



Flappy Jayhawk

User Manual & License Information

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TABLE OF CONTENTS

- 1. Introduction
- 2. Installation
 - 2.1 Python 2.7
 - 2.2 Pygame 1.9.1
 - 2.3 MySQL Connector / Python
- 3 Initial Menu
- 4 Options
- 5 Playing the game
 - 5.1 Basic Controls
 - 5.2 Difficulty settings
 - 5.3 Power-ups
- 6 High Scores
- 7 License Information

1. Introduction

Welcome to Flappy Jayhawk, a fun and challenging platform game that's perfect for everybody! In this game, you control the Jayhawk, a mystical bird in a quest for adventure. The objective of the game is to lead the character as far as possible without hitting the obstacles, which present themselves in the shape of pipes that appear from above and below the player.

In order to present a challenge for players with all levels of experience and skill, the game offers three different levels of difficulty, which can be seamlessly switched without even stopping the game. On these different levels, the number of points added to the total score for each obstacle passed varies: the player will receive one point per obstacle in the easiest level, two points per obstacle in the medium level, and three points per obstacle in the hardest level.

To make things even more fun, power-ups also exist in the game, and they can benefit or damage the character. However, if you don't like the power-ups, they can be easily turned off in the main menu. We recommend that players try all the different power-ups for a full experience.

Get ready for some fun!

2. Installation

In order to play the game, you will need to have recent distributions of Python 2.7, Pygame 1.9.1, and MySQL Connector/Python. If those tools aren't yet installed on your system, follow these steps to obtain them.

2.1 - Python 2.7

At the time of the creation of this manual (May/2016), the most recent version of Python 2.7 with a stable release was Python 2.7.0. To download this tool, please visit <https://www.python.org/download/releases/2.7/> and follow the instructions given on the same page. Versions for Windows, UNIX and Mac operating systems are available.

2.2 - Pygame 1.9.1

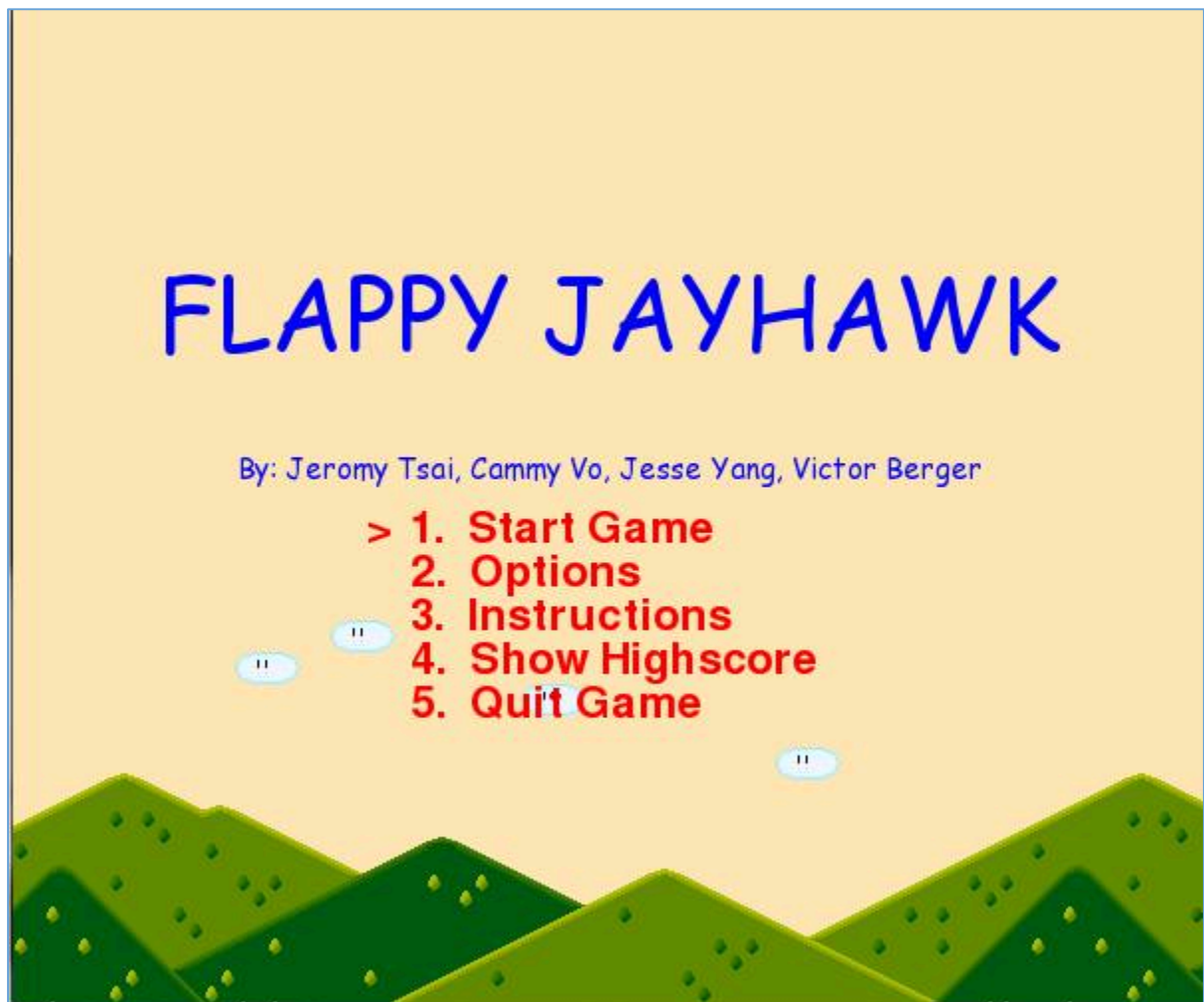
Pygame 1.9.1 was the most recent version of this tool at the time of writing of this manual, and thus is the recommended version. To obtain it, please visit <http://www.pygame.org/download.shtml> and follow the instructions given on the Documentation page. Versions for Windows, UNIX and Mac operating systems are available.

2.3 - MySQL Connector / Python

At the time of the creation of this manual (May/2016), the most recent version of this tool with a stable release was version 2.1.3. To download this tool, please visit <https://dev.mysql.com/downloads/connector/python/> and follow the instructions given on the same page. Versions for Windows, UNIX and Mac operating systems are available.

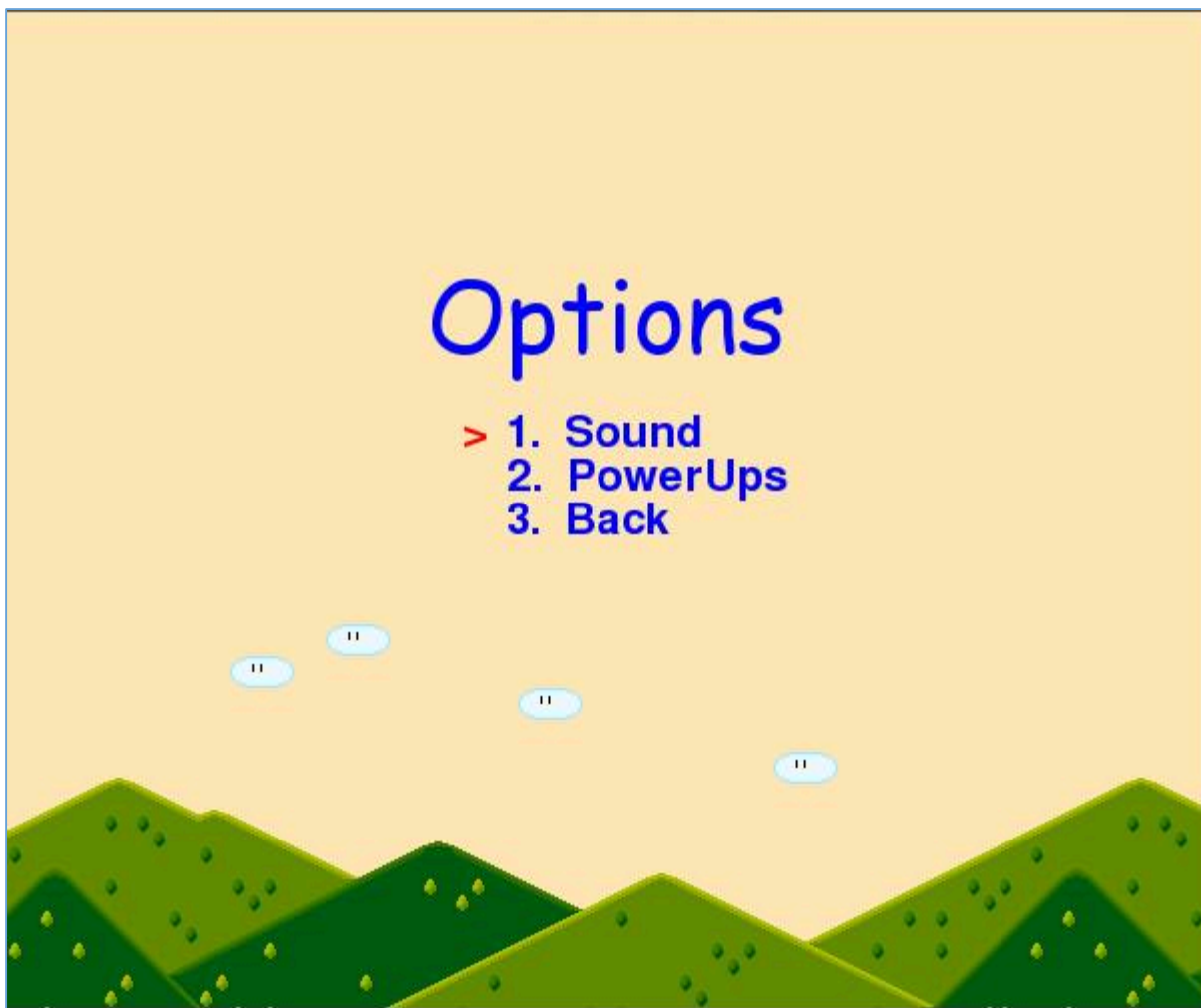
3. Initial Menu

After properly installing the required tools and running the game on the Python IDLE, the program will launch a new window containing the game. The initial menu is then displayed. The options presented are: Start Game, Options, Manual, Show Highscore, and Quit Game. To use the menu, press the up or down arrows on your keyboard to control the selected option. To select an option, press the “Enter” key. If you’d like to move the arrow straight to the “Quit Game” option, you may press the “Escape” (ESC) key, or press it twice to immediately quit the game.



4. Options

By selecting the “Options” line on the initial menu, the user will be presented with the opportunity to turn on or off the sounds of the game, and to turn on or off the power-ups made available during the gameplay. To leave this submenu and go back to the main menu, simply select “Back”. The operation of this submenu is identical to the one of the main menu.



5. Playing the game

5.1 – Basic Controls

After starting the game, you will encounter our hero, the Jayhawk, moving horizontally while attempting to dodge the many obstacles, in the forms of green pipes that come in its way. To control the Jayhawk, use the UP key or SPACEBAR in order to make it jump up. Pressing “Escape” (ESC) at any point in time will cause the game to quit. When the player loses, two possibilities will be presented: to immediately restart the game, or to return to the starting menu, and the user shall follow the instructions on the screen to complete those actions.

5.2 – Difficulty settings

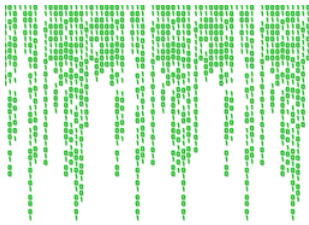
In order to increase or decrease the difficulty of the game, press 1, 2, or 3 on your keyboard. This will take the Jayhawk to a different environment, and will cause changes in the velocity of the character and of the background, as well as differences in the gaps between the obstacles. Level 1 is always the starting level, and the easiest one. For a real challenge, try level 3!

5.3– Power-ups

Power-ups appear in the air as colored circles between pipes. Collide into these circles to obtain the power-up. A duration bar will appear in the bottom-left corner to indicate the time remaining on the power-up obtained. Colliding into a power-up you currently have will reset the power-up’s duration bar. There are four power-ups obtainable throughout the game. A complete description of the effect of each one is available on the next page.



The bomb power-up appears as a red-colored power-up. Its effect is when duration bar has expired an explosion occurs underneath the Jayhawk causing the Jayhawk to uncontrollably jump up once in surprise.



The bullet-time power-up appears as a green-colored power-up. Its effect is when you hold UP, you slow down time (this will also slow down the duration bar).



The flea power-up appears as a yellow-colored power-up. Its effect is turning the Jayhawk flea sized and giving the Jayhawk a much stronger jumping power.



The grenade launcher power-up appears as a black-colored power-up. Its effect is whenever the Jayhawk jumps, a grenade is launched forward destroying any pipe the grenade collides with.

6. High Scores

High-scores will be shown on “game over” screen. Your scores will be recorded into the database upon “game over” and a list with the all-time high-scores leaderboard will be shown afterward. If you perform well, your score may just be shown on the leaderboard.

7. License Information

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