

# Earth Defender Documentation

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## 1 Deployment and Technical Information

### 1.1 Setup Steps

1. Install python 3.9 or above
2. Create virtual environment 'venv'
  - Linux and MacOS: `python3 -m venv venv`
  - Windows: `python -m venv venv`
3. Activate virtual environment
  - Linux and MacOS: `source ./venv/bin/activate`
  - Windows: `./venv/Scripts/activate.bat`
4. Install requirements
  - `pip install -r requirements.txt`
5. Run the game
  - `python src/main.py`

### 1.2 Controls

Action	Keyboard	FabArcade
Left	Arrow Key Left	Joystick Left
Right	Arrow Key Right	Joystick Right
Jump	Arrow Key Up	Blue
Attack/Confirm	Space	Black
Roll	a	Yellow
Shield	Left Shift	Red
Coin	c	Coin
Pause/Back	Escape/Backspace	Menu

## 2 Game Manual

### 2.1 Player Actions

1. Attack:



Figure 1: Deals 1 damage to the enemy

2. Jump:



Figure 2: Jumps the player

3. Roll:



Figure 3: Rolls the player forward and dodges any enemy attack

4. Shield:



Figure 4: Holding down the shield button uses up a shield to block all enemy attacks

### 2.2 Enemies

1. Wolf:
2. Golem:
3. Boss:



Figure 5: Has 2 health points, killing it restores 1 shield



Figure 6: Has 3 health points, killing it restores 1 shield



Figure 7: Has 10 health points and two different attacks

## 2.3 Object Interaction

1. Campfire:



Figure 8: Gives the player 1 extra health point

2. Spike:



Figure 9: Kills the player if touched

3. King:



Figure 10: Reaching the King advances you to the next level

## 3 Resources

### 3.1 Font

- Silkscreen - <https://www.fontsquirrel.com/fonts/Silkscreen>

### 3.2 Images

- Player and Enemies - [https://itch.io/queue/c/844603/asset-packs?game\\_id=444209](https://itch.io/queue/c/844603/asset-packs?game_id=444209)
- Boss - [https://itch.io/queue/c/844603/asset-packs?game\\_id=466748](https://itch.io/queue/c/844603/asset-packs?game_id=466748)
- Heart - <https://opengameart.org/content/animated-lives>
- Shield - <https://opengameart.org/content/cc0-shield-icons>
- Campfire - [https://itch.io/queue/c/844603/asset-packs?game\\_id=526774](https://itch.io/queue/c/844603/asset-packs?game_id=526774)
- Game Background, Tileset - [https://itch.io/queue/c/844603/asset-packs?game\\_id=510121](https://itch.io/queue/c/844603/asset-packs?game_id=510121)
- Menu Background - <https://vnitti.itch.io/grassy-mountains-parallax-background>
- Intro and Ending Background - <https://edermunizz.itch.io/free-pixel-art-forest>

### 3.3 Audio

- Background Music - <https://nicole-lyria.itch.io/medieval-rpg-themes>
- Campfire - <https://opengameart.org/content/items-door-fire-weapon-hits>
- Attack - <https://leohpaz.itch.io/minifantasy-dungeon-sfx-pack>
- Hurt - <https://leohpaz.itch.io/minifantasy-dungeon-sfx-pack>
- Jump - <https://leohpaz.itch.io/minifantasy-dungeon-sfx-pack>
- Shield - <https://opengameart.org/content/items-door-fire-weapon-hits>
- Roll - <https://leohpaz.itch.io/minifantasy-dungeon-sfx-pack>
- Menu Cursor Move - <https://opengameart.org/content/10-retro-rpg-menu-sounds>
- Menu Select - <https://opengameart.org/content/10-retro-rpg-menu-sounds>
- Menu Back - <https://opengameart.org/content/10-retro-rpg-menu-sounds>
- Menu Coin input - <https://opengameart.org/content/10-retro-rpg-menu-sounds>
- Menu Pause - <https://opengameart.org/content/10-retro-rpg-menu-sounds>
- Menu Denied - <https://opengameart.org/content/10-retro-rpg-menu-sounds>