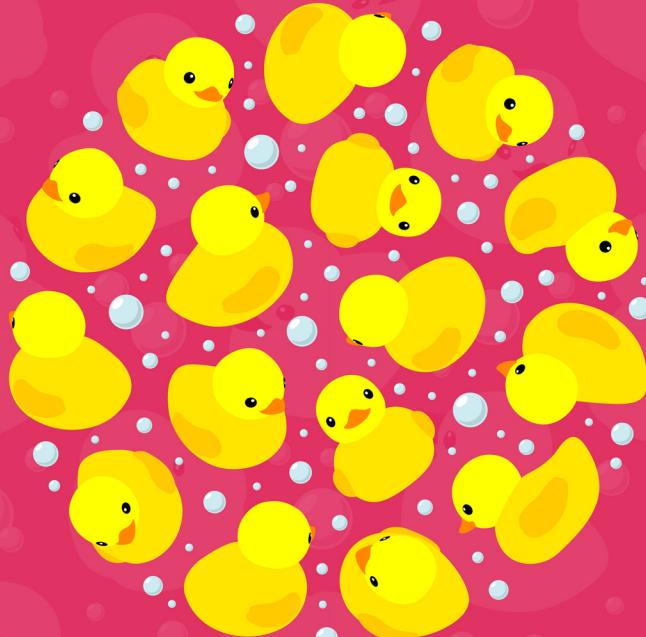


# DUCKPOND



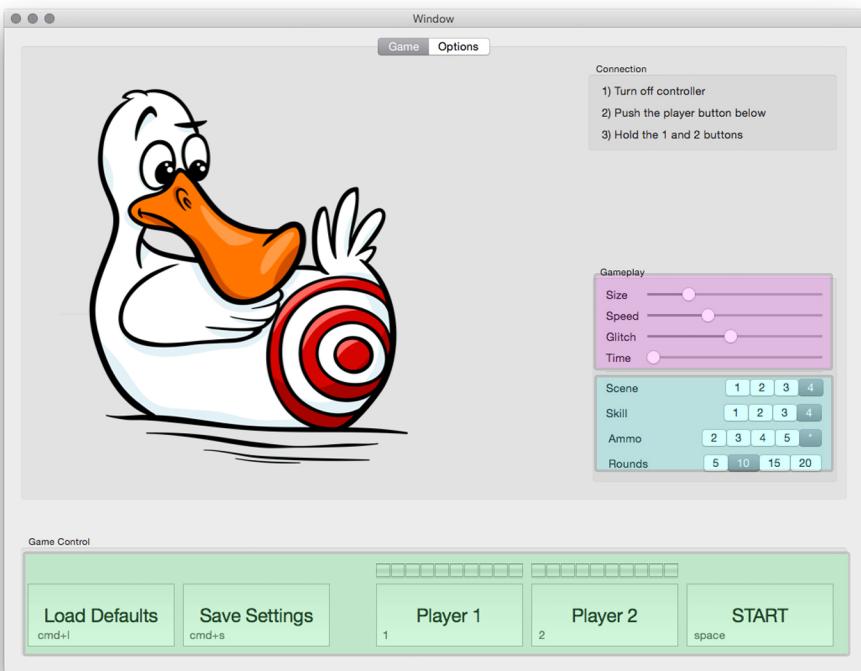
## Duckpond Game:

Hopefully this doc is enough to get you up and running.

If you need the source the the code is available on github:

<https://github.com/Phando/DuckpondGame>

# Game Page



## Gameplay Sliders:

These options are global and are applied over top of any duck specific options specified on the Options Page.

**Size:** Duck Size, from super tiny to kinda huge.

**Speed:** Duck flight speed.

**Glitch:** How often a tuck tried to make a change in direction.

**Time:** The base time used to calculating round durations. In the more advanced levels, some rounds might be too short

## Gameplay Buttons:

**Scene** : Choose from four different backgrounds.

**Skill:** This determines duck difficulty, round time and number of ducks.

**Ammo:** Shots per round

**Rounds:** How many rounds in a game.

## Main Controls (mouse and keyboard enabled):

**Load Defaults:** Loads a default set of game options into the system. It will not overwirte any calibration settings.

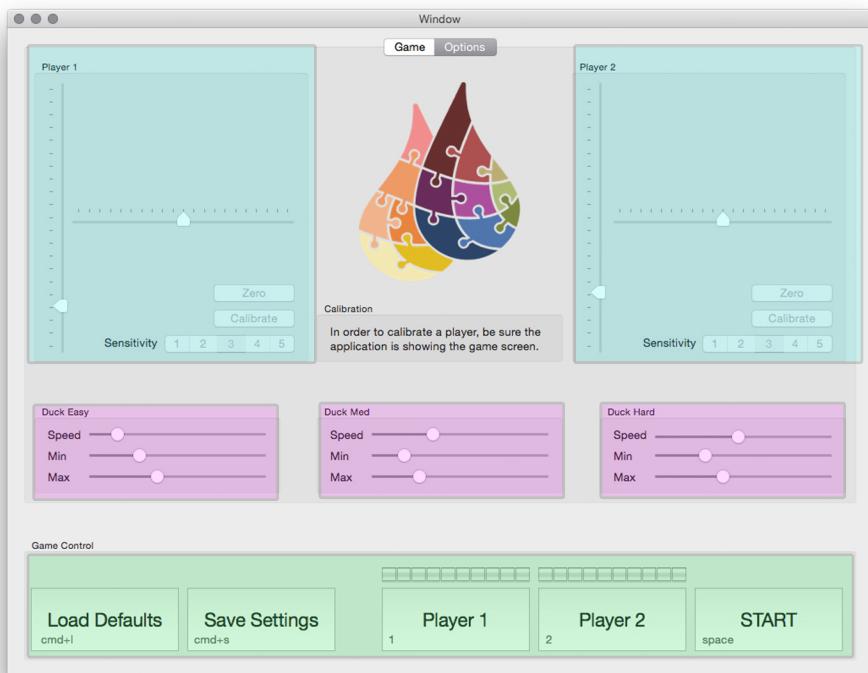
**Save Defaults:** Saves all the current options. These options will be used for the current game and subsequent launches of the app.

**Player 1 / Player 2:** Connect the user's wiimote to the game. Each time a Player button is pressed, it should be left to connect or timeout (20 sec) before any other controls are presse.

Note: Above each player is their batttey level meter.

**Start / Stop:** Start the game and let it run till its done. If you press it again, it will stop the game mid run.

# Options Page



## Duck Behavior:

These sliders adjust the individual duck type duck behavior.

**Speed:** How fast the duck flies.

**Min:** The minimum distance a duck will fly before trying to change direction.

**Max:** The maximum distance a duck will fly before trying to change direction.

## Player (wiimote) calibration:

**Calibrate:** This button toggles a target on the center of the game board. While calibrating, a player should point their wii at the target. The admin then uses the sliders to move the crosshair into position.

**Zero:** Set the sliders back to zero zero.

**Sensitivity:** This adjusts how sensitive the wiimotes are. The lower numbers don't work well. This feature needs to be revisited.

## Main Controls (mouse and keyboard enabled):

**Load Defaults:** Loads a default set of game options into the system. It will not overwrite any calibration settings.

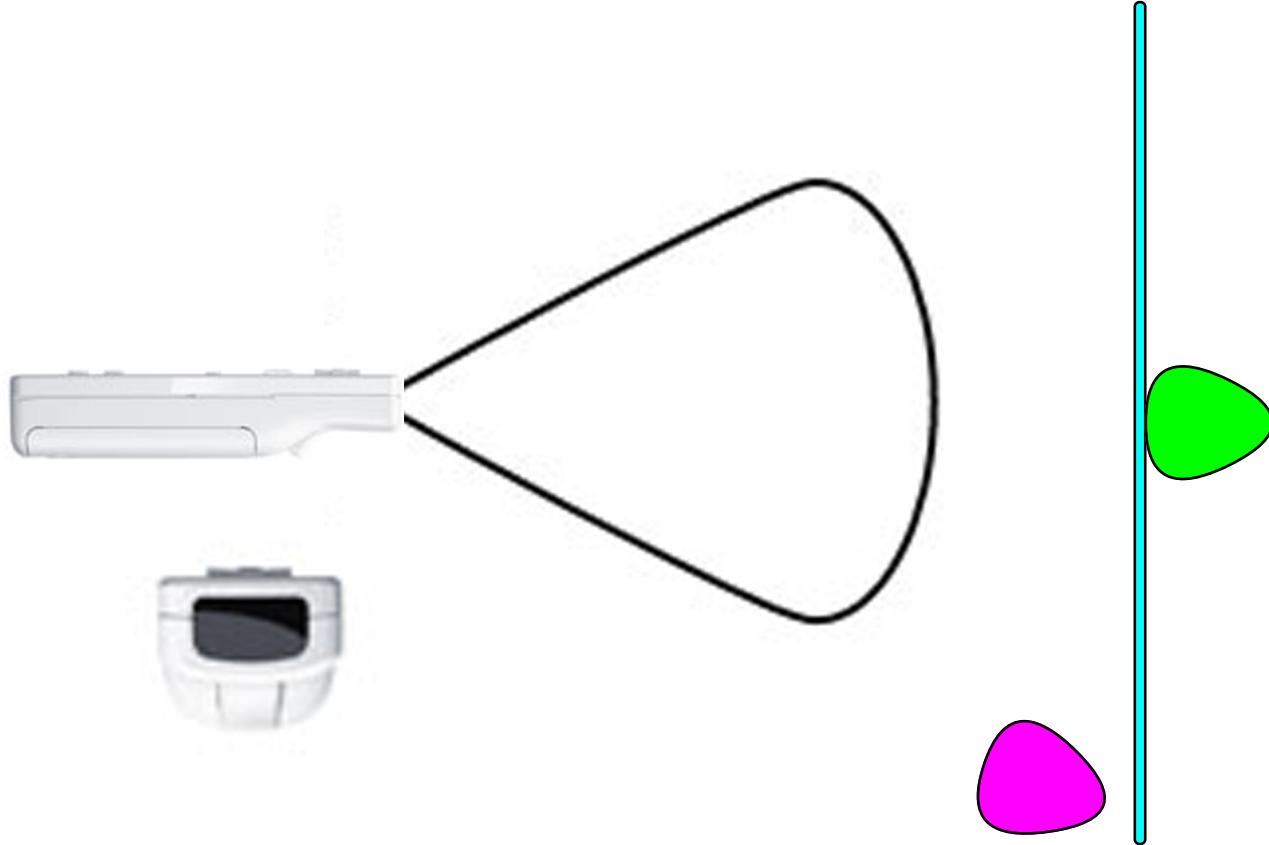
**Save Defaults:** Saves all the current options. These options will be used for the current game and subsequent launches of the app.

**Player 1 / Player 2:** Connect the user's wiimote to the game. Each time a Player button is pressed, it should be left to connect or timeout (20 sec) before any other controls are pressed.

Note: Above each player is their battery level meter.

**Start / Stop:** Start the game and let it run till its done. If you press it again, it will stop the game mid run.

# Setup



## Wiimote:

The wiimote works by using an I.R. camera at the tip. This camera picks up two points. Based on the angle of the two points, the wii is able to tell the computer where it thinks it is pointing.

The large screen poses a problem because if the wii camera can not see the light bar (pointing very high or very low) it will cease to give pointing data.

## Light Bar:

IDEALLY the light bar can be put imediately behind the center of the screen. This location will give the most accurate location data and the best gameplay. If a central location is not an option, the bar can be placed above or below the screen. If this is the case be sure to angle the bar to it is facing the general direction of where the tips of the wiis will be.

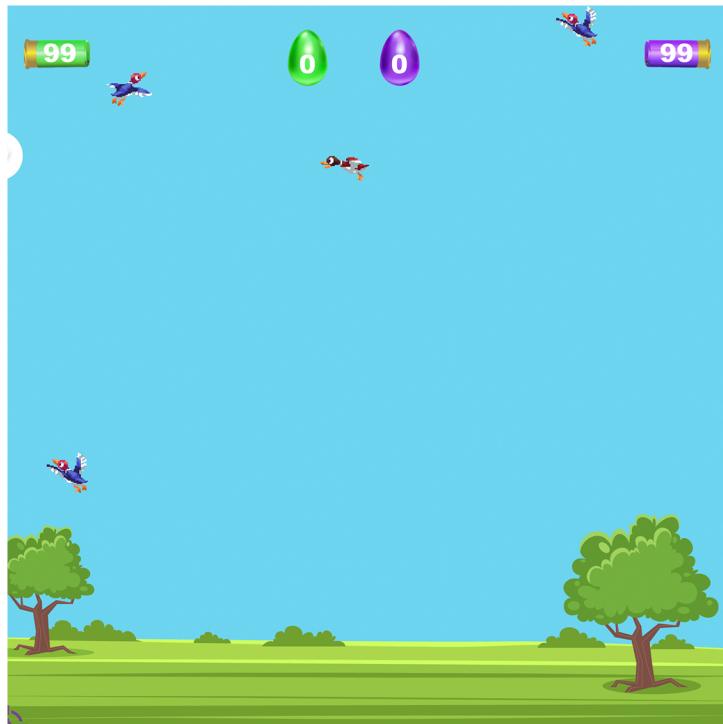
Have fun!

# Gameplay

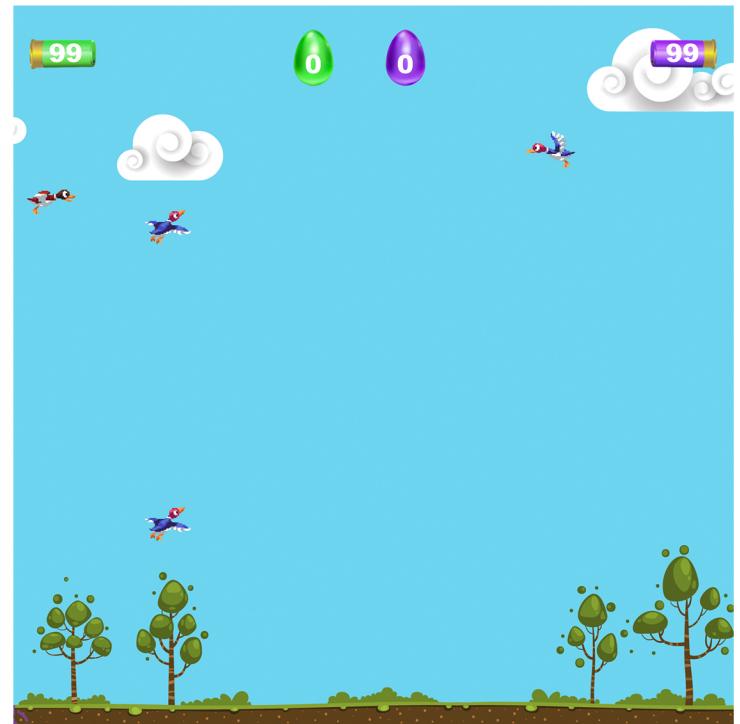
**Score:** Players scores are displayed in the eggs in the center of the screen.

**Ammo:** Shots remaining for the current round are show in the shotgun shells at either side of the screen.

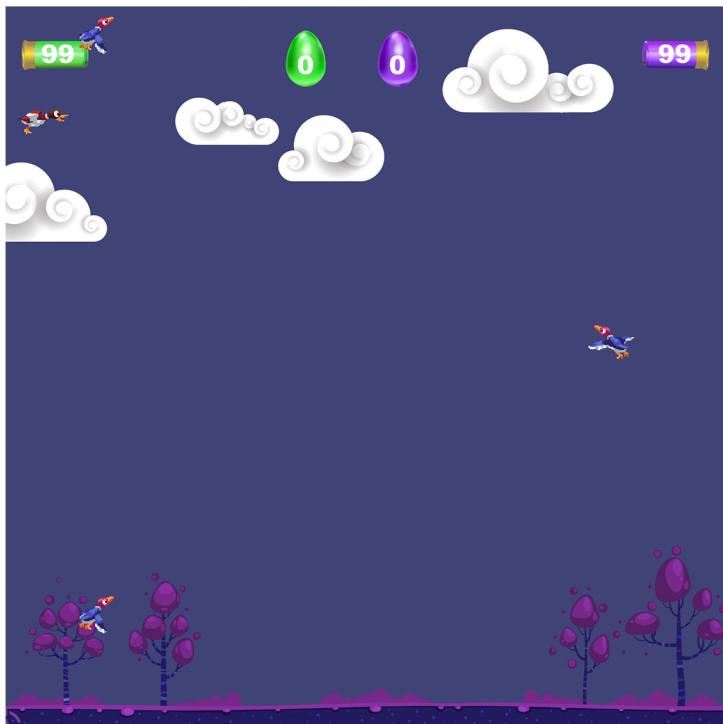
**Scene 1**



**Scene 2**



**Scene 3**



**Scene 4**

