

Shot!

Introduction

This game is an adaptation of the famous game “Duck hunt!”. With the game industry being plagued by games that are very easy and spoonfeed its players, comes a game of its own caliber and difficulty that rewards those that invests time to master the mechanic. Bolstering a very competitive environment, this game will most likely be a big part of the e-sport scene - Shot!

Game Mechanic

Every player is assigned a color they need to hunt. You can only shoot the shape with your color. There would only be a maximum of 5 players in a room. Also, there would only be a maximum of 10 shapes inside the frame, with random colors coming from the colors of each player in the game. With every shape that you shoot, you get a point. Whenever you move, all the shapes will move faster, making them harder to be shot at. This feature follows the concept of ducks being hunted. Since the ducks represent the shapes in this game, the shapes will move a little but when sensing danger, will automatically move faster in the direction that they are heading. After a specific time limit, the game will end, showing the rank of players with the highest points.

Game Strategies/tips

In the early game, you can try to shoot as many objects as you can in order to gain points. When you have gained plenty of points, try to distract your enemy by moving faster so that the objects will move faster. This will lessen the chance of your opponents gaining points. If your points are lower than your opponent's, just use your skills and alertness to gain points. Another tip is chat in your own risk. During the game, try to also distract your opponents by typing in the chatbox. There is a chance that they might chat back and this will also lessen their chance of gaining points.

Installation/How to start Guide

1. Download the zip file containing the code and the jar files.
2. Download and install JDK in your laptop in order to run the game.
3. The server is needed in order for the people to connect in the game, so first run the GameServer.jar and enter the number of players to play in the game.
4. After that, click on the Shots!.jar.
5. Enter the IP address of the server and your name.
6. Enjoy the game!