

Duck Shoot Simulation Game

This is a simulation of a Duck Shoot booth at a fairground. You have to knock over moving targets. The game has a number of levels of increasing skill.



Installation

The program will run with QB64 GL1.3 and higher. Use the URL to download the zip file and extract the folder "Duck Shoot" into your QB64 folder. (When extracting the folder, be careful that the extraction method doesn't create a further level of folder with the same name). You will need to move (or copy) the "falcon.h" file to the QB64 folder if you don't already have one there. From the IDE, load the program "Duck Shoot.bas" and make sure that you have the Run Option "Output EXE to source folder" checked.

https://www.dropbox.com/s/f08ixezx5wk94xc/Duck_Shoot.zip?dl=1

Playing the Game

The program starts with a welcome screen. A sidebar options menu is displayed. Click on the Start button to initiate the program, and pigeon targets will appear and move across the shooting booth.

The idea of the game is to shoot down targets as they pass. If you are successful, the game level will increase and you can eventually attain a QB64 award for shooting skill.

Aiming and Firing

The aiming of the booth rifle is simulated by having two sighting icons.



The larger icon represents cross-hairs closest to your eye, whilst the smaller icon represents cross-hairs at the furthest end of the imagined rifle. The two icons need to be aligned in order to shoot straight (directly “into” the screen towards the target). The two icons are manipulated separately. Your left hand manipulates the larger icon – imagine that this is movement up and down and left-to-right of the rifle – and your right hand manipulates the smaller icon – imagine that this represents aiming the rifle correctly. You also use your left hand to fire the rifle. The following are the default keyboard keys used:

w	Near Sight Up
a	Near Sight Left
d	Near Sight Right
z	Near Sight Down
s	Fire
p	Far Sight Up
l	Far Sight Left
'	Far Sight Right
.	Far Sight Down

Each pigeon has a target, and as they pass, you have to aim to hit the centre of the target. In fact, as the pigeons are constantly moving from left to right across the screen, there is no real need to use the Left and Right keys for the near sight (rifle lateral position). You will, however, need to constantly use all the keys for the far sight so as to keep aim straight.

Rifle Position and Aim Behaviour

The rifle will tend to move and so you manipulate the sighting keys to counteract this. There is a random swing of the rifle, both horizontally and vertically, which you counteract with the Near Sight icon. And there is a random swing of the rifle aiming which you counteract with the Far Sight icon. Additionally there is a tendency for the rifle to drop (under gravity) and for the far end of the rifle to drop further. The fired bullet also takes up the lateral velocity of the far end of the rifle.

The fired bullet has a non-zero flight time between firing and hitting the target. This means that you will have to aim to the right of the target in order to strike in the centre. The bullet also drops under gravity and so you will have to aim somewhat above the target.

Options Menu

If the cursor is moved towards the bottom right-hand of the window, an Option Menu will appear (and will disappear if the cursor is moved away).

The game comes with an audio sound tracks of funfair background sound, which after a time you may find annoying. You can turn off this sound.

You are able to practice different game levels by selecting from the menu.

You can restart the level at which you are playing.

You can restart the whole game at Level 1 by clicking on the Reset button.

Game Levels

The game comes with 5 levels of play, and naturally you start at Level 1 (where else would you start?). Level 1 is extremely easy and is there just so that you may accustom yourself to how to manipulate the icons for aiming and firing. At each level you have to complete a number of hits with 90% success rate. The difficulty increases at each level. If you hit the pigeon at dead centre of the target, the pigeon will be knocked over. Outside the target, it will not be knocked over and the chance of success falls away from the target centre.

From the Options Menu, you may select any of the 5 levels to try at any stage, but you will not be able to complete the game unless you successfully complete all levels in the correct order.

If you successfully complete the 5 levels, there is a sixth ludicrous level which you may care to try (it is so difficulty that I have never managed to knock over any).

Changing the Aim and Fire Keys

You may change the keys used to aim and fire. At the welcome screen, click on “Set Keys”, and a menu will appear.



In the “Set Keys” frame, select either “Set Left-Hand or Right-hand Keys”, and then in “Left- or Right-hand Keys” frame, select which key to set (Up, Left, Right, Down (or for the left hand, Fire). Then in the “Select Key” frame, use the drop-down list to select the key you wish to use. Then click on “Set”. When you have set all the keys, click on “Done” in the “Set Keys” frame, and you are ready to start the game. If you wish to revert to the default key set, click on the “Default” button and the “Done”.