Setup:

Run the game executable to play or open the project in unity and build.

How to play and Introduction:

Pizza Enforcer is a "1-screen-2-players" casual game, where players catch ingredients from the sky using the pizza peel. They then feed the opposing player until the opposing player dies.

The player must have their respective combo bar filled to feed and to damage the opposing player. If the falling food hits the player (and not the player's pizza peel) the player will have eaten the ingredient and receive damage.

The player whose health points reach 0 will have lost the game because they entered a food coma.

Player Controls:

Player Movement: Drag the character left and right to move.

Pizza Peel Movement: Select the character and drag up and down to move the pizza peel and to catch falling ingredients.

Pizza Peel Attack: Hit the other player when the combo is filled to feed and damage the other player.

Victory condition:

Bring the opposing player's health to 0 to win.

Features:
- Various toppings with various damage
- Unique Game Controls
- Main Menu
- Pause the Game
- Change the BGM
- Catch the food and damage the opposing player
- Food that hits the player deals damage
- Health bar
- Combo bar
- Unique art style

External Libraries and Tools:

Causal Game BGM 05:https://assetstore.unity.com/packages/audio/music/casual-game-bgm-5-135943

Jelly Icons:https://assetstore.unity.com/packages/2d/gui/icons/jelly-icons-99749

Tasty Characters: https://assetstore.unity.com/packages/2d/characters/tasty-characters-forest-pack-108878

Text Mesh Pro:https://assetstore.unity.com/packages/essentials/beta-projects/textmesh-pro-84126

Food Icon: https://opengameart.org/content/icons-food

Menu Background:http://varimedetem.cz/wp-content/uploads/2014/06/background-varime-detem-1.png

Menu Icon:https://cdn.pixabay.com/photo/2017/04/20/05/06/pizza-2244559_960_720.png