

USER MANUAL

WIZARDS

USER MANUAL

Controls



1. Move Left
 2. Move Right
 3. Increase Power in Shot
 4. Decrease Power in Shot
 5. Switch Weapon to Arc Shot
 6. Switch Weapon to Beam Shot
 7. Begin Flying
- Click any mouse button to fire a shot.

Objective

Wizards is an artillery style game, where the objective is to defeat the other team through the use of each team's respective weapon:



- Wizard's shot



- Clown's shot

Note, you can harm your team with your own shot! Two different kinds of shot exist to help you defeat your opponent. The beam shot will ignore any sense of gravity, and will continue to travel in a straight line from where you point your mouse. The arc shot will move with a sense of gravity to pull your shot downward. This pull is more noticeable the lower your shot power is. For both types of shot, if it collides with the ground, you will create a crater. By the end of the game, you could blow up the entire map!



Each team will start out in a randomly generated crater underneath the surface. It is possible to spawn at the same place as an enemy, so be careful! Each team will take turns moving around the map, lining up their shot, and, of course, firing their shot. After the person as fired their shot, the game will then cycle to the next person on the list. This will always be someone on the other team, even if one of the opposing team's teammates is dead. Some additional things worth noting, you can move for however long you need to to line up your shot. You may also fly for however long you like, so there should be no reason you shouldn't be able to hit your opponent!

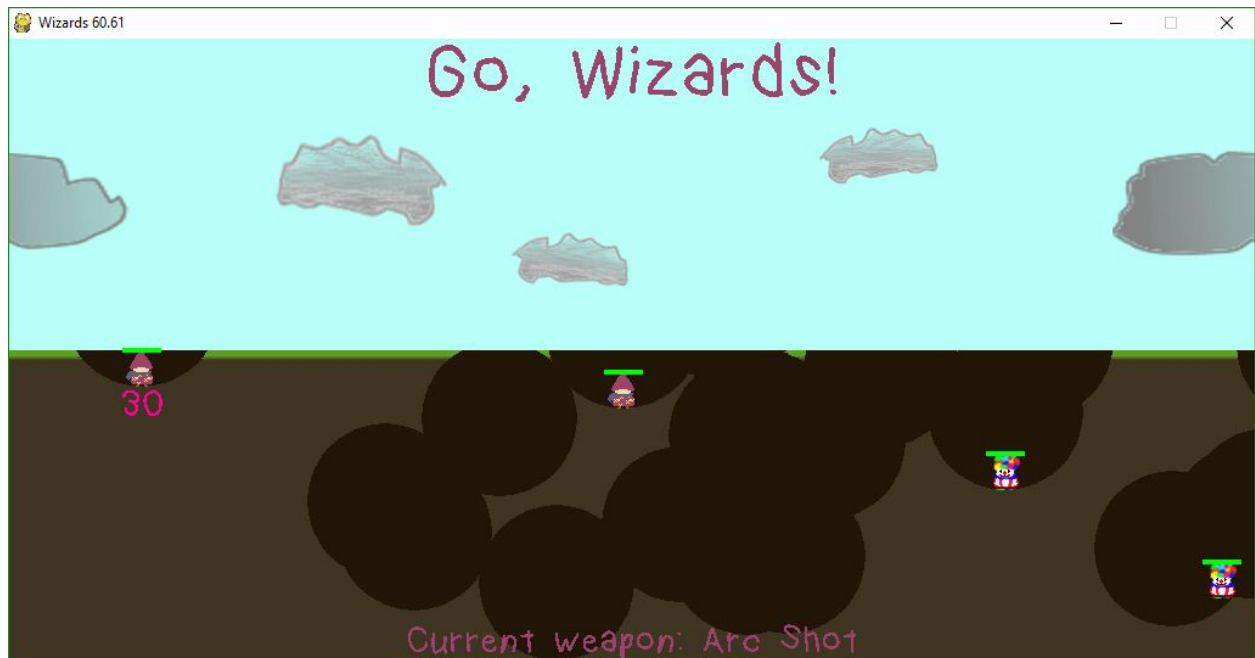
The teams consist of both wizards, and clowns. Each team contains two members, making this an ideal game for both four players, and two players. Both teams behave identically in terms of mechanics, so the only difference is in visual style. Keep that in mind when strategizing on how to defeat your opponent.



Game Flow



Upon Launching the game, you will probably be presented with a screen that looks like this. From here, you have the options to either play the game, quit the game, or run the test suite that comes with the application.



Upon clicking play, you will be presented with the arena like this. All of the craters within the ground are randomly generated. From here, you will continue playing the game.



You will know you have won the game when you reach a screen like this. Here, there is only 1 team still left alive, and the winning team is declared.

Installation

So you've seen the game, and now you're so excited to install it. Great! First step you're going to need is to install a programming language called python if you haven't already. You can follow the instructions on how to install python here: <https://www.python.org/>. You will need the version associated with a 2 at the beginning of it.

Once you have it installed, you can verify the installation by running this command in your favorite terminal or command prompt:

```
python --version
```

It should output the version you have installed. Once you've done this, you will need at least one more thing to run the game itself (the test suite requires additional material, but you probably aren't interested in that). You will need the component that has made all of this possible!

Pygame. The installation for this is a bit trickier than installing python. Do you remember the command prompt we used to verify the python installation? Well, unless you modified your python installation, you should also have a program called pip. Without getting into too much detail, pip installs python code to help run programs. It's also how we're going to install pygame! So, open back up the terminal, and type:

```
pip install pygame
```

Make sure you have administrator privileges if you're on Windows, and if you're on Linux, then have the appropriate permissions for interacting with your python installation. You can verify that it is install by running:

```
pip list
```

If pygame is listed in that list, you're good to go! At which point you should be able to just run this within the directory of the program:

```
python wizards.py
```

If everything went right, you should have a working game in your hands, and be presented with the picture at the beginning of the game flow portion. A couple of things to note:

- The game window can not be resized. I know, it's probably a bit frustrating if you have a really huge and high resolution monitor, but some of the program's graphics rely on the size. Having it as this size works well for smaller screens so that they can still play.
- The sound can not be muted or lowered/made louder from within the game. You will need to use your respective operating system's method for manipulating the volume of the music.

That should be everything to get you on your way to playing the game. We hope that this document proves useful on your journey into the world of wizardry, and most importantly:

Have Fun!