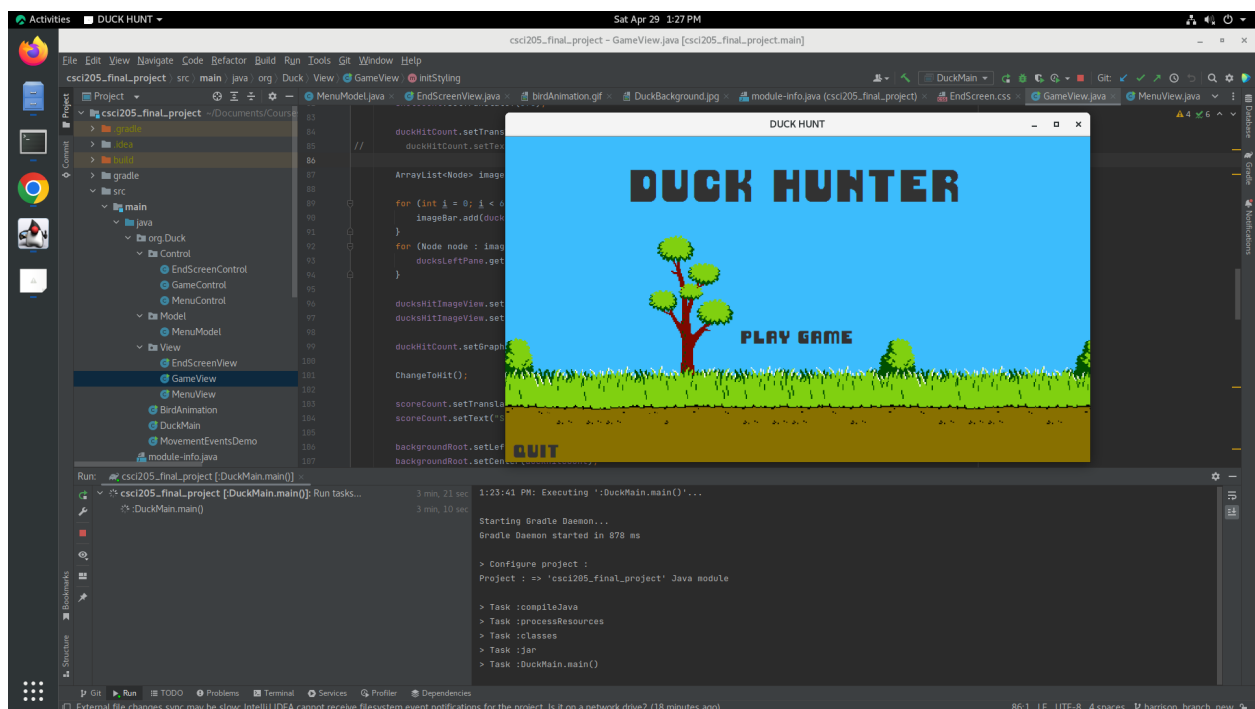
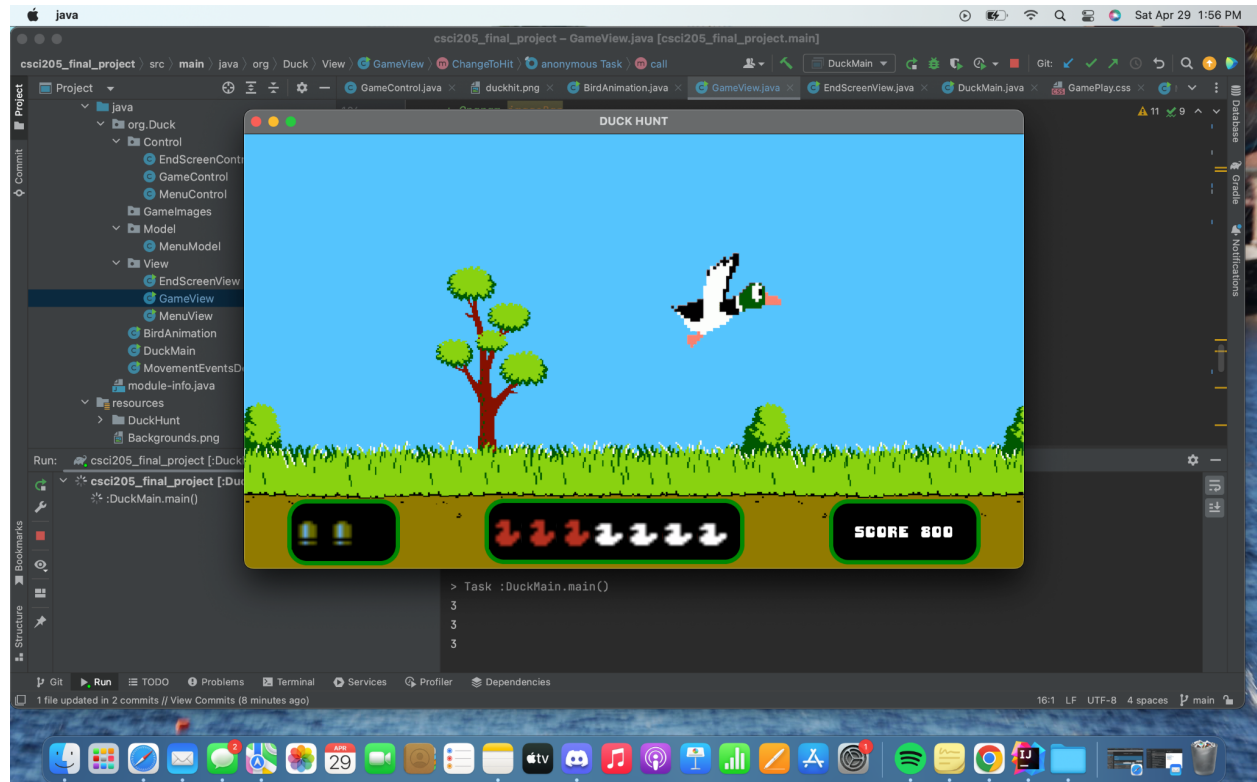


As a group, we decided that it would make the most sense to work on an implementation of some sort of card/arcade/platform game as we believed it would fit our four week timeline the best. We came up with ideas like implementing War (the card game), Blackjack, Mario (World 1 Level 1) and even a first person shooter aim trainer. Ultimately, we decided to implement the classic arcade game Duck Hunt. It seemed like it would be a good fit for our given timeline and we hoped to have time for the basic implementation as well as some extra features of our own on top. After some research, we found a lot of things that we intended to recycle for our project such as the sprites, background and font used in the original game. We determined that there were three main parts to an arcade game like Duck Hunt: a start menu, the actual game and an end screen that displays your score. So for each of these parts we knew we would have to implement the view, or the actual art and objects that come with it, and the control, which would handle all of the events that a user of the product could input, such as a mouse press. Beginning with our start menu, we have two buttons that display the words “PLAY GAME” and “QUIT” respectively. Naturally if you click the quit button, the application closes and stops running, and if you click the play button then the game begins.

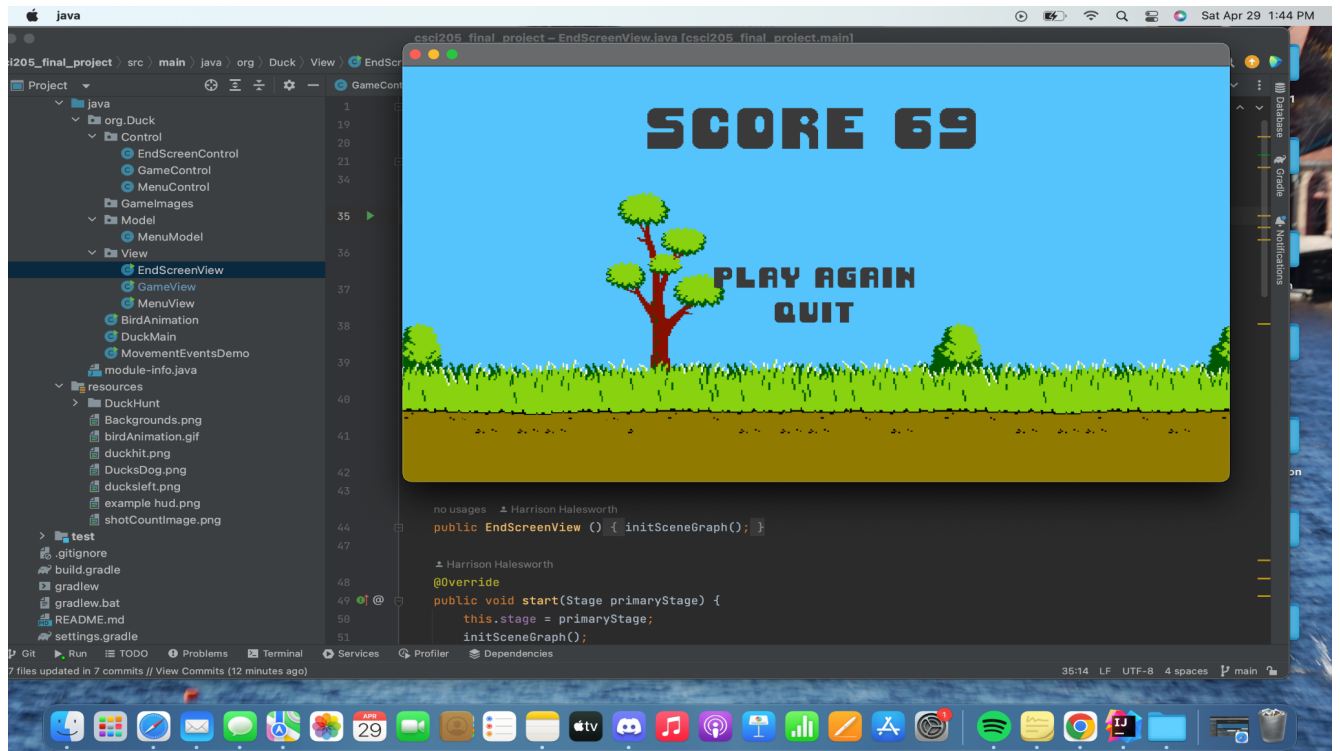


In the game portion of our product, there is a HUD, or heads up display, that displays how many shots you have left, how many ducks you have left, and your current score. The HUD is interactive and will update itself based on the player's performance, it is very easy to follow. Right after you click play in the start menu, the app will switch to the actual game and the game will begin.



Within the game, you get three bullets which represent your lives, if you miss you lose one but you keep the bullet you shot if you hit the duck. Your objective is to hit seven ducks before you miss all three of your bullets. The duck will spawn from the same point each time and will choose randomly from a couple of predetermined paths and fly along that path until a bullet is shot. This will repeat until you either run out of bullets or hit seven ducks, whichever comes first and once you reach this point you will enter the end screen which presents you with your score from the previous game. Unfortunately we were unable to get the play and quit buttons to work

for the end screen, so if you want to play again you have to manually exit the application and restart it.



We unfortunately were unable to reach a point where we were comfortable with implementing extra features like a scoreboard, game difficulty or extra animations, but we were still able to recreate the classic arcade game to the best of our ability and we hope that users will be satisfied with their playing experience. If we were to go through second and third iterations of this implementation, we undoubtedly would complete these extra features and make it feel more like a next generation of Duck Hunt as opposed to a simple recreation.