Game: Red Space

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Red Space currently contains many of the features we had intended to be in the game. Orbital bodies that have a gravitational force provided by the sun were implemented as well as offensive and defensive weaponry and the asteroid belt. Controls are simple for both players, forward, ‘w’ or up, launches an offensive nukes, backward, ‘s’ or down, launches defensive shots out to destroy nukes or asteroids. The angle which a weapon is fired off of the planet are changed by the ‘a’ and ‘d’ or left and right keys, for player 1 and 2 respectively. The screen has a ‘news reel’ scroll across the screen at regular intervals, bars on each side of the screen to indicate amount of ammo each player has, and a percentages listed at the bottom of the screen representing each planet’s population. On top of that the music is original and made specifically for this game.

Certain features we had originally planned did not make it into the game. We did not implement the moons, Mercury, or solar flares. We reached a point where we had implemented all the other features and had already done some balancing work on the game, as well as other people had already told us the game was fun to play. Between time-constraints and wanting to keep the balance intact we decided to keep out the remaining features and spend the rest of the time polishing the game.

While the game does not include all of our original features, overall we think the game came out good. We’ve received complements on it and people are enjoy playing it, therefore we are happy with the outcome of our project.