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Gameplay:

In our game, the player shoots syringes at a moving virus and to win, he needs to shoot all stages of the virus. At each stage virus moves further away from the player and it gets more challenging to successfully hit it.

For visualization we have used external models and textures for some of our objects including the virus and the walls.

Controls:

WASD to move, Arrow keys(LEFT & RIGHT) to look around, SPACE to shoot

Note: The speed of the game changes according to refresh rate of the monitor. The game was tested on a 144hz display so it will run noticeably slow on a display with lower refresh rate. The video of the game can be found at:

<https://www.youtube.com/watch?v=dURpOZtPE8U>

How to run:

The game can be run by opening the .html file with local server of Visual Studio Code.

