MAB SHOOTER

Documentation

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Data Structures

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Contents

INTRODUCTION

Title
MAB SHOOTER

Description

From where project reference is taken?
This project is solely idea of its developers (Bakar and Mobeen). It is not a duplicate of any other game. This game was inspired from flappy bird.

What is general theme of game?
Mab Shooter is a top-down multiplayer shooting 2D game. Players can play this game on LAN or WAN. One player create server and others can join in to play with each other. Every player has its own controllable character. Each player can only move by recoil of shooting or can use thruster (right-mouse button).

How this game was made?
This game was made using Godot 3.5 (A well-known framework for game development). We have used GD-Script (programming language similar to python) for development.

Where did the assets of game came?
Images and sounds were taken from:

- https://www.gamedevmarket.net/
- https://craftpix.net/
- https://quicksounds.com/
- https://kaylousberg.itch.io/gun-assets
- https://www.spriters-resource.com/
- https://itch.io/games

ARCHITCTURE

Terminologies

Node
Node in godot is a basic component, it can be anything. It can represent image, audio, collision shape, vector etc. A node can have any number of child nodes.

Scenes(.tscn file extension)
Scenes are files that contain collection of *nodes,* these files end with .tscn extension. Scenes may contain reusable components or different levels of game or some stylish button etc.

Scripts(.gd file extension)
Scripts can be attached to any node. These files provide programming interface for controlling logic of game

Modules(.tres file extension)
These files contain reusable part of nodes which can be shared by number of nodes i.e. a .tres file may contain style for button states such as hover, pressed, normal etc

File Structure
Project is divided into:

Assets
Contains images, sounds and fonts which are used in game. This folder is divided into many sub folder i.e. background, character, guns, bullets sounds, fonts etc.

Other

Contain .tres files. This contain a folder named button that contain style of all states(hover, pressed, focused etc.) of button

Scene

This folder contains .tscn files. This folder contains

- Bullet folder containing:
  - Bullet.tscn file, that holds nodes related to bullet (image, collision shape, events etc.)
  - LargeBullet.tscn inherited from Bullet.tscn
  - SmallBullet.tscn inherited from Bullet.tscn
  - MediumBullet.tscn inherited from Bullet.tscn
- Character folder containing:
  - Character.tscn that holds node related to character
  - Panda.tscn is inherited from Character.tscn
  - Groot.tscn is inherited from Character.tscn
  - Egg.tscn is inherited from Character.tscn
- Gun folder containing:
  - Gun.tscn that hold nodes related to Gun
  - SniperGun.tscn is inherited from Gun.tscn
  - SMGGun.tscn is inherited from Gun.tscn
  - RevolverGun.tscn is inherited from Gun.tscn
- Pickup folder containing:
  - Pickup for games and relevant tscn files

Scripts:

This folder contains .gd files. This folder contains

- Bullet.gd
- Character.gd
- Pickup.gd
- Camera2D.gd
- Match.gd
- TitleScreen.gd
- Etc.

INSTRUCTIONS

After opening game, following screen appears:

Following steps can be taken from here

Create Server

- Click on create server
- Select your name
- Select your character
- Click Next
- It will take you to screen where you have button labeled as 'Start Match'.
- Server is created now and other players can connect with you using your LAN/WAN IP
- When you click on start match, match will start for all players connected with you
- After you click this button, further players won't be able to connect with you during match
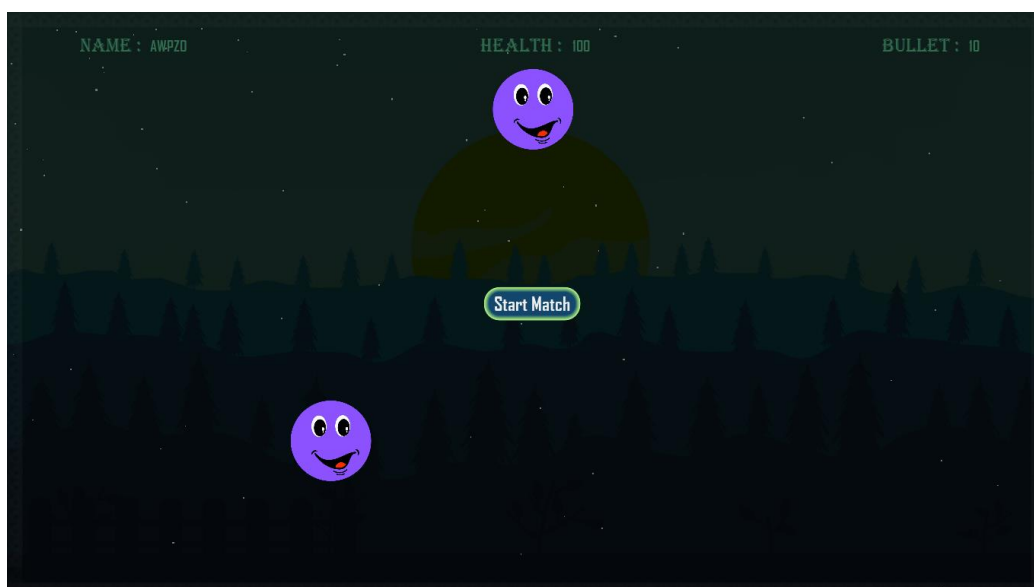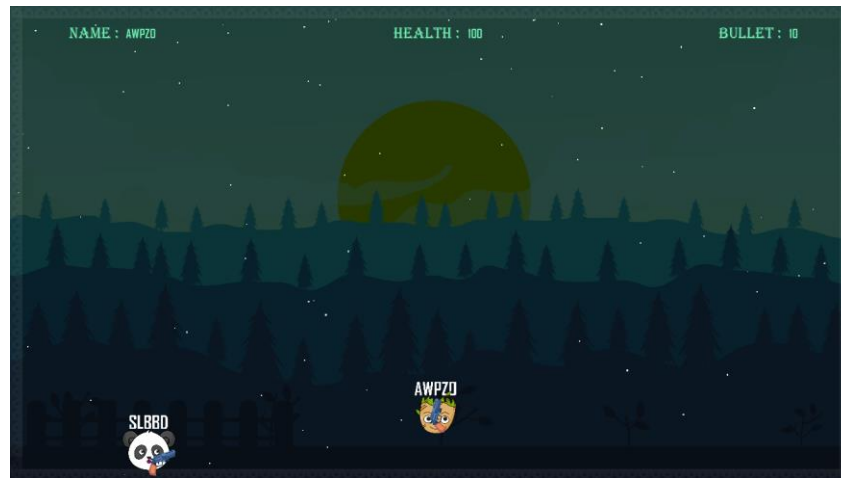
Join Server

- Click on join server
- Select your name
- Select your character
- Fill the IP you want to connect with
- Click Next
- You will be taken to lobby, where you will wait till person who created server will click on start
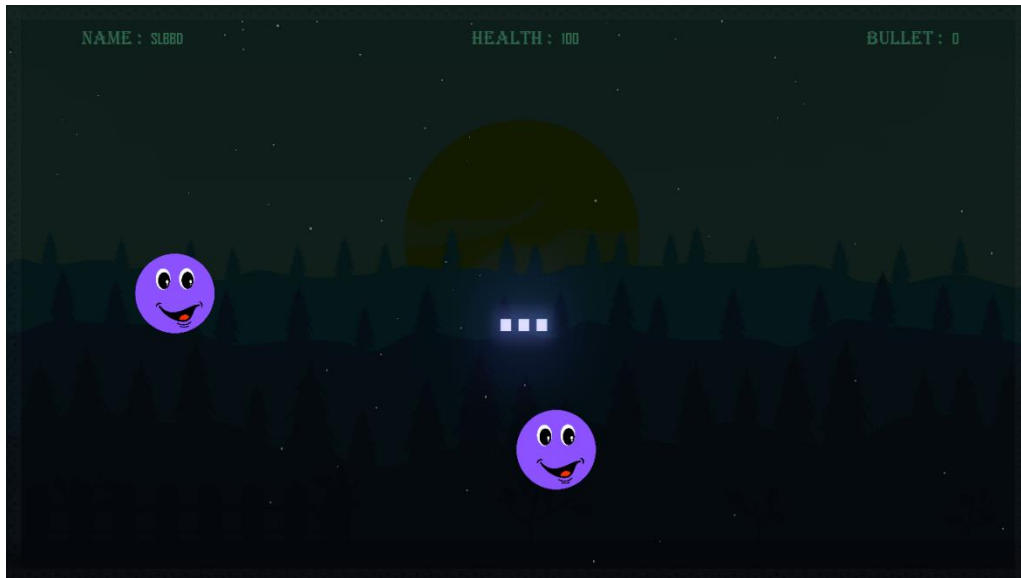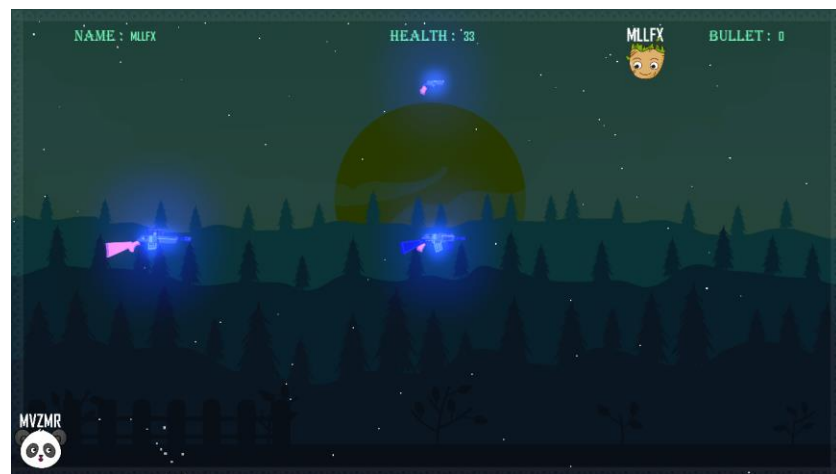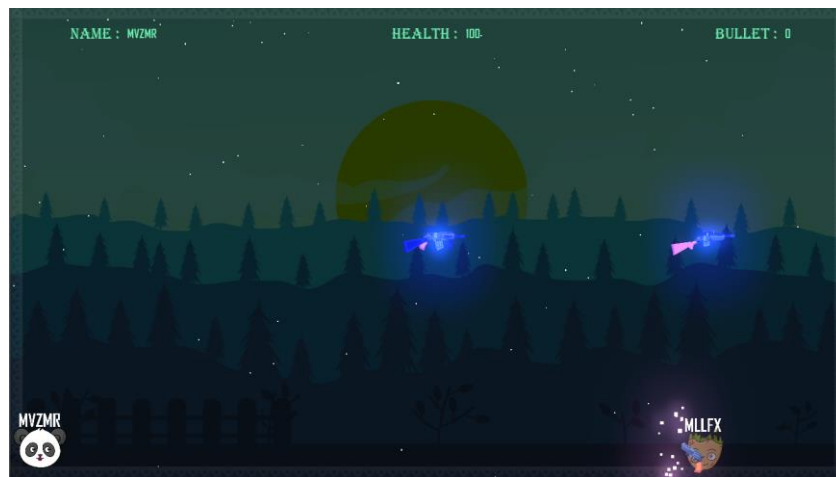

Match

When server starts the match, a countdown of 5 sec begins, afterwards match starts for all players

In Match

During Match players can fire bullet with "left mouse button" or they can move using "right mouse button"

CODE:

https://github.com/bakar-git/mab-shooter

RELEASE (EXE):

https://github.com/bakar-git/mab-shooter/releases/