
- Not listed in the tutorial is that each player will receive 1000 points to spend at the start of their turn regardless of how many resource stations are captured.
- Not listed in the tutorial is that each player starts with 5000 points to spend.
- We did not put any bugs into the SFX or music, so disregard any nuances you may or may not think are bugs in those.
- Not listed in the tutorial is that you will only use the mouse input for the game. Everything is done with left-clicking and nothing is controlled with the keyboard.
- After a unit moves or attacks once, the unit may not do anything else until the end of the turn. This is shown by making the unit semi-transparent.
- You cannot submit a score of 0, so in order for a victorious player to submit their score, they must have killed one or more enemy units.

**Menus**
- Not listed anywhere is that the options changed in the Options menu will stay in whichever state you left them in when exiting and then re-opening the executable.