

Archery Game Comparison

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Comparison:

The human-made game feels like a classic, simple arcade challenge. It's basically a timing test where the bow moves up and down on its own, and you just have to hit the spacebar at the perfect moment to fire. It has a very "retro" look with Comic Sans text and bright colors, and you are just racing against a 60-second timer to get as many hits as you can before the clock runs out.

The AI version, on the other hand, feels much more polished and modern, kind of like *Angry Birds*. Instead of just timing a button press, it lets you use your mouse to pull back the bowstring, giving you full control over your aim and power. The AI added real physics that the human version didn't have, like arrows that curve down because of gravity and actually stick into the target when they hit. It also swapped the timer for a limit of 10 arrows, making it more about accuracy than speed.