



RESEARCH SUMMARY

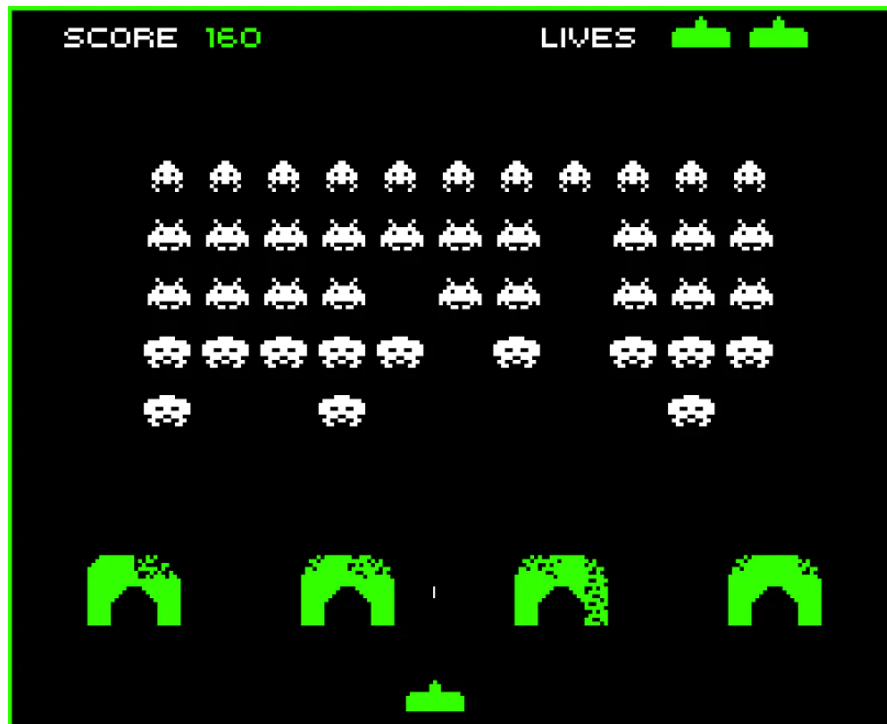
Space Invaders



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Space invaders is a digital game where the player must move a spaceship on a horizontal axis and shoot alien spacecrafts while defending planets. Though space Invaders has a simple design and little mechanics it is still one of the most famous video game titles due to the impact that it has had.



The original space invaders title was revolutionary to the gaming industry as it laid the groundwork for its sequels, remakes and other iterations of the game. This game had a massive cultural impact to artists and game designers around the world, where they have taken inspiration from the game to create something new. For example, an anonymous French artist has been creating mosaic aliens from space invaders around cities in the northern hemisphere.

Space invaders was initially released in 1978 by Tomohiro Nishikado who worked for a game company called Taito. Space Invaders is classified as a shoot 'em up and a space combat game due to the player being in space where the objective of the game is to shoot alien invaders.

One of the iterations of Space Invaders is called Space Invaders Extreme 2. This was different to the original as it had a faster pace and involved power ups. A power up could be earned by shooting four invaders of the same colour in a row, where each colour would spawn a different power up such as a laser or a bomb.

