



Shot Thru The Heart Game Manual

WHAT IS SHOT THRU THE HEART?

Shot Thru The Heart is a multiplayer arena based archery combat game inspired by the video game TowerFall Ascension.

Shot Thru The Heart remake written in Python 3 by CMSC 137 CD-1L Group STTH. This project is a requirement for the subject CMSC 137: Data Communications and Networking. Various networking concepts are displayed here such as Client-Server connection using TCP and UDP.

INSTALLATION GUIDE

Linux:

1. Start your computer.
2. Make sure that your computer has Python3 installed by typing in the terminal:
`python3 --version`
3. If your computer does not have Python3, follow this guide.
4. Install pygame: `sudo apt-get install python3-pygame`
5. Clone this repository into your desired path by typing into the terminal:
`git clone https://github.com/jcgaza/shot-thru-the-heart.git`
6. Navigate into the shot-thru-the-heart folder by typing:
`cd /[Installation Directory]/shot-thru-the-heart`
7. Run the server by typing into the terminal:
`python3 server.py`
8. Open another terminal and run the game by typing into the terminal:
`python3 client.py`

Windows:

Follow the same steps above but use suitable commands for Windows.

HOW TO PLAY

The basic objective of Shot Thru The Heart is to defeat your opponents in archery combat. Battle takes place on a 2-dimensional field on static levels that fill the entire area of a 4:3 ratio screen. Screen wrap features on levels with open borders, which sees players and objects move from one end of the screen to the other when crossing the border, either vertically or horizontally. More specific explanations of the game rules

of each mode can be found in the relevant main page. This page will detail the basic controls of the game as well as advanced techniques that are utilized in all modes.

Game Controls:

- To move the player, use the keys W, A, S, D to move up, left, down, and right respectively.
- To aim and shoot at other players, use the mouse and the player will face where the cursor is placed. Click the left button to shoot arrows.

Game Rules:

- The game can only be played with a minimum of 3 players and a maximum of 4 players.
- A player has two arrows at the start of the game.
- A player can gain more than two arrows by picking it up. Usually they are arrows that have been recently released by you or your opponents.
- A player can gain a point by killing an opponent.
- The player who scores 10 points first wins the game.