SHERIFF DUTY

Manual

Universitat d'Alacant
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Grado Ingeniería Multimedia

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1. History

In Sheriff Duty you'll become the sheriff of Amstrad, a small town. Last night, a group of bandits entered the town causing trouble. The pleas of help of the citizens wake you up, so you grab your pistol ready to confront them. Will you be able to save Amstrad from the bandits?.

2. Controls

The controls for the game are:

O: move left
P: move right
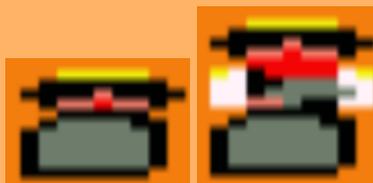
Q: move up
A: move down

Space: shoot

3. Enemies

Gunman: patrols a specific area while shooting.

Sniper: hides behind the nearest stone, occasionally emerging to take aim and shoot at the player.

Coyote: follows the sheriff, subtracting health when they finally reach him.

Tumbleweed: moves by bouncing off the walls, decreasing the sheriff's health if it makes contact.

4. Power ups

Drink shots to regen your health or temporarily improve your shooting capabilities

Red shots give you 1 HP

Green shots allow you to shoot in two directions

Blue shots make you shoot faster

5. The levels

The game features distinct levels, each of which is segmented into five challenging enemy rounds. You must clear each round of enemies to progress to the next. When you reach the final round of each level, you will encounter a special fight that will test your skills.

This are the maps for the levels:

Town of Amstrad

The canyon

The bandits lair

6. The GUI

The interface of our game is divided into 4 parts.

The first one shows the round and the level you're in.

The second one is the shot power ups that are active currently.

The third one is the lives you have.

The last one is your score in the game.

7. Gesture

We believed that a creative and clever way to incorporate a subtle reference was to design our tumbleweed with the shape and face of the pumpkin from the first level of Super Cauldron, given their resemblance in form. This not only pays homage to the classic game but also adds a unique touch to our own design.

For the second nod, referring to the end of the commercial life of Amstrad, we also wanted to do something original and not simply mention it. To achieve this, we began by including in the game's lore that the city you are sheriff of is called Amstrad. When you win or lose the game, a message appears according to your fate with a reference to the city of Amstrad and the year 1993. This screen refers to the defeat screen, you'll have to discover the victory screen for yourself.

8. Authors

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