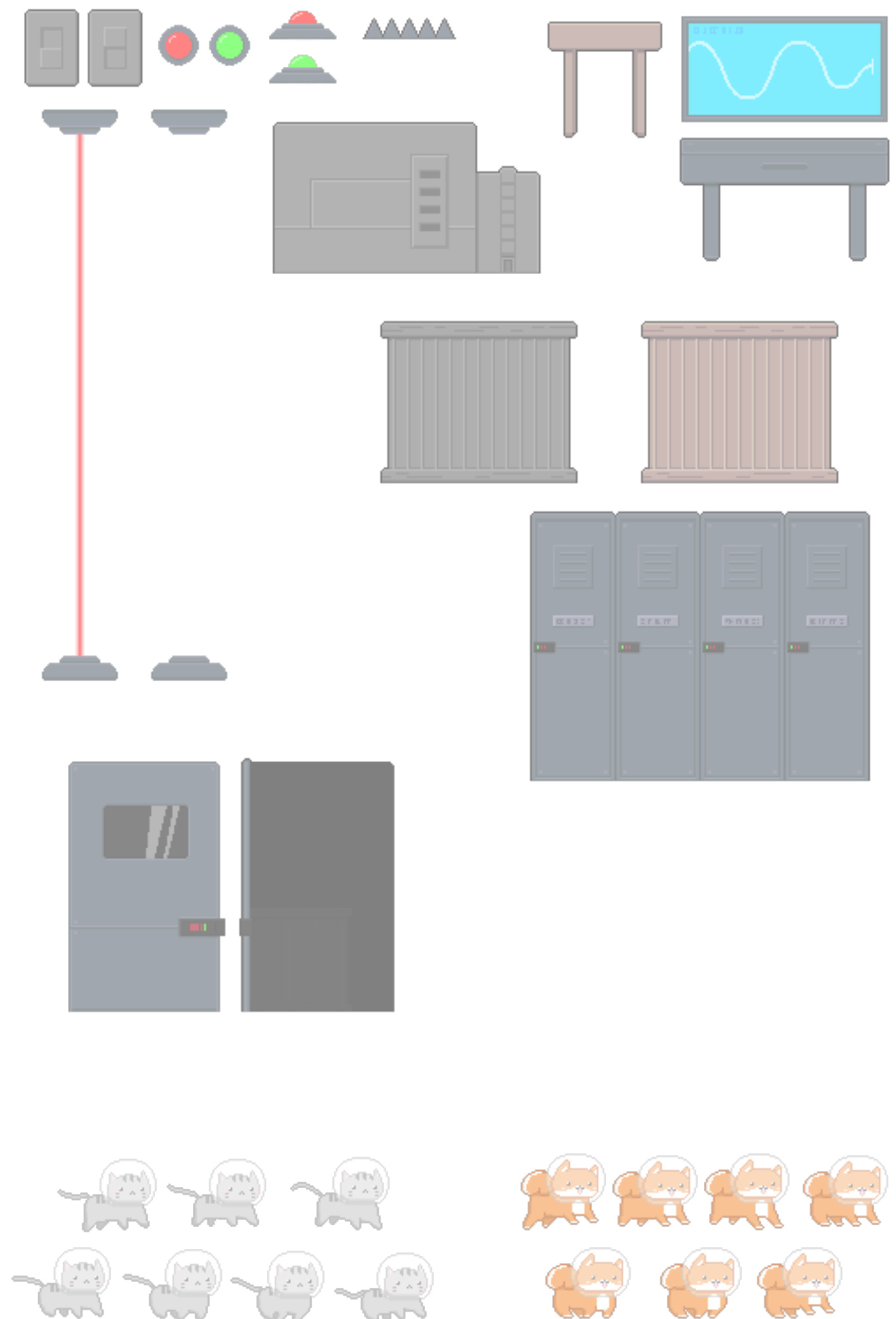


Astropaws: An Endless Odyssey

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

START!

Tools used: Unity, C#, Clip Studio Paint, Figma



History & Timeline

Astropaws: An Endless Odyssey started out as a 2018 personal project to learn Unity and game dev.



I wanted to make a co-op game that had simple mechanics, but also had a niche. This resulted in a 2-player infinite runner with mechanics that centered around teamwork.

Astropaws was complete, but was not published nor had much user testing. **Needless to say, there is much to be improved.**

2023 Analysis

After replaying it after 5 years, I've noticed some major flaws:

Controls

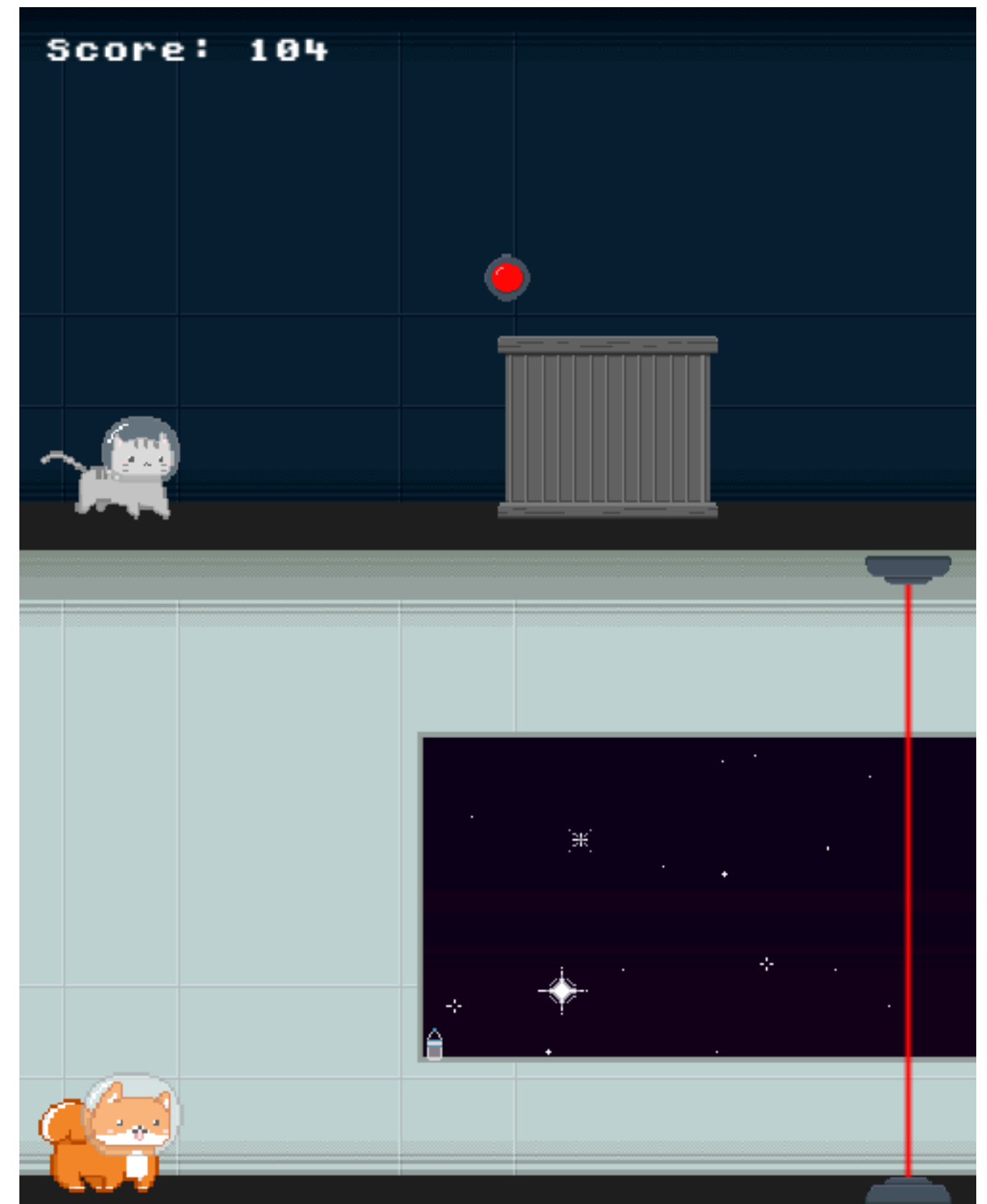
The controls aren't intuitive, and there is no indication to what the keys binds are set to. Understanding how to play the game requires (most, if not all) users to go to the Controls tab.

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

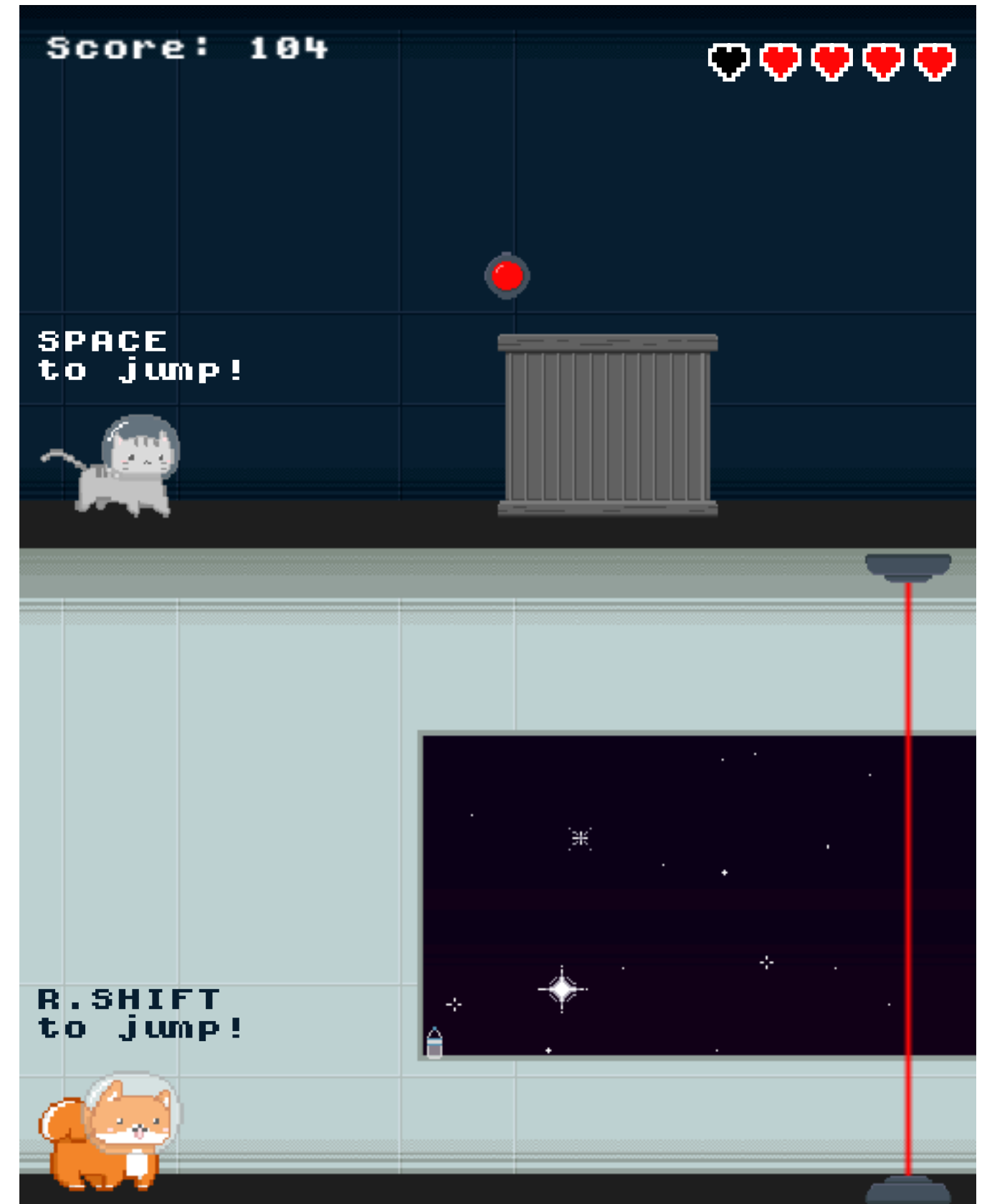
Add small text to the start of the round for each player's controls. Have it disappear after a few seconds. I would like to conduct user testing for this to see how long it should stay to be both readable without being obnoxious for returning players.

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

Updated Graphics

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

In addition, I would like to upgrade the look & feel. 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.

