

Overview.

The ultimate goal of this project is to create a level differentiated STG game.

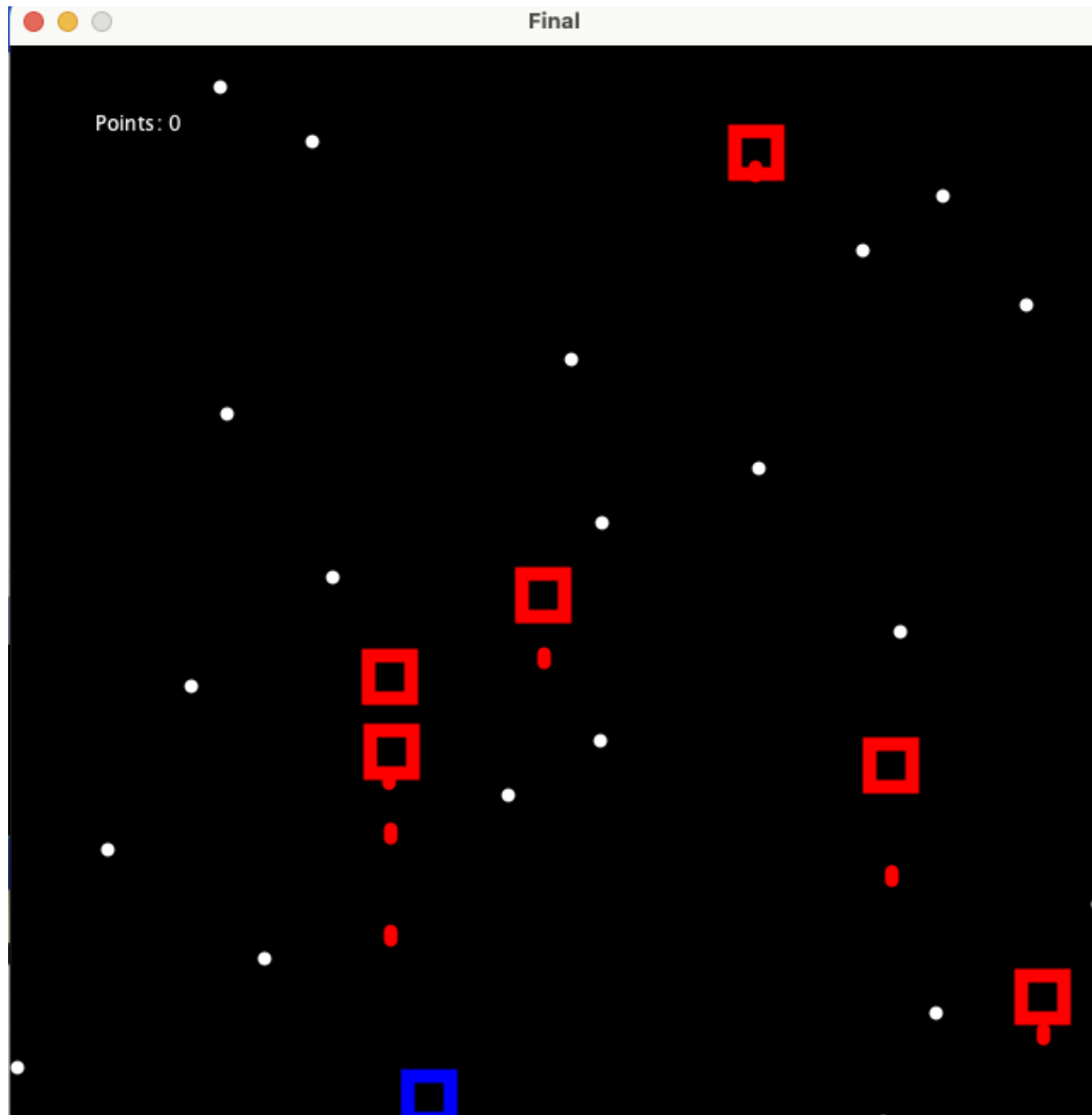
The player controls the blue squares.

The enemies are the red squares.

Players control their squares with the mouse.

Pan left and right to control the position of the squares.

Press the left mouse button to fire bullets.



Techniques used.

First, I needed to address how the player would manipulate their square. I chose to have the player interact with their square via the mouse. Also I limited the Y-axis activity because as the difficulty kept increasing, I thought too much manipulation would make the whole game more difficult. So I thought it would be better to let the player focus on lateral movement.

Next is the interaction between enemies, players, and bullets, which involves a lot of calculations, not too complicated but a lot. The white orbs in the background just make it

more aesthetically pleasing (while making it easier for the player to blink and make the game more difficult. I'm serious.) The higher the player's score, the faster the enemy's squares and bullets will be. Originally I wanted to design the player to have three lives, but then after testing, if you add the element of life, a single game will end very quickly. So I finally designed it so that the player is "immortal", and the difficulty is determined by the number of points scored, so the player will enter a cycle of

Attacked will reduce the score -> low score will reduce the difficulty -> low difficulty will make it easier for the player to score -> high score will increase the difficulty -> attacked will reduce the score

This way the single game time is not very short, players can play until they do not want to play or have eye fatigue. At the same time, it ensures that players can quickly improve their scores on low difficulty, and the game will be more intense and exciting on high difficulty. The game also does not suddenly become difficult or easy, and when attacked there is not too strong a sense of frustration. (By the way, my highest score was around 31, and then I felt a bit sick in my eyes.)

Pros and cons.

I am happy with my difficult design. At the same time, I also feel confused, firstly, whether the background will easily cause visual fatigue, and secondly, whether the content of such a game will be monotonous.