GRAPHICS & TEXT

\*Red Galaxians' eyes are not yellow

Red enemies now drawn using different chars and have yellow eyes

\*Purple and blue Galaxians' eyes cannot be seen on CRT monitor (mine, anyway!). Probably can;t do anything about that.

Eyes made bigger

\*Galaxian logo on title screen could be tidied up little ('G' is a bit high, 'an' is a bit too low). Galaga logo is much neater.

Tidied up some jagged edges and evened the letters

\*Starfield could have more star? Arcade colours are purple, yellow, cyan, white, green, blue

Added 8 stars. Can't add anymore, they are very expensive to draw....these might have to come out again for NTSC.

\*Bottom part of player's ship might look more accurate if it was a bit longer

Making it taller means being closer to the swarm - it can't go any lower on the screen

\*'GAME OVER' text has two spaces in-between the words on the arcade version

Done

\*'BONUS GALAXIP FOR 7000 PTS' - arcade version uses 'PTS' characters from score instruction screen instead of regular font

Done

\*'WE ARE THE GALAXIANS' text on score instruction screen is red on arcade version

On my rom It's yellow - I prefer it :D

\*Score values on score instruction screen scroll into view, and points flash

Points will flash - not going to do the scrolling. Lot of effort for a screen most won't see.

SOUND

\*Game starting music is a bit slow (play time is approx 1 second longer than arcade)

This is already as fast as it can possibly be.

\*Constant alien attack sound is not correct

Will take another pass at it - I tried to fit the dive and subsequent sound into one effect, so the 'notes' are correct but too close together. Going to have the dive lengthened and play the attack sound separately when that runs out.

\*Player's ship fire sound could be slightly higher pitched?

Will look at it.

\*Player's ship explosion sound could be slightly lower pitched?

Will look at it

\*Bonus Life sound is not yet present

Sound was there but set to same channel as swarm. Moved to another channel.

GAMEPLAY

\*Constant attack when some Galaxians are still in formation? I NEED TO CHECK ARCADE VERSION.

Aliens move into constant aggression mode when less than 5 left. Need to check if this should trigger move diving too.

\*It's Possible to leave some Galaxians in convoy at the end of the wave, not attacking. Reds and flagshps, I think.

\*Bullets sometimes pass through enemies and the player's ship

Can't get a handle on why it happens to swarm enemies. On the arcade there is some grace on the edges of your ship where bullets can pass through without killing you....I think the game is hard enough without making this pixel perfect, especially as the player ship is wider on this version because of the fatter pixels.

\*Increase distance between player's ship and convoy if possible?

Not really possible, player ship is as low as it can go. Convoy can't move up without writing code to use sprites for the flagships.

\*There should be a slight delay before the Galaxians attack when the player starts with a new life

Will check what delay the arcade adds for a new life.

\*The Galaxians disappear when they reach the bottom of the screen, rather than going completely off the bottom

They are already in the border where they technically shouldn't be, one pixel lower and they are back at position 0 in the top border.

\*Player's shot does not quite reach the top of the screen - this appears to sometimes result in flagships not being hit

Player bullet can now travel slightly further into the top border.

\*Stage number from Galaga needs to be removed

Might leave this in, makes it easier than counting the flags to find out what level you're on.

\*Player's ship should be able to move and fire between waves

Might leave this in, makes it easier than counting the flags to find out w

\*Galaxian convoy on arcade version appears on screen (quickly) from left to right

I have to draw a row of aliens at a time, would be a lot of extra code to draw them in columns to begin with.

OTHER SUGGESTIONS

\*Perhaps start name entry with letter A instead of space - 3 button presses will get AAA, not \_AA?

\*Load high-score table when the game starts?

It's in there, just turned off at the moment as it adds 2-3 seconds to startup time - all adds up when restarting every 30 secs.

\*Have an option to reset the high-score table?

All you'd need to do is delete the hi-score file from the disk.