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Goal of the game: Dodge as many cats as possible before dying.

Instructions on how to play:

- Move forward/backward with W and S respectively
- Rotate with A and D
- Move the mouse up and down to look and aim where you shoot cats (balls)
- If you get hit by a cat, you die (i.e. the game closes)

What's missing:

- The current version has no way to deflect cats (we plan to use a "spray bottle" to deflect cats). Also, we do not have a scoring system (although we know how we will score the player), a GUI (to show the score, main menu, etc.), or models for the balls and the player. Our GUI is already integrated into our project, we just need to create a scheme file and custom images for it.
- Our requirements for the camera are in place; you can look up and down at steep angles, however, we decided to forgo horizontal mouse rotation (you can still rotate the player with the 'a' and 'd' keys).
- For sound we would like to diversify the sound effects and tweak the sound mixing.
- Additionally we plan to refactor our software architecture as we did not precisely follow our original plan. We would like to split our game manager into several classes so that our code will be more modular when we eventually add networking.