How to use Tyrone’s MK Graduate Programming Test Project:

I approached this project as if I was going to have to expand many of its features to include more functionality at a later time (the weapons use inheritance to allow for more unique weapons, the spawner allows for more than just power ups to be spawned, the object pool can be used for more than just bullets).

Usage:

1. Play in the editor. For this method, make sure that the build settings are set to PC Standalone.
2. Play using Unity Remote. For this method, make sure that the build settings are set to IOS.

Movement:

1. Playing in the editor, use the mouse to move the virtual joysticks on the scene.
   1. Alternatively, attached to the canvas is a script with a variable called ‘Simulate WASD’ visible in the Inspector. Ticking this will allow the player to use the WASD keys instead of the left stick, allowing the player to move while keeping their mouse free to use the right stick.
2. Using Unity Remote, use both fingers to move the player.

Firing:

1. There are currently three weapons (Pistol, Machine Gun and Rocket Launcher), use the scroll wheel to switch between the three (once their respective power up has been picked up). Note: there is currently no way to switch between weapons when on mobile.
2. Each weapon has a specific amount of ammo, if that ammo runs out, it can be replenished by picking up is respective power up.
3. Power ups respawn over time.