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*Waffle Cats README*

Team Shooter Blaster Presents…

**Waffle Cats**

**Description:**

Choose your ferocious feline and find a friend to battle against for total waffle domination. Waffle Cats is a game of simplicity with a minimal mechanic and one end objective, collect more waffles than your opponent. Our goal for this project was to create a simple yet addictive game for our first Unity project, along the lines of Flappy Bird, Doodle Jump, etc. All scripts were written in C#.

**Controls:**

Controls are very simple for Waffle Cats. After selecting the desired cat skin and level background, simply use space bar/up arrow to jump for Player 1/Player 2 (left screen tap/right screen tap on mobile). Let the waffley mayhem begin!

**Running The Game:**

1. Download the game file and unzip
2. Open the game application
3. We suggest an aspect ratio of 1152x720
4. Play!

\**Note*: For Mac users, default security settings might prohibit you from opening the application. Go to System Preferences > Security and click Allow Anyway.