

## **Design Decisions**

The player script is the same even though it's not being applied to the same object in the 2 scenes, and the functionality is changed based on tags. The GameManager keeps track of the aliens left in the level and loading scenes. The bullets are controlled with a Gun Controller and are instantiated on key press at a set spawn point.

## **Issues Encountered**

Looking into applying the bullet cam, I wasn't sure if I should make it automatically switch to the newest bullet every time the player fires one, if I should disallow firing the gun while viewing from the bullet cam, and if I should increase the amount of time the bullet stays around (I went with 3 seconds after firing) as that might be disconcerting to just view something like that for 3 seconds and then warp back to the player's normal camera.

## **Instructions on how to use my "game"**

Controls for the first scene (first person view):

Move the mouse to look around, press "w" or up arrow to move forward, "s" or down to move backward, "a" or left arrow to move left, "d" or right arrow to move right. These movements are relative to which way the player is looking.

Controls for the second scene (tank controls):

Same movement control scheme as in the first scheme, except the mouse doesn't do anything. Press "F" to fire the gun.



