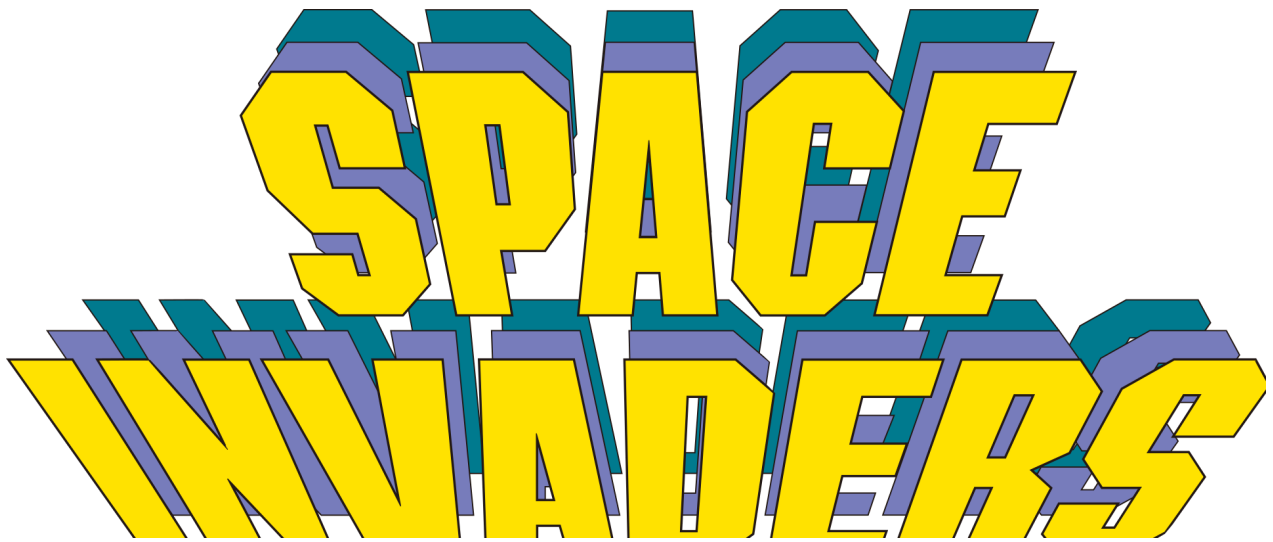**Jack Davies**

Week One Research

(103622407)

Space Invaders

Space Invaders is a "shoot 'em up" arcade game made in 1978 by Tomohiro Nishikado, and distributed by Bally. Space Invaders is a shooter game where the main character can move from side-to-side shooting as many Aliens as possible the move down the screen.

Space Invaders made success immediately upon release, making it not only the best-selling video game at the time, but the highest-grossing as well.

The Objective of Space Invaders is to defeat as many Aliens as possible in ever increasingly difficult 'waves' by moving left and right of the screen to dodge attacks and shoot.
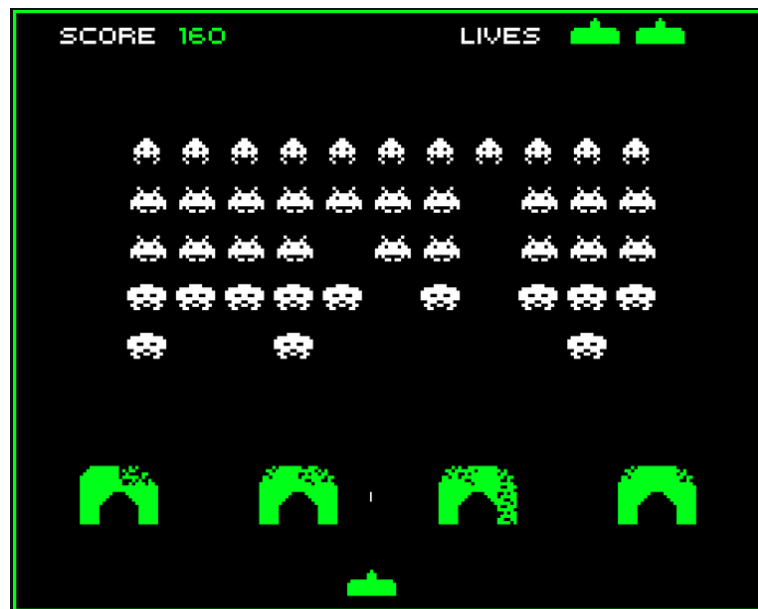
A screenshot of the game, displaying the aliens, bases, lives and points.

'Knock-offs'

With Space Invaders popularity, it was certain that 'knock-offs', iterations or copies of the game would be made, most unsuccessful.

An example of an iteration of Space Invaders as technology improved was a game call 'Space Invaders: Invasion Day' or 'Space Raiders'. Space Raiders was developed by 'Tatio' in 2002 as a remake of the original game, with a 3D approach. Space Raiders gameplay is nearly identical other than the player controlling a human moving left and right shooting aliens as they move down a ruined city street and the addition of a 'power-up' mechanic.
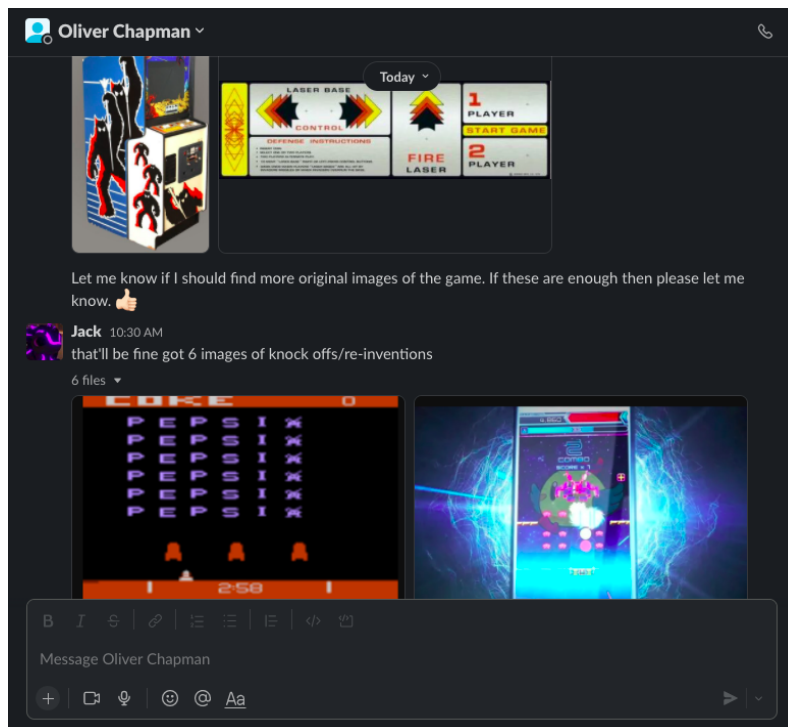

A screenshot of the Space Raiders.

Screenshots
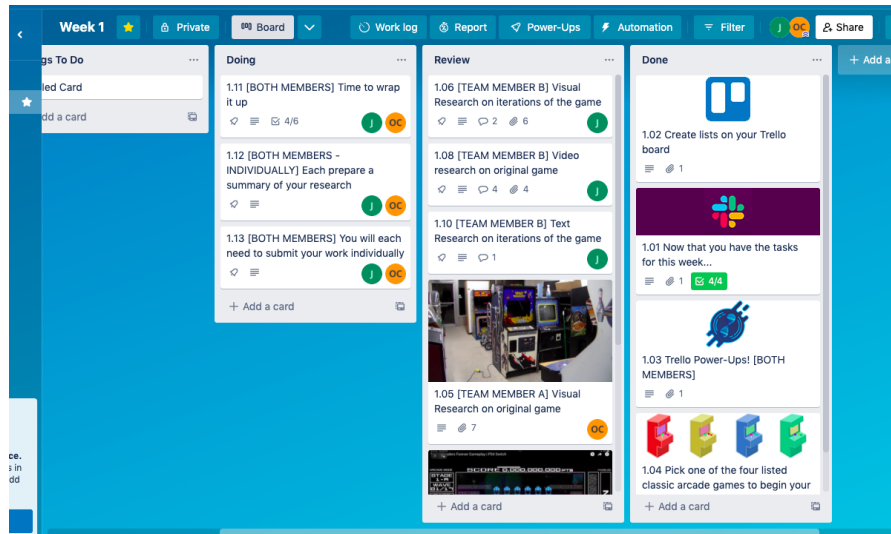
A screenshot of the Trello board as of writing this.

A screenshot of part of the Slack channel discussion.

Sources

Image 1, title:

https://commons.wikimedia.org/wiki/File:Space_invaders_logo.svg

Image 2, OG gameplay:

https://www.smithsonianmag.com/science-nature/original-space-invaders-icon-1970s-America-180969393/

Image 3, iteration gameplay:

http://www.nintendoworldreport.com/game/1177/space-raiders-gamecube