

Description

The Bandit Hunter is a HTML5 Shooting Game. The city bank is being robbed! Save the city from some evil Bandit, shooting only the bad ones and rescuing the hostages! Each level will need to be cleared from the bandits, killing them all to reach the next level until the end of the game, where you will win your glory in the Far West!

The CAPX package contains the game with 810x540 resolution that automatically scales to fit current screen device.

The game is fully compatible with all most common mobile devices. Still, it can use WebGL as graphic engines. To avoid any compatibility issues, check if your device supports it on this link: <http://caniuse.com/#search=webgl> . You can enable WebGL on the CAPX file, if needed.

More infos will be found in the comments added to the game.

This game can not be modified with a free license of Construct 2. The game was created with Construct 2 R227 release.

Admob Ads

Use the AdmobAds to add your ads' ID and start monetizing with this game!

For further info, please refer to <https://www.scirra.com/manual/184/admob>

Change Graphics

The game contains the objects' spritesheets that you can edit if you want to change objects' images. Objects' dimensions will be arranged according to the canvas size for the best display on devices.

If you want to change objects' graphics, replace the spridesheets with your own, ensuring the frames to be arranged properly as in the game.

Change Backgrounds

The game contains the background spritesheet that you can edit if you want to change graphic. If you want to change background graphic, replace the spridesheet with your own, ensuring the frames to be arranged properly as in the game.

Additional plugins/behaviours used in this game

The game contains some non-native plugins / behaviours you need to install before using the package. They are:

Non-native behaviours used:

- LiteTween v.1.4 (free) by Lunarray (Scirra forum): https://www.scirra.com/forum/behavior-litetween_t70700

Non-native plugins used:

- SpriteFont+ (free) by Codeplex : <https://spritefontplus.codeplex.com/>
- callJS (free) by Joe7 (Scirra forum): https://www.scirra.com/forum/plugin-call-javascript_t64104

Game modifications

Texts can be changed modifying the variables in the "Languages" tab (due to the use of SpriteFont+ plugin, special characters are not supported. To translate in any non-English language, please contact us for a quotation). These are:

- "TEXT_ORIENTATION" : Please set your device to landscape orientation to play this game properly
- "TEXT_RESTART" : RESTART
- "TEXT_RETRY" : PLAY AGAIN
- "TEXT_CONTINUE" : CONTINUE
- "TEXT_SCORE" : SCORE
- "TEXT_NEXTLEVEL" : ENEMIES TO KILL
- "TEXT_FINALSCORE" : FINAL SCORE
- "TEXT_HEALTH" : HEALTH
- "TEXT_GAMEOVER" : GAME OVER
- "TEXT_WIN" : CONGRATULATIONS! YOU WON!
- "TEXT_LEVELWON" : LEVEL COMPLETED!
- "TEXT_HELP" : The city bank is being robbed! Save the city from some evil bandits, shooting only the bad ones and rescuing the hostages!
- "TEXT_RELOAD" : PRESS R TO RELOAD YOUR GUN!
- "TEXT_HOSTAGES" : DON'T SHOOT HOSTAGES!

Some game values can be changed modifying the variables in the "Global" tab. These are:

- WAIT_TIME : 2 – A time variable used for some actions' delay (in seconds)
- ENEMY_TIME_LEV1 : 2 – How many seconds will pass for a new enemy to be created (on this level)
- ENEMY_TIME_LEV2 : 1 – How many seconds will pass for a new enemy to be created (on this level)
- BULLETS_START : 6 – How many bullets the player will start with
- PLAYER_DAMAGE : 3 – Player damage when it hits the enemies
- PLAYER_INIT_HEALTH : 100 – Player initial health
- HOSTAGES_POINTS : 100 – How many points the hostage subtracts to the score when hit
- HOSTAGES_FADEOUT : 5 – How many seconds will pass before the hostage will disappear
- ENEMY1_POINTS : 10 – How many points the enemy adds to the score
- ENEMY1_DAMAGE : 3 – Enemy damage when it hits the player
- ENEMY1_INITIAL_HEALTH : 1 – Enemy initial health
- ENEMY2_POINTS : 30 – How many points the enemy adds to the score
- ENEMY2_DAMAGE : 5 – Enemy damage when it hits the player
- ENEMY2_INITIAL_HEALTH : 1 – Enemy initial health

- ENEMY3_POINTS : 50 – How many points the enemy adds to the score
- ENEMY3_DAMAGE : 5 – Enemy damage when it hits the player
- ENEMY3_INITIAL_HEALTH : 1 – Enemy initial health
- ENEMY4_POINTS : 100 – How many points the enemy adds to the score
- ENEMY4_DAMAGE : 7 – Enemy damage when it hits the player
- ENEMY4_INITIAL_HEALTH : 1 – Enemy initial health
- ENEMY5_POINTS : 120 – How many points the enemy adds to the score
- ENEMY5_DAMAGE : 7 – Enemy damage when it hits the player
- ENEMY5_INITIAL_HEALTH : 1 – Enemy initial health
- ENEMY6_POINTS : 150 – How many points the enemy adds to the score
- ENEMY6_DAMAGE : 10 – Enemy damage when it hits the player
- ENEMY6_INITIAL_HEALTH : 1 – Enemy initial health
- LEVEL2_ENEMIES : 10 – How many killed enemies are needed to go to next level
- LEVEL3_ENEMIES : 20 – How many killed enemies are needed to go to next level
- LEVEL4_ENEMIES : 30 – How many killed enemies are needed to go to next level
- LEVEL5_ENEMIES : 50 – How many killed enemies are needed to go to next level
- LEVEL6_ENEMIES : 75 – How many killed enemies are needed to go to next level

Wordpress Plugin

[CTL Arcade](#) will allow you to add a real arcade on your worpress website, in this way your users will be more involved and will stay connected longer.

It's possible to add Ads banner at the beginning of each game and at the end of each level. This will give you a new tool to increase your revenues.

Your own users will promote your website sharing their scores on the main Social Networks, with no extra costs for you.

You'll get by default the score-sharing on Twitter. To add Facebook just follow the guideline below.

3 widgets can be added in your pages through a shortcode.

- Game iframe
- Rate the Game
- Leaderboard

Minimum Requirements:

- PHP 4.3
- WordPress 4.3.1
- HTML5

- Canvas
- Javascript / jQuery

This plugin is designed to work only with games built by Code This Lab.

You can find it [here!](#)