**Rcket Legume, Report**

**Game Capabilities**

* The score is incremented every time the ball passes through the goal, and that team’s new score is reflected in the text above the goal.
* Teams can tell which goal is theirs based on the text above the goal. The player is on the ‘away’ team and is therefore scoring on the away goal.
* All NPCs are designed to follow the ball on the field, and the number of NPCs on the field can be adjusted.
* The camera has also been adjusted to follow the car around the field to give a sense that you, as the player, are immersed in the game.

**Controls**

* W or UP key
  + Accelerate
* S or DOWN key
  + Reverse
* A, D or LEFT, RIGHT keys
  + Steer
* Left mouse button
  + Boost
* Right mouse button
  + Jump