**FPS Readme**

**Desert Space Combat IN SPACE!!!!**

Created on 10/13/16

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Note: We Pairwise programmed the entire game.

Instructions and Overview

Use WASD to move, the mouse to aim and click to shoot.

Run through the maze to destroy all the targets and enemies by shooting your gun to win.

All bullets will hurt you if you touch them.

Features of game

* Run around through the maze shooting targets and killing enemies.
* Gain points for killing enemies and targets
* Canvas with Score (Murder Points), Life Points and Enemies Left
* You can make enemies shoot themselves with tactical positioning.
* You can dodge bullets and feel like Neo from The Matrix because bullets persist for a little while.
* You can also block bullets with your gun like a jedi
* Enemies point at you, but only shoot when you are in their line of sight so they don’t kill themselves before you can see them.
* Enemies and targets tumble when you shoot them.
* You can hurt yourself, so if you are too triggerhappy you can lose that way.
* You can physically bump into the enemies and targets, making them spin and float away to their demise. (If they go a certain distance from the stage they get destroyed)
* When you die you get a game-over screen and the option to replay.
* When you kill all targets you get a good job screen and the option to replay.
* Big jackpot of targets under the big black sphere.
  + Also use the sphere for knowing where you are in the maze.
* All enemies shoot at their own random rate and offset

Known bugs or Issues in the Game

* The HUD goes into the walls if you look at the walls closely.
* Also can see slightly through the walls if you look inside the walls the right way.

There are no other known errors that affect gameplay, but there is a error displayed in console:

* When the player shoots an Enemy, Unity outputs an error:
  + I believe this is because of the inheritance hierarchy of Target being a parent of Enemy, calling the start method in Enemy overwrites the start menu of Target, so to fix that I called base.Start(). Even after calling the parent Start() method, the Target doesn’t have a reference to work with.

Credits for Art Assets  
Skybox:<https://www.assetstore.unity3d.com/en/#!/content/53752>