Niagara Shooting Range Documentation.

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Introduction:

Welcome to the final version of the Niagara Shooting Range. Here, your skills will be tested to their finest as you fight your way through three levels of progressively challenging stages. The first stage will consist of a single automated turret, the second stage two and the third stage three. Each of these turrets will fire upon you when you get too close and getting hit three times on a stage will result in termination of the challenge. In order to progress, you will have to destroy all turrets on each stage. Damaging a turret will require you to get close enough for it to begin firing, which will also drop its armour and vulnerable to attack. After three successful hit, each requiring a waiting period in between each other for the turret to recover, the turret will be destroyed. (Further Instruction on these turret behaviors can be found on the attached PNG file named TurretDiagram.PNG).

Sound Effects:

Some of the sound effects you’ll hear include your two currently equipped weapons, each of which will give off one of five random songs, each selecting from a different list of sounds, all at random pitches. The turrets will also give off a sound effect whenever they fire, specifically they will choose a random sound effect and pitch from the same list of sounds as your primary weapon (Left Mouse Click). The turrets will also give off a couple of other sounds, including an occasional beeping while in its idle state, a sparky noise whenever its damaged, and a shutoff sound whenever it is destroyed. There will also be three different music tracks for the three arenas and an additional one when sitting at the main menu.

Particle Effects:

Both of your weapons will give off a short blue coloured flash when fired and the turrets will give off red coloured flashes when they fire as well. When a turret takes damage, yellow sparks will be seen flying from it and when it is destroyed, black smoke will be seen coming off of the top.

Saving and Volume Effects:

Before entering the arena, you will be allowed to visit the options menu and affect the Master Volume, Music Volume, and Effects volume for the game. As well, if you choose to exit the game at a certain stage, you will be allowed to progress from the point by selecting the continue button.

Sources:

Font found at <https://www.1001freefonts.com/>

Sounds obtained from <https://freesound.org/>