README

Overview:

IMPORTANT: In order to play our game you need to build and run it. You can do this by going to File -> Build and Run or by pressing Ctrl B in Unity. If you do not build the game, the quit button in the menu will NOT work. There should be a build already in ./Builds/376\_final\_project

* Player – The pink square on the screen. If you are hit the square will turn black.
* Enemies – The turtle enemies scattered around the screen. Hitting these will decrease your health by one. If you hit 0 the current level will be reloaded.
* Bullets – By clicking the player will shoot black circular bullets which will destroy enemies and boxes. Destroying enemies will increase your score.
* Walls – These are the gray rectangles in the second level. They cannot be destroyed or moved through.
* Boxes – These are the yellow rectangles in the second level. Their color reflects their health with yellow = 3, orange = 2, and red = 1. If you shoot a red box it will be destroyed.

Controls:

* Pressing the arrow keys or WASD will move the player left, right, up, and down. The player will stop if you try to move outside of the screen.
* Clicking on the screen will shoot a bullet in the direction of your cursor.
* Pressing escape will pause the game and bring up the pause menu.

Goal:

The goal of our game is to defeat all the enemies in each level until you reach the end of the game. You have 2 health and if you get hit twice the level is reloaded. You start the game and you need to destroy the 3 turtles to advance to the next level. When you do this there will be a sound clip and then the next level will be loaded. In that level the goal is the same, but this time there are boxes in your way.