

# **The Archer**

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Video Game Design : CSCI 321 : Spring 2014 : Geoffrey Matthews

## **Backstory**

In a world ravaged by technology and peace, one stick man has the courage to train with an outdated weapon. The Archer is a man who stands for JUSTICE, BEAUTY and most of all HITTING TARGETS WITH ARROWS (Except, you know, all those times he misses).

Join The Archer on his quest to be the best!

## **User Guide**

You play as the Archer in this game. Your objective is to aim and hit targets with your bow and arrows. Some targets will be stationary, some moving.

Using the arrow keys and spacebar:

Select a game mode:

Single Player : Has a list of levels that you can complete.

Sandbox: Play any level in the game as much as you want.

Then choose a difficulty:

Easy: more movement of bow combined with slower power buildup

Hard: Faster bow movement, faster power buildup

Score is decided by how many arrows you shoot, how close to the target you get, and if you hit the target how close to the center you get.

Aiming is easy, requiring only the up and down arrow keys.

Shooting requires holding the spacebar to build up force, then releasing to loose the arrow.

In-Game help menu can be found in the main menu by pressing ESC.

The goal can be found at the beginning of each level. Rest assured it usually has to do with hitting the target.

## **Module Documentation**

*Sprite Sheet Animator:* [www.scriptefun.com/transcript-2-using](http://www.scriptefun.com/transcript-2-using)

*Menu* - @author: avalanchy (at) google mail dot com

@version: 0.1; python 2.7; pygame 1.9.2pre; SDL 1.2.14; MS Windows XP SP3

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more about license you can find in data/coders-crux/license.txt

MyModules:

Arrow - Extremely important module, this is all the code for the arrows

Collision - Sets up the level design, includes all the code for collision. This is my favorite module by far. It is very modular.

Leveler - This module is used to move between levels.

PowerBar - All the code for building power and shooting

## **Cheats**

Go to SandBox, you can press 1 through 6 to try levels (including a few not in the single player)

## **Acknowledgement**

*Bow Sprite Sheet:* <http://i.stack.imgur.com/iRLRO.png>

*turn method:* [http://www.pygame.org/docs/ref/transform.html#comment\\_pygame\\_transform\\_rotate](http://www.pygame.org/docs/ref/transform.html#comment_pygame_transform_rotate)

*Bow Sounds:* [https://www.freesound.org/people/Twisted\\_Euphoria/sounds/205938/](https://www.freesound.org/people/Twisted_Euphoria/sounds/205938/)  
<https://www.freesound.org/people/Erdie/sounds/65734/>

## **Autobiographical Information**

I have been coding games for a while now. In high school I worked as part of a team to create video games three years in a row (2008, 2009 and 2010) for the Technology Student Association. As compared to that I had a much harder time writing this game actually. It literally took me a month to decide on the game I wanted to make, having teammates to help make decisions and to get things moving

was invaluable for me as I can be rather indecisive. As I've done a lot of side scrollers I wanted to try something more interesting, and I wanted it to have an available 2 player mode. Which I didn't get too.

Honestly I am not a disciplined person, and I long for that ability. Until then though I endeavour to do what I can when I can, and although this often leaves me behind schedule, it is better than I used to be. Although this game will not be my greatest work it is rather a testament, at least to me, that I can do better than I have. That I can always improve and that I can pull myself and this quarter around for the better. Important to note is that I am not an artist, but I did my best. I focused more on the gameplay than the looks.

While this game is more in the fledgling stage than near true completion I want to point out that code wise I have designed this game to be very modular. It can be improved and extended easily. Adding levels for instance (see Collision.py) is extremely easy. I have many other things I would like to add to this game. But for now this is all I could get done.