
cube-hunter Documentation

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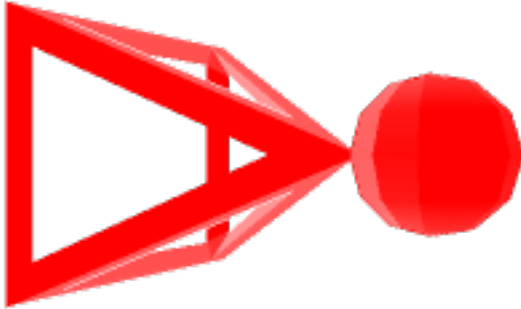
1	Description	3
2	Weel-known bugs	5
3	Installation	7
4	Copyright	9

Writing by Eddie Brüggemann

Language python 2.7.6

Contact mrcyberfighter@gmail.com

Credits Thank's to my mother and to the doctors.



Description

cube-hunter an shoot-them-all game in a cubic meshed sliding playground where you must eliminate the number of cubes by shooting them in relationship to your choosen settings.

cube-hunter is an game in an 3 dimensional cubic sliding playground where you have to destroy all the cubes which number you can configurate so the maximal number of cubes present simultaneous in the playground and the number of life you have which decrease wenn a cube hit you 5 times.

To mark the life losing the pentahedron representing the player will explode.

You can navigate throught the playground by orientating the pentahedron and reconize the direction you will slide to by the pike of the pentahedron.

You can shoot in the orientation pike direction wenn you be an mesh intersection from the sliding cubic playground. You cannot shoot wenn you slide the player pentahedron or wenn a shoot ball has not reach the playground end or hit an cube.

The cubes to shoot can have from 1 to 6 life points, wich decrease every you touch an cube with an shoot. The cubes navigate randomly throught the mesh of the playground. The best tactic to explode a cube is to hunt it because the player moving speed is 4 times faster than the cube moving speed.

The keys to move the player pentahedron are:

- **Right arrow** to turn the pentahedron to the right.
- **Left arrow** to turn the pentahedron to the left.
- **Up arrow** to turn the pentahedron to the top.
- **Down arrow** to turn the pentahedron to the bottom.

You can slide in the current direction with the:

- **'z'** key for AZERTY keyboards.

- **‘w’** key for QWERTY keyboards.

You can shoot in the pike orientation direction with the:

- **‘s’** key.

Wenn the player explode and you still have lifes press the

- **‘d’** key to reappear in the cube mesh center wenn you wish.

NOTE This keys combinations are the gaming keys so set your hands right on the keyboard to have a better control on the game.

By the configuration screen use the:

- **Up and Down arrows** to change the selection
- **Right arrow** to increase the value.
- **Left arrow** to decrease the value.

Wenn the game is running you can switch to pause by hitting the space bar then you can orientate the meshed cube view as you wish with:

- The arrows, the **‘d’** key and the **‘a’** or **‘q’** key in relationship if your keyboard is an AZERTY or QWERTY.

And you can reset to the default view by hitting the **‘z’** or **‘w’** key.

- you can increase or decrease the stroke width of all components from the playground with the keypad plus and minus keys.

So have fun by hunting and shooting all the cubes down.

Weel-known bugs

I must admit that is my first game with OpenGL and in 3 dimension and so, it has some unwanted behavior bugs like:

1. By shooting an cube:
 1. The shoot ball pass through an cube instead of hitting it.
 2. The cube life points can be decrease more than one per hit.
2. By cube hit the player:
 1. The life points subcounter can decrease more than one point by an hit.
 2. the collision cannot be taking in charge if a cube hit you.

That's all: I decide to publish the game despite this unwanted bugs only because the game is funny to play an the mentionned bugs doesn't disturb really the interest of the game in consideration of the frequence they appears in one game.

And i hope if you are an python you can if you want try to fix it:

The code is commented and under GPLv3 license: you are free to modify it and to redistribute it.

The code is well-commented but a little bit trashy at my own taste.

Installation

To install cune hunter.

Simply run the script install.sh as root

```
$ su root  
password:  
# . install.sh
```

You can remove the extracted folder from the zip archive.

To uninstall cube-hunter from your system,

run the uninstall script uninstall.sh as root.

```
$ su root  
password:  
# . uninstall
```

This will remove all the installed files from cube-hunter from your system

Copyright

cube-hunter an shoot-them-all game in a cubic meshed playground where the pentahedron player have to eliminate all the cubes.

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