



CPSC 4160 – 6160 / Vampire Hunter Hank

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Game Description

Vampire Hunter Hank is a game where you control a man named hank, who is a magic wielding slayer of the night hordes. You must control hank through platforming levels, collecting map pieces in order to advance. Multiple enemies spread throughout the various levels try their hardest to stop you from reaching the castle.

Game Screenshots



Game Mechanics

The game offers simple mechanics, with the ability to control the player both horizontally and vertically. Simple collision detection with the environment for both players and projectiles. The game also uses a very bare bones simple system for the enemies, relying more on variety and placement of the enemies in order to up the challenge the players may face.

Technical Description

Vampire Hunter Hank is a game developed for the class project for CPSC 4160. It is a simple 2d platformer built upon the pygame module in the python programming language. It uses additional modules such as pytmx in order to handle importing the maps used in the game, which were created using the free program, tiled level editor.

Controls

Movement is quite simple, the arrow keys to move and spacebar to jump. Z will do a standing attack and x will allow the player to fire a single fireball. The movement is a simple inertia based system to offer a little bit of difficulty to the platforming.

Game Limitations

The major limitation of the game is being built in a simple engine such as pygame. This allowed for the game to be developed and prototyped rather quickly, however, it also hinders the raw performance of the game by not having it be compiled. The simple nature of the AI's also is rather limiting in the game.

Future Work

Future version of the game could add more maps very easy. Upon doing this it would also make sense to add a saving and loading feature. Maybe an unlock system and a rework of the player as I think the player class could be improved with better sprites.