



TALLER DE PROGRAMACIÓN I
(75.42/95.08) COURSE VEIGA

User Manual



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Welcome!



This is the user manual for those intrepid players who want to be part of the adventures of a duck fighting to survive in the world of **Duck Game**. Here you'll find a guide to run the installer which will install the necessary dependencies, build the game and set all for you to be able to open it. Also you will find a guide that, once into the wild ducks world, will let you know what can you do survive, Good Luck!

Overview

This remake of the classic game: Duck Game provides three separate applications designed for multiplayer gameplay. The first application is a Server Application, which supports multiple ongoing matches, allowing multiple clients to join the match of their choice or create one. The second application is a Client Application, which allows users to connect to an active server, view a list of available matches to join, and either join an existing match with other clients (at least one) or create a new one, wait for more players to join and once the minimum number of players is reached (two players), be able to start the match.

Pre-launch setup and launch

Navigate to the project directory and run duck_game_installer.sh as sudo

```
cd tp-duck-game
sudo ./duck_game_installer.sh
```

Once the installer had showed you the message

```
[DUCK GAME INSTALLER] Installation completed successfully
```

You will be able to run the game, for which you will need to have two terminals: one to run the game's server application and another to run the client application.

Running the server:

```
taller_server <port>
```

Don't forget to replace <port> with the port number you want to use for the server. You can also run the server with no parameters, which will be the same as execute taller_server 8080

Running a client:

```
taller_client <host> <port>
```

Here you will also have to replace <host> with the hostname or IP address of the server you want to connect to, and <port> with the port number that the server is using.

There you are! Now you have your server running that will let you and other clients play and show who is the last duck standing. *Note: To join a new player he/she will need to run on a new terminal a new client as showed above*

Let's go into a match!

Once you run the client you will see the window of the client app. There, to begin, you must enter your **nickname** which will be public and visible for any other client looking for a match to join (if you have created a match and you are waiting for more participants) and also, once you join a game and it has started, for every participant there!

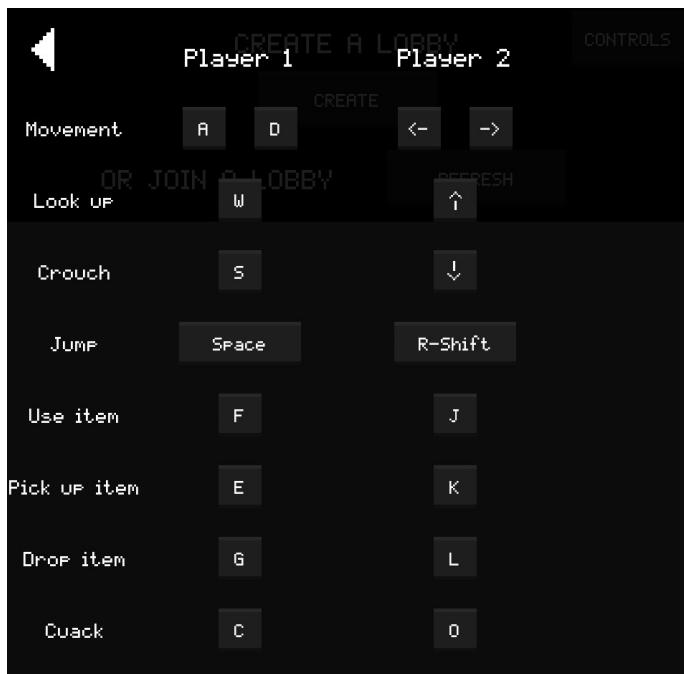


Write your nickname!



Choosing a match

Once the nickname has been entered and the start button has been pressed you will see a window through which you'll be able to access the controls available within a match (button in the upper right corner), as well as a bar to scroll and choose which match from among those available to join or you can even create a new match which will be visible to other clients on the server!



- **Player 1:**

A: left, D: right, *space*: jump
W: look up, S: crouch
E: pick up item
F: use item
G: drop item
C: quack

- **Player 2:**

←: left, →: right, *r-shift*: jump
↑: look up, ↓: crouch
K: pick up item
J: use item
L: drop item
O: quack

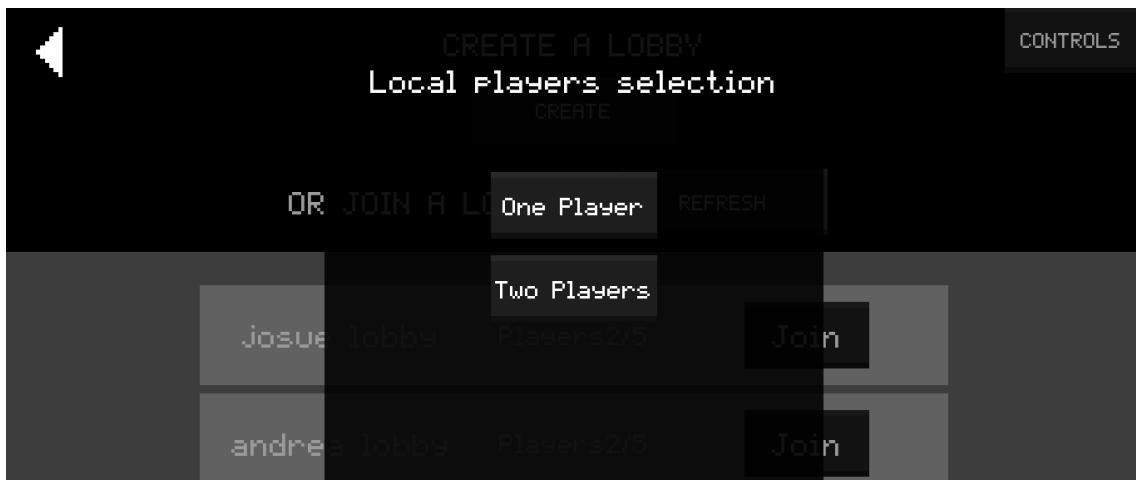
Take a look at the keys and the actions they perform in the game world!



Join or create a match!

Choose the number of local players

Once you have selected a game, whether you joined an existing match or created your own, you will have the chance to play with more than one players all in the same client! Choose how many local players you want to join that match with.



Now get ready for when the owner of the match starts it (if you are the owner don't forget that you will have to wait until there are at least two players in your match, otherwise the *start* won't do anything)



Fight with your duck-mates to be the last duck standing!

When the game is starting you will see a panel with the nicknames of the game participants as well as the colors of the characters that were randomly assigned!



Take a look of your duck-mates and how do they look like!



Be careful! Now you are not longer in a safe place, you are in a unknown wild and random world. But what you do know (because you have the advantage to be reading this manual with our tips and help from duck to duck) is:

- There will be some **spawn places** where **different weapons will be appearing**. Where? What kind of weapon? The answer for both questions is: stay tuned, because sleeping shrimp is carried away by the current! or rather sleeping duck does not quack once again! Now, seriously speaking, the ubication of the spawn places will depend on the level/world you are in, which is chosen randomly. Also sometimes those spawn places will provide you helmets and armors!

If you would like to know more about the different guns that somewhere and some time will appear in the world don't worry, we got you. Further down in the manual you will find the section: About available weapons



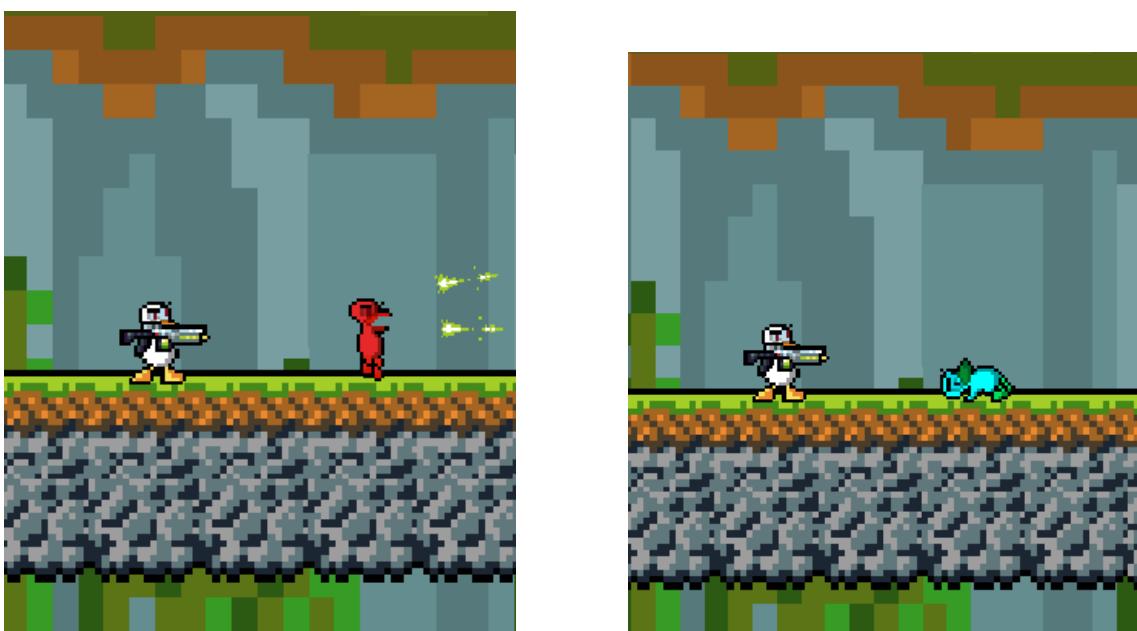
- Once you find a weapon (if you don't have nothing on your hands) you can take it (with the keys that we show you above in the manual) and shoot it, but now you are being warned that the direction, damage and amount of ammunition that a weapon has depends on the precise type.



- If the weapon you have in your hands does not convince you, you can drop it on the ground as well as pick it up, unless of course you have left it without ammunition (it would be useless in your tiny duck hands) in that case the weapon will disappear.



- Be careful with the damage that weapons can do to you, as well as of course the inevitable death caused if you fall off a cliff.



What happens when i die?

ok, it's not as bad as it seems (unless it is). You will have to wait until there is only one player alive standing, once that player wins that game: the rest of games that make up the current group of games will continue to be played. Once the games that make up the current game have finished, all players will see a count on their screens with the number of games won by each player.



Check how many games have your duck-mates won

Once there is a final winner of the whole match the count after every group of games that we have mentioned above will tell who is it



Note: Even if the reference images in the manual have different skins and number of participants in them, these do not refer to the same match with the same players, skins

or weapons. In fact, once you are shown the nicknames of the participants and the assignment of skins at the beginning of the whole match, these will not change.

Take a look at the variety of weapons!

Explosives



The **grenade**, once pulled the pin (key *Use item*), whether it has been thrown (key *Drop item* or is still in the hands of the duck who wanted to throw it, it will explode after 4 seconds shooting out fragments in a 5 block radius.

Ammunition: 1 grenade, **Scope:** medium

A duck with a **banana** can eat it (key: *Use item*) and leave the peel on the ground as a trap (key: *Drop item*). When a player runs over a banana peel on the ground they will slip in the direction they were running. Banana peels are best placed where a player might fall off a cliff!



Ammunition: 1 Banana, **Scope:** medium

Lasers



The **Laser Rifle** is a laser-based high fire rate weapon, most notable for its downward angled shots. Lasers shot by the laser rifle will ricochet upon hitting a surface. If a player is in a confined space, accidental suicide is likely if the player is not careful. Don't forget you can change where is your weapon pointing by changing where is your duck looking.

Ammunition: 10 rays, **Scope:** 30 blocks

The **Pew Pew Laser** is a three round burst laser weapon. When firing the three round burst you'll notice a small amount of spread between them. To take multiple shots, you must repeatedly press *Use item*.

Ammunition: 12 gusts, **Scope:** 35 to 38 blocks



Machine Guns



The **AK-47** is a weapon that, just as the Laser Rifle, has a high fire rate, so you will be able to take multiple shots by holding down the *use item* key. But the longer you keep shooting the more precision your shots will lose.

Ammunition: 30 bullets, **Scope:** 13 blocks.

Pistols

The **Dueling Pistol** is a gun with a single shot. The precision of that shot is not even good!

Ammunition: 1 bullets, **Scope:** 5 blocks.



The **Cowboy Pistol** does have more than one shot (better than dueling pistol, isn't it?), but you won't be able to make multiple shots by holding down the *use item* key. The pistol gives you precision when shooting and also doesn't have a cooldown!

Ammunition: 6 bullets, **Scope:** 30 blocks.

The **Magnum** is just like the cowboy pistol but not as accurate as this one, plus it applies a little recoil when you shot it

Ammunition: 6 bullets, **Scope:** 20 blocks.



Shotguns



The **Shotgun** requires the player to: press the *use item* key for each shot and also between shots to reload it. When shot, it releases 6 shells with a high spread, making the shotgun a solid choice for basic self defense.

Ammunition: 2 shots, **Scope:** 7 to 9 blocks

Rifles

The **Sniper** is a weapon without dispersion or recoil. Plus it has a short recharge time and a big scope! The bad side would be that the sniper requires the player to press the *use item* key for each shot. It's still worth it, do you agree?

Ammunition: 3 bullets, **Scope:** 64 blocks.



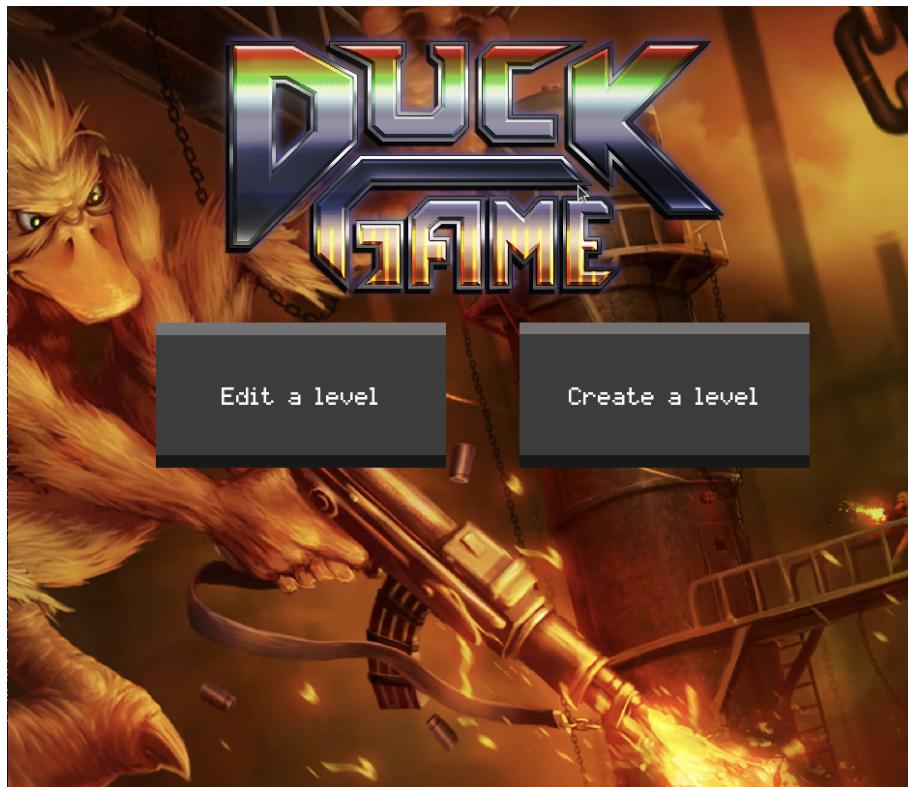
Equipment

Take a look on the map, there you will find helmets and armors, once you have one of them in your hands (*pick up item*) you will be able to put it on by pressing the *use item* key. Wearing an armor/helmet, it protects you from the damage that a bullet/ray/fragment would cause you and then they will disappear.

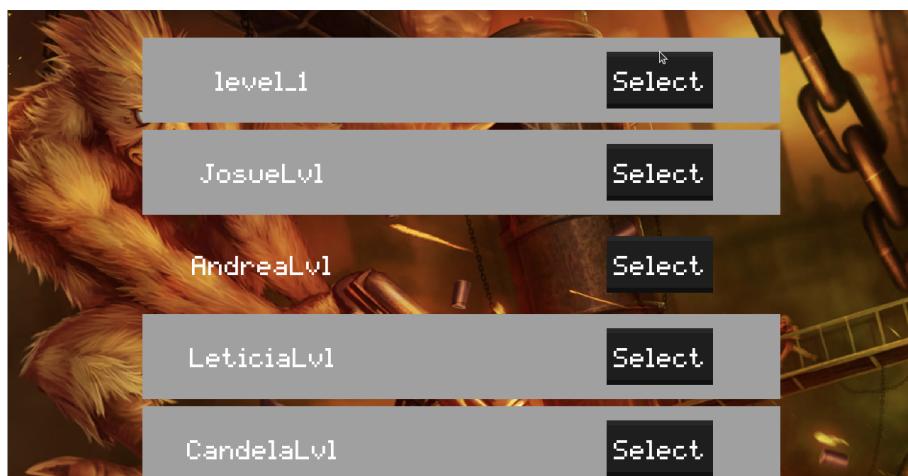


Now you can edit your own levels!

You can create or edit an existing level. In the editor, you can place basic blocks provided as options, along with two types of spawn points: one for players and another for collectables. Be careful! The editor does not check for unrealistic placements. For example, you can stack multiple platforms in the same spot or place a floor without any proper support. Choose the type of editing you want to perform and check the box below.



If you choose to edit a level, the next window will appear. Here, you can see a list of the existing levels. Select the level you want to edit. The next step is edit the map.





If you choose to create a level, the next window will appear. Here, you can set your own level name. Click the 'Create Level' button when you are ready to continue

Let's design!

Now, you can edit the world. Click the button next to the block option to select it. You can place it in the world by left-clicking, or remove it by right-clicking.

Next, you can select from three types of spawn points for players, boxes or collectables. Choose one using the button next to the spawn point options and place it in the world using the same method as the block options.

If you click on a platform, you can move or remove it from the world.

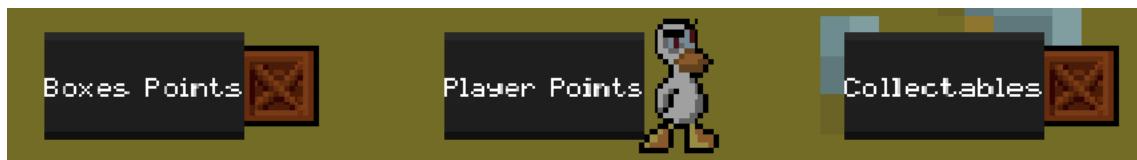
Once you've finished, click the 'Save' button!





This is the list of block options. You can see around fifteen options, each with the minimum size and covering all possible edge combinations. You can scroll through the list to view the remaining options.

When you select and place a spawn point, it will not be visible during gameplay. Only the bounding boxes indicating their positions will be visible in the editor. However, you can still move or remove the spawn point as needed in the editor view.



You've finished! You've successfully edited your own level or an existing one—great job! Now, you can choose whether to continue or close the editor. Click at the button that you want choose.

