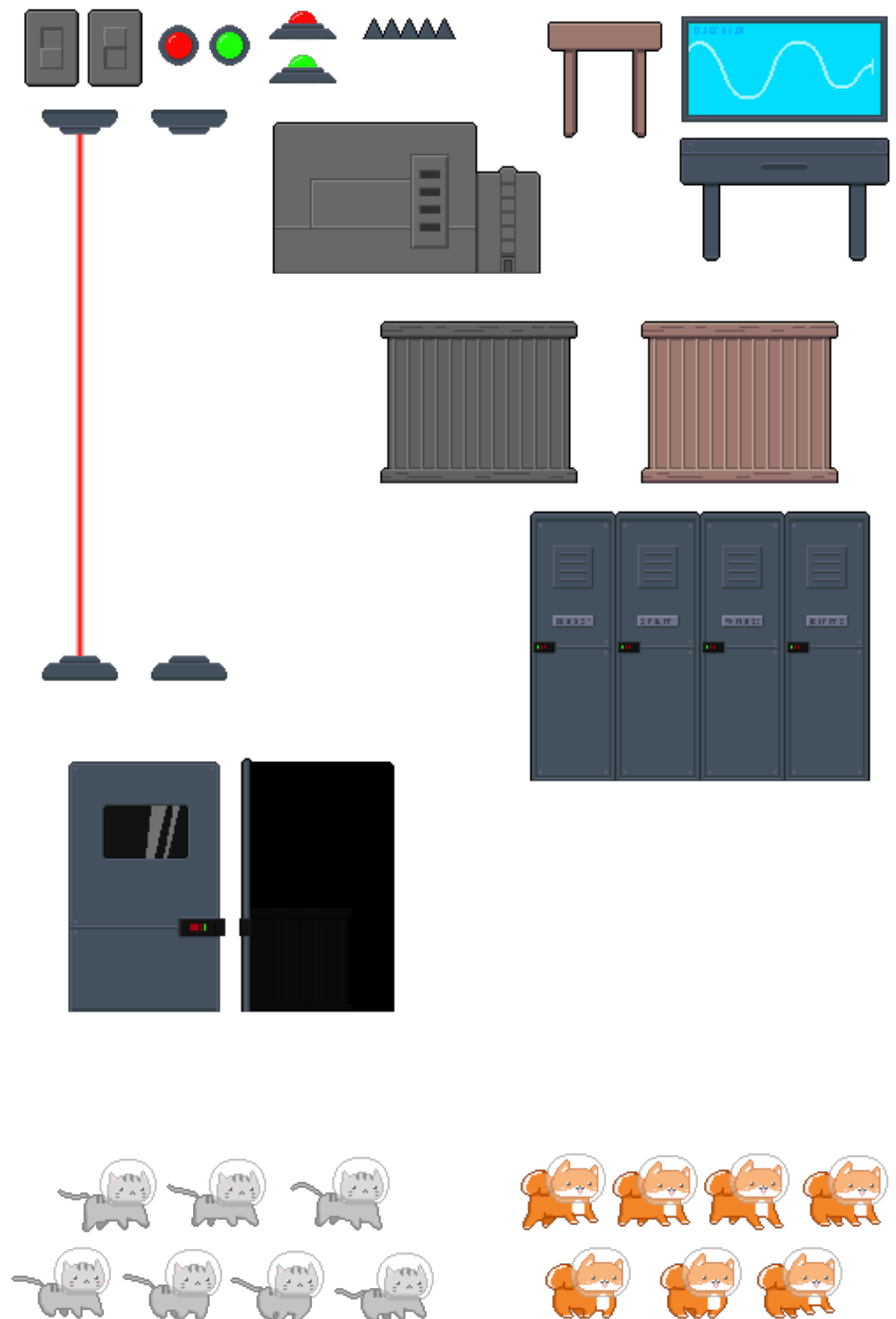


Astropaws: An Endless Odyssey

A 2P infinite runner where you work together to survive as an astronaut cat and dog running in an abandoned space station.

START!



History & Timeline

Astropaws: An Endless Odyssey started out as a 2018 project by Shannon Lee during her college days to learn Unity and to kickstart her dream of creating games.

She wanted to make a co-op game that was simple yet addictive. She settled on the idea of an endless runner with mechanics that centered around cooperation.



She ventured on her game development journey, with no knowledge of UI/UX or user testing. Needless to say, there is much to be improved.

2023 Analysis

Unfortunately, Astropaws was left to collect dust on the shelf. After replaying it after 5 years, I've noticed some major flaws:

Controls

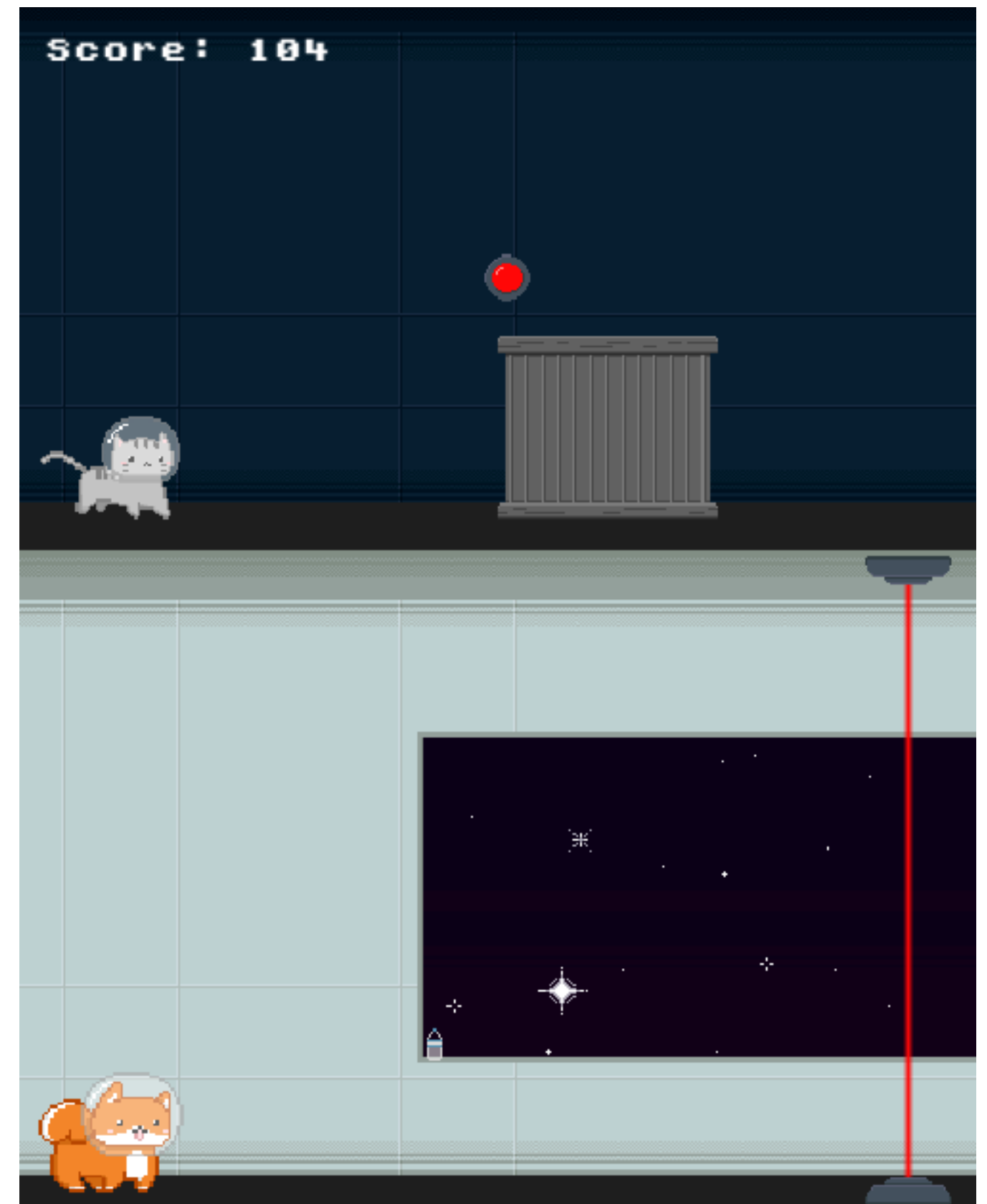
The controls aren't intuitive, and there is no indication to what the keys binds are set to. Understanding how to play the game requires (most, if not all) users to go to the Controls tab.

Difficulty Modes

There's no indication of what the difference between 'Normal' and 'Hard' mode is. Is it faster? Are there more obstacles? I have no idea.

Health system

Relating to the difficulty modes, it looks like 'Normal' mode gives you multiple lives, where 'Hard' mode only gives you 1 shared life. I wouldn't know how many lives I get in Normal without checking the game files.



The fix

Controls

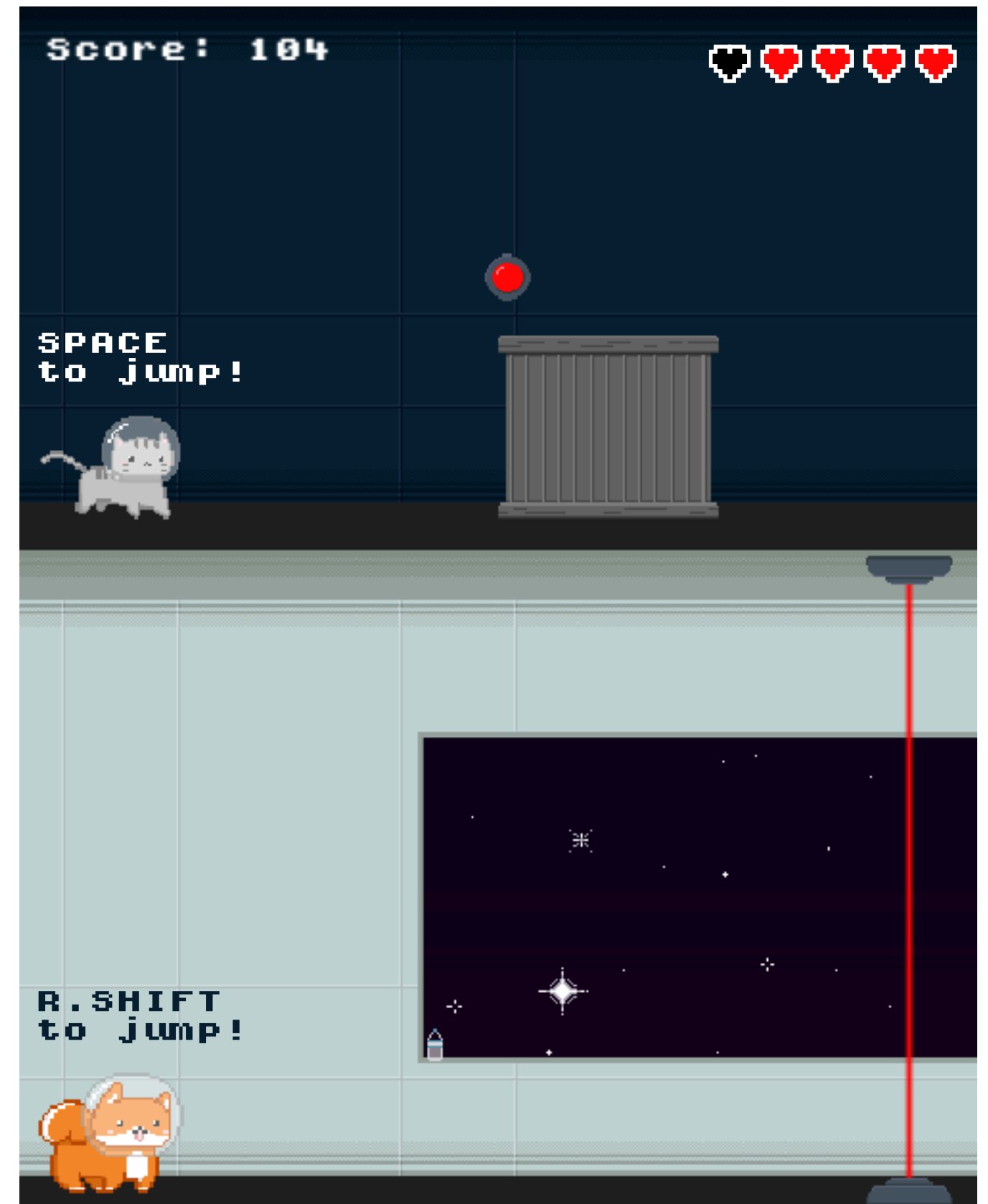
Add small text to the start of the round for each player's controls. Have it disappear after a few seconds. Requires user testing for this to see how long it should stay to be both readable without being obnoxious for returning players.

Difficulty Modes

Add supporting text on the Home screen explaining the difficulty mode that is currently selected. For example, 'NORMAL MODE: you get more lives and less obstacles' 'HARD MODE: it's game over if you get hit! More obstacles and faster rounds'

Health system

Simply adding some hearts at the top right make it quite obvious that there's a life system.



Normal Mode



Nice-to-haves

But low priority changes, simple because of the time and effort vs the payoff.

Updated Graphics

I still think these guys are really cute, but they can definitely be better. The jumping animation is really stiff.

In addition, it would be nice to have more attractive backgrounds and assets that add a nice feel to the environment overall. Ideas for the future would be to add non-interactive elements that give it more of an abandoned feel.



More Obstacles

I would like to include a more diverse selection of obstacles as the game progresses, to add difficulty and interest. Maybe even a change in scenery after a certain point threshold.