Thorsten vs Isaac Newton: The Battle of Professional Gods

Thorsten vs Isaac Newton is a 2 player game where two professional gods face off to prove who is stronger. Thorsten the god of thunder, type theory and logic. Or Isaac Newton the god of gravitational theory and data science. We believe that a 2 player game of this type can be far more fun than a similar single player game, as facing off vs a friend is more engaging then facing NPCs or basic AI.

A shooting style game where one aims with the mouse/moves with the arrow keys and the other dodges with ‘wasd’ allowed us to stick to our philosophy of creating a compelling game in a genre that is usually quite popular and flexible.

First there is a brief menu, that has two functions. ‘Play’, for starting the game and ‘Help’, which brings up a small window to show the controls.

Round starts with Thorsten dodging and Isaac Newton shooting. Isaac aims to hit Thorsten as many times as possible with his apples, controlled through his mastery of gravitational physics, in order to increase his energy. Whilst Thorsten aims to dodge as many of these as possible to reduce his damage taken. Then after a brief break to swap controls, they swap sides. As Thorsten is not shooting and Isaac Newton is now dodging.

In the end the winner will be displayed, with the final scores. The winner is a combination of both the shooting and dodging sections. Hence both are important and both players get a turn of each.

Some feature of the game:

* Players can shoot themselves and add to their opponents score if they are not careful.
* The backgrounds are randomised and change each time the game is opened.
* At the top of the screen is a powerful force field with can be used to bounce projectiles off.
* Throwing projectiles off the screen causes them to disappear, but players cannot run out of bounds because that is cowardly and abandoning the duel.

In terms of inspiration from other games. It was very minimal. We more or less coded the game from scratch. But there we ideas taken from experience with games. Such as how un-fun it is to get shot in the back. Or how without a compelling and deep story, multiplayer games are generally more fun.