Cowboys and Dinosaurs

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Back Story

Cowboy Dan was tending to his ranch and watched his favorite horse wander into a wormhole. Frantic, Cowboy Dan ran after his horse. This wormhole happened to be a portal back in time to the time of the dinosaurs. You must help Cowboy Dan find his horse and a way back to present day.

User’s Guide

The objective of the game is to find Cowboy Dan’s horse and make it back to present day. The controls are as follows:

Movement: Keypad arrows

Fire pistol: Space bar

1: Switch to level 1

2: Switch to level 2

P: Super Speed and Invincibility

F1: Help menu

Quit Game: Esc or close window

Module Documentation

The only module used in this game is one called TextRect. This module was used for the creation of the text screens and menu in order to assist with the text formatting.

Cheats

In order to assist you get through the game quicker, pressing the “P” key will give Cowboy Dan super speed and invincibility.

Acknowledgement

Sprites & Sounds

<http://opengameart.org/content/cowboy>

<http://opengameart.org/content/8-wet-squish-slurp-impacts>

http://opengameart.org/content/pixel-hearts

"Saloon Piano 8" - Harry Cohen (Theme music)

Code

http://www.balloonbuilding.com/python\_examples/show\_file.php?file=platform\_scroller.py

<https://bytesforlunch.wordpress.com/2011/10/04/videogame-programming-a-simple-scrollable-background-with-python-and-pygame/>

<http://stackoverflow.com/questions/16180305/side-scrolling-pygame>

<http://programarcadegames.com/python_examples/en/sprite_sheets/>

<https://bitbucket.org/plaoo/pygame-side-scrolling/src/2556fb0f9f15848a3ab2c8533193f8b3308d184f/crashman.py?fileviewer=file-view-default>

<http://gamedevelopment.tutsplus.com/tutorials/avoid-game-watch-gravity-in-your-characters-jumps--gamedev-6759>

<http://programarcadegames.com/python_examples/f.php?file=bullets.py>

<http://inventwithpython.com/pygame/chapter6.html>

Autobiographical Info

I have no previous experience creating games, this was my very first and I am very happy with the result. I’ve never actually worked with graphics before. It was much more challenging then I was expecting it to be. The hardest part for me was understanding the movement on the screen, not so much the behind the scenes stuff. Figuring out how to place and move images is where I spent the bulk of my time, but it became easier toward the end. Another challenge was learning the intricacies of Python at the same time as writing this game. It gave me an appreciation for this language that I hadn’t had before due to the fact that you can write one or two lines of code and gain the same functionality as 10+ lines in Java or the like.