Bounty Hunter Cowboy - Game Summary

Bounty Hunter Cowboy is a 2D Run & Gun game where you control a cowboy who hunts down a series of outlaws wanted for justice. The game unfolds through a series of scenarios where the player must fight his way to find the outlaws. The objective of the game is to defeat these outlaws and anyone who stands in his way to achieve a greater reward reflected on the scoreboard.
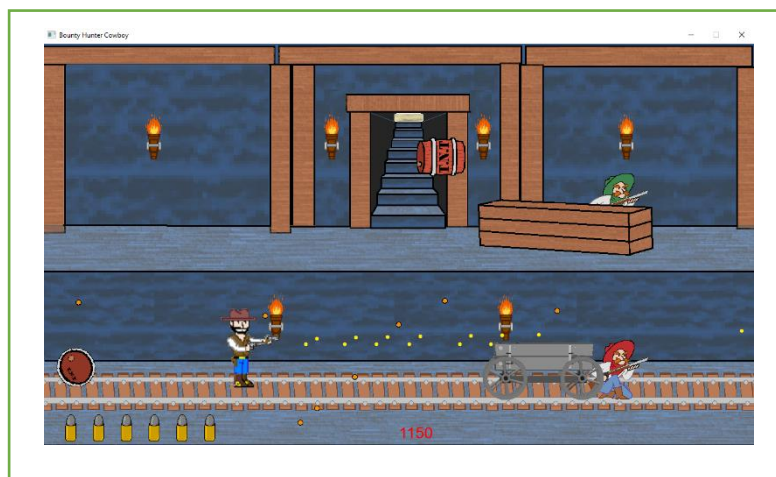
The player has 6 attempts, or bullets as if it were a revolver magazine, and will lose one of these bullets each time it is hit by an enemy projectile or explosive barrel.

There are a total of four outlaws spread over three levels, and each level is divided into three scenes. In the last scene of each level, there will be the outlaws who will be waiting for the player to prevent him from reaching his goal.

Controlling the player requires only a few keys to give him basic control. With the up, down, left, and right keys, the player can be given movement (left, right) and also the ability to aim up (up key), or even crouch to avoid certain projectiles (down key). The combination of certain keys gives the player the ability to shoot diagonally, thus providing a greater range of possibilities.

To fire, simply press the space key, which will provide a double shot each time the key is pressed.

The player also can jump if the right control key is pressed, which gives him options to dodge some projectiles or obstacles.

References

All the graphic aspects of the game have been created by me except for the explosion of the barrel or vulture, which has been taken from previous University Project. Other elements of the scene like the train of the last level or the wheelbarrow of level two have been taken from the 3D models of Microsoft's 3D Paint.

In terms of sound, some sound effects have been created by me with Sony Acid Pro (voices, gunshots, bullet ricochet, explosions). Some other effects have been provided by other creators who have shared their effects on the web.

As for the soundtrack, all the audio tracks are property of Konami and belong to the video game created by themselves in 1991 Sunset Riders. The audio tracks have been obtained through YouTube.

1. Motoaki Furukawa/KONAMI (1991) Sunset Riders – The Rosy Setting Sun. Available at: https://www.youtube.com/watch?v=8zA1P-3qw6M&ab_channel=ArcadeOST (Downloaded: 14/01/2021).

2. Motoaki Furukawa / KONAMI (1991) Sunset Riders – You in heap big trouble Available at: https://www.youtube.com/watch?v=1Xb2xEHzcMs&ab_channel= ArcadeOST (Downloaded: 14/01/2021).

3. Motoaki Furukawa / KONAMI (1991) Sunset Riders – Yuppie! Available at: https://www.youtube.com/watch?v=WuT2H4rTQMk&ab_channel=ArcadeOST (Downloaded: 14/01/2021).

4. Motoaki Furukawa / KONAMI (1991) Sunset Riders – The Great Petal Available at: https://www.youtube.com/watch?v=4Ke77oJ7wCk&ab_channel=ArcadeOST (Downloaded: 14/01/2021).

5. Motoaki Furukawa / KONAMI (1991) Sunset Riders – Please Help My Friends Available at: https://www.youtube.com/watch?v=qDzDE00NsRc&ab_channel= ArcadeOST (Downloaded: 14/01/2021).

6. FreeSFX (unknown year) Stone Statue Fall and Break. Available at: https://freesfx.co.uk/Category/Stone-Rock/178 (Downloaded: 14/01/2021).