GAME NAME - ABDUCTED

Created in Python IDLE   https://github.com/RyanR0265

BRIEF DESCRIPTION

● **ABDUCTED** is a story and mini shooter game that focuses around the idea of humans vs. aliens. The game offers fully functional character movement, as well as a shooting mechanic. This game follows many platformer-like ideals in the sense of what it takes in order to progress. ABDUCTED is filled with 3 action packed levels that will challenge your survival against aliens, and how well you do against flying laser beams. In order to beat the game, you must defeat all the aliens and take back what is yours.

CONTROLS / KEY MAPPINGS

● **Right Arrow** - Move Right
Left Arrow - Move Left
Up Arrow - Jump
Space Bar - Shoot
Left Mouse Button - Used to click on the corresponding buttons on the Title screen, the Story screen, the Defeat screen, and the End screen.

BUTTONS AND WHAT THEY DO

NEXT - Continues to the next screen
QUIT - Closes the game
CONTROLS - Opens the menu that shows you the movesets.
PLAY - Continues to the next screen

FEEDBACK

● 1) How would I go about making the gameplay aspect more interesting and fulfilling?
2) More ways to make the story more compelling?
3) Making levels feel more challenging and the sense of wanting to complete them

AREAS TO IGNORE

● **IGNORE:** Hitboxes are a bit buggy and/or inaccurate.
REASON: Python IDLE can only process hitboxes as rectangles of the entire image, because of this some of the collisions with lasers can seem buggy/unfair.
IGNORE: Game crashes if a bullet collides with two enemies at the same time.
REASON: I wasn't able to figure out a solution to this bug :/

IGNORE: No functioning "Try Again" button so if you lose you have to restart the entire game. When you die you have to click the "I" in "QUIT" in order to actually exit the game.

REASON: Relooping a level in Python is virtually impossible with this many levels unless I make the player install and set up certain files and have them put the files in the correct directories in their computer.

IGNORE: The game doesn't quit upon trying to exit out of it, instead it advances you onto the next level.

REASON: For some reason my game would lag absurdly when I tried programming the game to close when trying to be closed. Couldn't find a solution to this either :/

IGNORE: If you click the shoot button before you move the character on Level 1, the character will be facing to the left, but the bullets will come out of the right side of his body.

REASON: My code was designed unintentionally to load in the image sprite that's facing to the left, but the direction value always starts off as facing to the right. It's only once the movement of the character is updated that the bullets will come out of the correct side.

IGNORE: The game window is set to (700,480)

REASON: If I had started the game and set the game window to (1920,1080) I would have been fine, however I overlooked this and thought Python would provide a Full Screen feature.

IMPORTANT NOTES TO RUN THE GAME FOR WINDOWS

- 1) To run and play this game, you must first install Python IDLE. The folder contains a file named **"python-3.7.7.exe"**. Run this application and complete the installation.
- 2) PyGame is also required to run this game. In order to install this first press the **Windows Button+R**. Then, type "**cmd.exe**" into the search bar and hit "**OK**". Once the command prompt opens up, type "**pip install pygame**" and
  "**py -m pip install -U pygame --user**"
- 3) Finally, open the file "**ABDUCTED.py**", and enjoy! :)

IMPORTANT NOTES TO RUN THE GAME FOR MAC

- 1) To run and play this game, you must first install Python IDLE. In my GAMEHEADS LIVE Game Projects folder, there should be a file called **"python-3.7.7-macosx10.9"**. Run this application and complete the installation.
- 2) PyGame is also required to run this game. In order to install this, you must open your Mac's Terminal and type in "**pip3**" and if a bunch of options show up, you can continue by typing "**pip3 install pygame**"
- 3) Finally, open the file "**ABDUCTED.py**", and enjoy! :)

Or watch this video ! <u>**https://www.youtube.com/watch?v=Pf1JaH6-lJs**</u>

<u>SIDE NOTES</u>

I thought it would be important to state what is originally mine, and what isn't. Everything in the game visually, and the coding is all mine except for: the Alien sprites, the laser images, the text (which I used a font generator website for), and the music. To view the code, you can right click on "**ABDUCTED.py**" and scroll over "**Edit with IDLE**".