Quick Run through!

Controls:

WASD – Movement

Mouse – Look

Left click – attack/fire

Space – Jump

E – Pick up

Q – Drop

The project was made using UE 17.2, please try using that version when running it.

The Aim is to just destroy as much stuff as possible to get as many points, different objects grant different points and there are different weapons placed throughout the level.

AI attacks stun you, AI can be destroyed but unless you find a strong weapon they may take a few hits, but grant good points.