# CS 3540 – Alpha Release Team #15 - <Counter-Smash: Global Defensive>

**Public Link to the Game:**

<https://maierw.itch.io/maier-csgd-alpha>

**Game summary:**

Counter-Smash: Global Defensive is a third person shooter is which you play a young individual who is reluctantly forced to be a ranch hand for the summer. This farm is not how it seems, though. Scarecrows and other creatures have invaded. They must learn to manage their temper as they help the landowners fight off the monsters who are trying to take over the farm. The character must quickly learn to mange their emotions, however, as their emotions will directly impact their performance!

**Game mechanics:**

Character control

* Walking
* Sprinting (hold LShift)
* Jumping

Entering buildings

* Press ‘E’ while on the circle outside of a door

Gun controls

* Picking up gun
* Shooting
  + Accuracy is lowered while moving, lowered further while running
* Reloading

**Alpha release notes:**

* Enter the range by hitting E while standing on the gray circle outside
* Pick up a gun by walking on the gray cube on the left of the clothes hanger
* Reload with R
* Overworld is made and polished
  + Range is tutorial level
  + All other levels are different scenes accessed through the overworld map
* There are health scripts and other things that are in the game, that are not implemented yet
* Script is prepped for biometric data
* Professor may help with research component (Dr. Giovanni Troiano)

**Known bugs:**

* Once I added a variable to determine whether or not the player was allowed to shoot or not

(bool activeShooter), the following stopped working:

* + Lowered accuracy while walking
  + Lowest accuracy while jumping or running
  + UI for ammo count
  + Having limited ammo in a magazine
* Lighting inside the Range, but only when switching scenes (when launching from that scene it is lit properly)