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Rotary

Rotary is a 2D, score-attack arcade game, for mobile devices with touch screens. Inspired by Tetris, Brick Breaker, and Space Invaders, the basic gameplay concept revolves around shooting at harmful objects "falling" from the edge of the screen, towards an object they are tasked with protecting.

A basic overview of what actually appears on screen is as follows: evenly spaced, concentric rings surround a central disc, with irregular notches cut along segments of each ring. These rings rotate at different angular velocities with respect to the central disk. Players will also have a "cannon" mounted on the center disc, which is fired by swiping a finger in the indicated direction. The primary motivation is to destroy enemy projectiles.

At certain points in time, the holes cut into each ring will line up, presenting both a clear line of fire at hostile projectiles, while also exposing the player to incoming fire. Using their fingers, players may also vary the velocity, direction, and orientation of the rings to manipulate them into a more favorable firing position, or defensive layout. As in Space Invaders, enemy missiles that strike the exterior of a ring will slowly damage the ring, eventually destroying it completely. Furthermore, shots fired by the player also damage the inner edges of interior rings. Prolonged gameplay will ultimately leave players with no remaining defensive rings, against an increasingly difficult series of enemy projectile waves.

To help compensate for the eventual, total destruction of defensive rings, enemy projectiles may periodically drop "upgrades" for the player, such as multi-shot, "laser" shot (instant-fire), seeker missiles, and so on. These come in the form of "upgrade boxes" that fall from the debris and wreckage of incoming enemies, and the player must successfully manipulate rings to allow upgrades through to the center. If the upgrade strikes a ring, it is irreparably damaged, and the player must kill more enemies to get another upgrade drop. Thus, while the defensive advantage of rings are slowly negated, it becomes easier and easier to acquire upgrades as the game progresses.

To further enhance the difficulty, periodic "glitches" in the system will fly across the screen, damaging everything in their path, including enemies, rings, incoming and outbound munitions – everything. The player can leverage this to their advantage by maneuvering their rings out of the way of oncoming glitches, offering a temporary reprieve from incoming fire.

Designed to highlight the strengths of touch devices, Rotary is a 2D arcade game that challenges player dexterity as they manipulate a variety of rings and return fire at an increasing number of enemies as they collapse towards the center. Players will engage in a highly challenging and engaging score-attack experience that is suitable for all audiences.