Paparazzi

A game by Francesco Corso

Controls

* Move: WASD
* Dash: Space

Goal: Collect as many coins as possible without running into anyone else.

This game utilizes pathfinding for the enemies in the game. The four enemies start in the four corners of the map and will select a random location on the map move to every 5 seconds. Enemies will also override their pathfinding location if they spot the player and will proceed to chase the player for a little while. They player can get enemies to stop chasing them if they can outrun an enemy and stay out their line of sight long enough.

Credits:

* Made using Unreal Engine 4 with Starter Content
* Core Gameplay: Me
* Coin Collection Sound: [brandwesson](https://freesound.org/people/bradwesson/sounds/135936/)
* Title Screen Image: [WallpapersDen](https://wallpapersden.com/minimalist-wallpapers/16bit-cityscape-and-lake-60874.html?resolution=3840x2400)
* Logo Generated using [CoolText](https://cooltext.com/Render-Image?RenderID=277452627701578&LogoId=2774526277)
* Main Theme: [Bensound](https://cooltext.com/Render-Image?RenderID=277452627701578&LogoId=2774526277)