The controls are as followed, WASD is to move, mouse is to aim, left click to shoot, E to pick up guns from mêlée destroyable crates, Q is to switch between fists and a single gun, I is to change your skins, and g is to equip a suppressor, reducing your over all sound print and only attract the enemies you shoot. The enemies that appear are the shooter, sniper and ghost. The shooter is a sentry that shoots in one of 4 ways regardless of you being within sight. The ghost is a mêlée focused horde unit that is barely visible and follows you if shot at or within range. The sniper is a separate sentry unit that tracks your movements and shoots at you from a stationary position and has the ability to shoot down walls. The levels are comprised of four main aspects, walls, barriers, crates, zones, and doors. “Walls” are brick walls that are destructible via bullets, explosion or melee. “Barriers” are indestructible walls that are black and generally edge the parameter. Crates are a type of structure that once destroyed, have a weapon underneath. Zones are red circles placed within levels to aid in xp leveling by staying within the zone for a set amount of time. Once that time has been complete, a set amount of xp will be given. There are three bosses within the game, “beefy”, “little pump” and “bottom text”. Beefy is a projectile boss that sends out ricocheting balls. In order to defeat beefy, one needs to shoot at the balls, any direct damage is negligible. Little pump is a stationary range type boss. Once hit, little pump will explode a random mine placed on the level, hopefully hitting the player. The final boss, “bottom text”, is a horizontally charging boss that deals immense damage. Because of the difficulty, one needs to be level 15 in order to begin. The map is divided into to three sections, the upper, right, and south. Each of these sections is comprised of three levels, the end of each containing a special boss. The game modes are as follows. God mode for easy play and normal mode for a traditional play through. God mode eliminates the damage taken by the player and allows for a more casual game play with the included access to the dev room, a room containing all weapons within the game which is hidden away behind beefy. The non god mode option locks away the dev room and allows the player to be damaged and possibly die. Once you die you will be brought to a death screen with two options, respawn and exit. If you click on respawn you will show up at the begging of the stage you die with a lost level. In order to gain xp, one needs to kill enemies and capture zones. The point of xp is to increase the base damage of guns as you level up at a fixed rate of a 100 xp.