

Space Invaders Research Summary

Space Invaders is a classic arcade game created by Nishikado Tomohiro and produced by Taito Corp in 1978. Space Invaders is a fixed shooter/shoot 'em up where players control a gun at the bottom of the screen and must destroy descending aliens before they reach the gun.

Space Invaders' cultural impact was significant as it was one of the first video games to become mainstream, leading to a surge in popularity for video games and arcades. The game also inspired many iterations and influenced the design of future games.

In the original gameplay, the player's gun is positioned at the bottom of the screen, while aliens move back and forth across the top of the screen. The aliens gradually descend towards the player, and the player must shoot them while avoiding their attacks. As the game progresses, the aliens become faster, leading to a challenging experience.



Beat Invaders is a fast-paced, rhythm-based iteration of Space Invaders. The game challenges players to move and dodge obstacles while staying in sync with music. Beat Invaders is a noteworthy iteration due to the emphasis on physical movement and coordination. Compared to the original where players could only move from side to side, and there was no music, Beat Invaders requires the player to jump, slide, and dodge in time with music. Additionally, the game's controls make it accessible to players of all skill levels, with increasing difficulty levels for more experienced players.



References

Encyclopedia Britannica, inc. (2008, October 10). *Space Invaders*. Encyclopedia Britannica. Retrieved March 4, 2023, from <https://www.britannica.com/topic/Space-Invaders>

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