

NGwKs & U GOT DIED



Quidditch

The Side-Scroller

Version #2.0

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Version History

Version 0.1 – *Quidditch.py*

Created *Harry* class.

'Gravity' in effect.

Using old images from U GOT DIED's Balloon Man

Version 0.2 – *Quidditch.py*

Created *Quaffle* class

Still using old images

Version 0.3 – *Quidditch.py*

Created *OppFlier* class

Still using old images

Version 0.4 – *Quidditch.py*

Created *Bludger* class

Version 0.5 – *Quidditch.py*

Created *Snitch* class

Version 0.6 – *Quidditch.py*

Worked out logic for collisions

Version 0.7 – *Quidditch.py*

Worked out scoring logic

Version 0.8 – *Quidditch.py*

Added the **intro()** and **gameOver()** functions

Version 1.0 – *Quidditch.py*

Added new graphics and soundtrack

Tweaked collision, scoring and the AI movements of all classes

Created *pitchBackground* class

Added level difficulty

Consolidated game over functions into **gameOver()**

Version 2.0 – *Quidditch.py*

Added Boss Levels: graphics, soundtracks

Added Splash screen



I. Game Overview

This is a basic side-scrolling style game themed after JK Rowling's *Harry Potter* Quidditch. The User controls Harry (a Gryffindor Seeker) and is tasked with catching the Snitch all the while dodging Bludgers and players from the other team. There are three levels of difficulty in this game, this is based off the team the User chooses to play against. The higher the difficulty the more obstacles the User must dodge.

The boss levels will only appear after the User has beaten all three normal levels. These Bosses are the Dementors (book three) and a Dragon (book four).

II. Game Play Mechanic

This game is written with python 2.7 and pygame 1.9.

The game uses seven sprite classes and three functions for gameplay. The **main()** function merely starts the game, sending the functionality of the program into the **intro()** function. From there the **game()** function is called. This is where the bulk of the gameplay programming is contained. When the game is over **gameOver()** is called, and the User is sent back to **intro()**.

This game also uses the *Buttons.py* to create buttons. This program was created by NGwKs and is used with permission of the owner.

For further details regarding controls, scoring, art and sound please refer to those sections of the document.

III. Controls

This program uses the arrow keys (*Up*, *Left* and *Right*) and once or twice the mouse to control the game.

The mouse is used while in the Introduction screen and in the Game Over screen.

The arrows keys are what the User uses to control the character. The *Up* or *Spacebar* is connected to the vertical movement of the character. *Left* and *Right* keys control the left and right movements of the character. *Escape* can be used while in the menus to exit the game.



I. Interface Sketch

The initial load of the program has basic description of how to play the game as well as



three buttons. These buttons determine the difficulty the User faces. *Hufflepuff* is easy, *Ravenclaw* medium, and *Slytherin* is hard. Clicking any of the three will take the User into gameplay.

II. Menu and Screen Descriptions

During gameplay the User controls *Harry* who wears red. The other Team wears the colour of their house (yellow for *Hufflepuff*, blue for *Ravenclaw* and green for *Slytherin*).

In the top corner are the stats; *Harry's* health, and the current score.

Gameplay will end in a number of ways, but once it has ended an explanation will show on the Game Over screen.

Boss Levels have the Boss stay to the Left end of the screen. The *Goal Item* will appear on from the right after *Harry* has completed three laps of the pitch.





III. Game World

This game is essentially a sports game in a side-scroller. The rules and scoring of this game were derived from the actual rules and scoring as determined by the International Quidditch Association (IQA). However, these rules were simplified for ease of gameplay.

The User plays as Gryffindor's Seeker against the other three House teams. They are to catch the Snitch at the end of the gameplay. Catching the Quaffle, avoiding the Bludgers and other Opponents are all hazards of gameplay.

For Boss Levels, the User must avoid colliding with the Boss. It is also necessary to avoid the object associated with the Boss (ice for Dementors, fire for the Dragon). The Boss Level is complete if the User manages to survive long enough to reach the *goal item*. This item depends on the level; a Patronus shield to deflect Dementors and a Golden Egg for the end of the Dragon Task of the Tri-Wizard Tournament.

IV. Levels

There are three levels of difficulty in this game. Each of the three teams has a different difficulty.

Hufflepuff is considered Easy. There can only ever be two Opponents on screen at a time. There is only ever one Bludger, which appears after a long interval. The Quaffle appears very often. With less to dodge, finding the Snitch and winning is easy.

Ravenclaw is considered Medium. This time there are four Opponents flying. There is still only one Bludger but it appears more often. The Quaffle spends less time on screen. While the Snitch's appearance is not altered, there is more to dodge and fewer chances to gain points.

Slytherin is considered Hard. All five Opponents can be on screen, both Bludgers are loose, and the Quaffle spends even less time on screen. All in all, there is lots to dodge and less time to catch. While the Snitch may appear often the User may not be in a position to catch it.

Boss 1 is the Dementor level. The Dementors cover $1/3^{\text{rd}}$ of the screen. Five ice crystals appear from the right. If *Harry* collides with them, he is forced towards the Dementors by a set distance. The User must reach the Patronus Shield to complete the level.

Boss 2 is the Dragon level. The Dragon covers $1/3^{\text{rd}}$ of the screen. It shoots fireballs from its mouth which will injure *Harry* if touched. The User must reach the Golden Egg to complete the level.



V. Character

The User plays as *Harry*, who is Gryffindor's Seeker. The Seeker's job is to catch the Snitch and end the game. The game will not end until the Snitch is caught. *Harry* wears red robes and flies a broom.

VI. Enemies

In this game 'enemies' are more 'opponents'. There are three opponent teams; *Hufflepuff*, *Ravenclaw* and *Slytherin*. Each wears a different colour of robe. *Hufflepuff* is yellow, *Ravenclaw* is blue, and *Slytherin* is green.

Boss level enemies are a hoard of Dementors or a Dragon.

VII. Scoring

The scoring in this game is simple, it is how a win or loss is determined that is complex.

According to IQA rules a team scores 10 points anytime the Quaffle goes through a goal hoop. To simplify this in the game, every time *Harry* catches the Quaffle Gryffindor earns 10 points.

Running into an opposing player is a foul and calls for a penalty shot on goal. Using this rule, any time *Harry* collides with an opponent they earn 10 points from the penalty shot.

The Seeker that catches the Snitch ends the match and earns 150 points for their team. The winner of the match is whoever has the greatest number of points. It is possible for the team who caught the Snitch to ultimately lose the match. As such this is a possible outcome in the game.

In the Hogwarts Quidditch Tournament there are no Reserve Players. Thus should a player be knocked unconscious that team will play at a disadvantage until either the match ends or the player recovers. In this game if *Harry* is knocked out the other team catches the Snitch and earns 150 points.

There is no formal scoring for the Boss Levels. The User must simply survive.

VIII. Sound Index

This program uses the following sounds:

Score.wav – When the Quaffle is caught

buldgerHit.wav – When *Harry* runs into Bludgers

Boo.wav – When *Harry* runs into an opponent

coinSound.wav – When *Harry* touches a Goal item

scream.wav – When *Harry* touches the hoard of Dementors

IceShatter.wav – When *Harry* runs into Ice Crystals

crunch.wav – When *Harry* touches the Dragon



Fireball.wav – When *Harry* touches a fireball

earth.wav – Background music to be played during intro, gameplay, and game over.

(Borrowed from *Assassin's Creed 2* soundtrack by **Jesper Kyd**.)

knife.wav – Background music to be played during the Dementor Boss Level.

(Borrowed from *Lord of the Rings: Fellowship of the Ring* soundtrack by **Howard Shore**)

Tower.wav – Background music to be played during Dragon Boss Level.

(Borrowed: **Clint Mansell's Requiem for a Tower**)

IX. Art / Multimedia Index

These are the images used in this game. First *Harry* and the balls, then the opponents and finally the background field.



Harry.png



Snitch.png



Bludger.png



Quaffle.png



H1.png



H2.png



R1.png



R2.png



R3.png



R4.png



S1.png



S2.png



S3.png



S4.png



S5.png



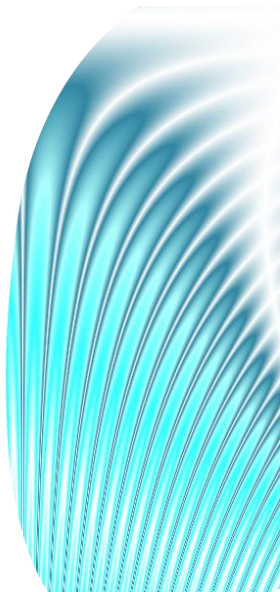
Ice.png



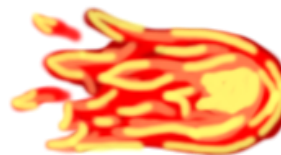
Dementors.png



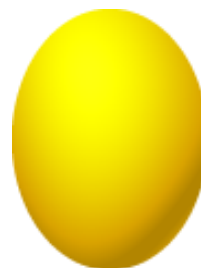
Dragon.png



Patronus.png



Fireball.png



Egg.png



Pitch.png



pitchStormy.png

