Super Crate Box

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Game Summary

INSTANT SUMMARY

Super crate box is a shoot 'em up indie game. As a player you fight endless hordes of enemies and collect every weapon crate you can.

LOOK AND FEEL

Retro style to bring back the glory of the golden arcade age, when the only thing that mattered was to be the first on the scoreboard.

MUSIC

Music is groovy 2op FM jazz and metal, textured with some basic waveforms and sample-based percussion.

TARGET PLATFORM(S)

It was first released for Microsoft Windows on 22 October 2010, and was followed with ports to:

- OS X on 26 November 2010

- iOS on 4 January 2012

- PlayStation Vita on 3 October 2012

- Android on 25 June 2013

- Linux on 25 August 2016

- Nintendo Switch on 1 October 2019

BUSINESS MODEL

This game is completely free to play.

GAME OVERVIEW

THEME / SETTING / GENRE

This is a Shoot 'em up game, which is a subgenre of shooter video games, in turn a type of action game. These games are usually viewed from a top-down or side-view perspective, and players must use ranged weapons to take action at a distance.

Shoot 'em ups are categorized by their design elements, particularly viewpoint and movement:

- Fixed shooters

- Multidirectional shooters

- Space shooters

- Tube shooters

- Rail shooters

- Cute 'em ups

CORE GAMEPLAY MECHANICS

As a player, you are constantly attacked by a large group of enemies, so you have to react very quickly and precisely. They are programmed to behave in an easily predictable manner, but their strength usually lies in numbers. These enemies may behave in a certain way dependent on their type, or attack in formations that the player can learn to predict. The player's character can withstand some damage or a single hit will result in their destruction - in Super Crate Box you get hit - you die. This genre usually does not have realistic physics, for example the player can change the direction of movement instantly and the bullets move at a constant speed. The gameplay main goal can be a boss battle, which is the end of level, or to get as many points as possible, to beat the highest score on the scoreboard.

SERVER / ONLINE MECHANICS

Super Crate Box has a leaderboard available on the official website that tracks high scores for modes such as:

- Normal

- SFMT

- Ambush

Each one of these scoreboards updates automatically.

NORMAL			SFMT			AMBUSH		
1.	Fulkrum25	— 10342	1.	Fulkrum25	2441	1.	Itachi	1000
2.	Nathos7	8888	2.	HeroQbe	1337	2.	stevenkelby	337
3.	bonfire10	6341	3.	efce	1271	3.	Fulkrum25	322
4.	absCold	5468	4.	stevenkelby	1009	4.	AaronAdams	210
5.	rafa1231518	4532	5.	Itachi	1000	5.	44Hydras	200
6.	niiiiick	3401	6.	beria	999	6.	Vill	170
7.	gitoffnickw	2873	7.	NoTest	987	7.	Salsburry	151
8.	brodoswagns	2443	8.	Naioo	823	8.	Xantos	— 134
9.	DudeLaw	2298	9.	Bobby	746	9.	muh	123
10.	Bennett	2244	10.	marie	622	10.	Bfrank1981	118
11.	taoa	2096	11.	shaggs	570	11.	willhayes	— 117
12.	TommyVF	1934	12.	taoa	548	12.	Bennett	110
13.	MrMoustache	1867	13.	Elaus	533	13.	Spongebob	— 108
14.	JohnZiegel	— 1812	14.	shithead	487	14.	Dub	107
15.	efce	1766	15.	kable	472	15.	LightRL	106

GAMEPLAY

At the start, the player chooses which map he wants to play (at the beginning we have only one map to choose), and the mode. The Core Gameplay of Super Crate Box is simple, players can run on platforms left or right, jump, shoot and acquire the boxes, which contain new weapons to kill enemies. As you collect the box, the score ticks up, and the weapon we held changes. By this twist of core gameplay, the player can't abuse one weapon to reach the highest scores. Acquiring random weapons from the boxes, the game forces the player to learn how to make a good use of weapons.

Weapons available in the game:

- Pistol

- Machine Gun

- Shotgun

- Bazooka

- Dual pistols

- Revolver

- Flamethrower

- Disc Gun

- Mines

- Minigun

- Katana

- Grenade Launcher

- Laser Rifle

Monsters appear from a hole in the ceiling above our hero and start running to the left or right. When they encounter a wall they change direction. At the bottom of the level, there is a hole with fire that kills enemies, but also can kill us. Any enemy you don't shoot dead before he exits through the bottom gap, returns at the top as a red version of himself, which means he's faster moving. If an enemy is allowed to pass through the fire multiple times, it has the chance to form into a golden enemy, upon which killing provides the player with the unlockable star guard character.

When you get 10 points, you will unlock a new arena. Super Crate Box currently has 3 playable maps:

- Construction Yard

- Rocket Silo

- Moon Temple

Each map can be played in 3 different modes, that you unlock after certain points you get through a single attempt.

Normal - Basic mode, available from the beginning.

SFMT - Enemies are running faster.

Ambush - Enemies are spawning randomly across the level.

USER INTERFACE / SCREENS

The following flow chart describes the player's progression through the user interface. The two main screens are the **TITLE SCREEN** and the **LEVEL SELECT.** In the level select, the player may choose the map and mode he wants to play. Once the player dies, he may see how many crates he collected and what his best score is.
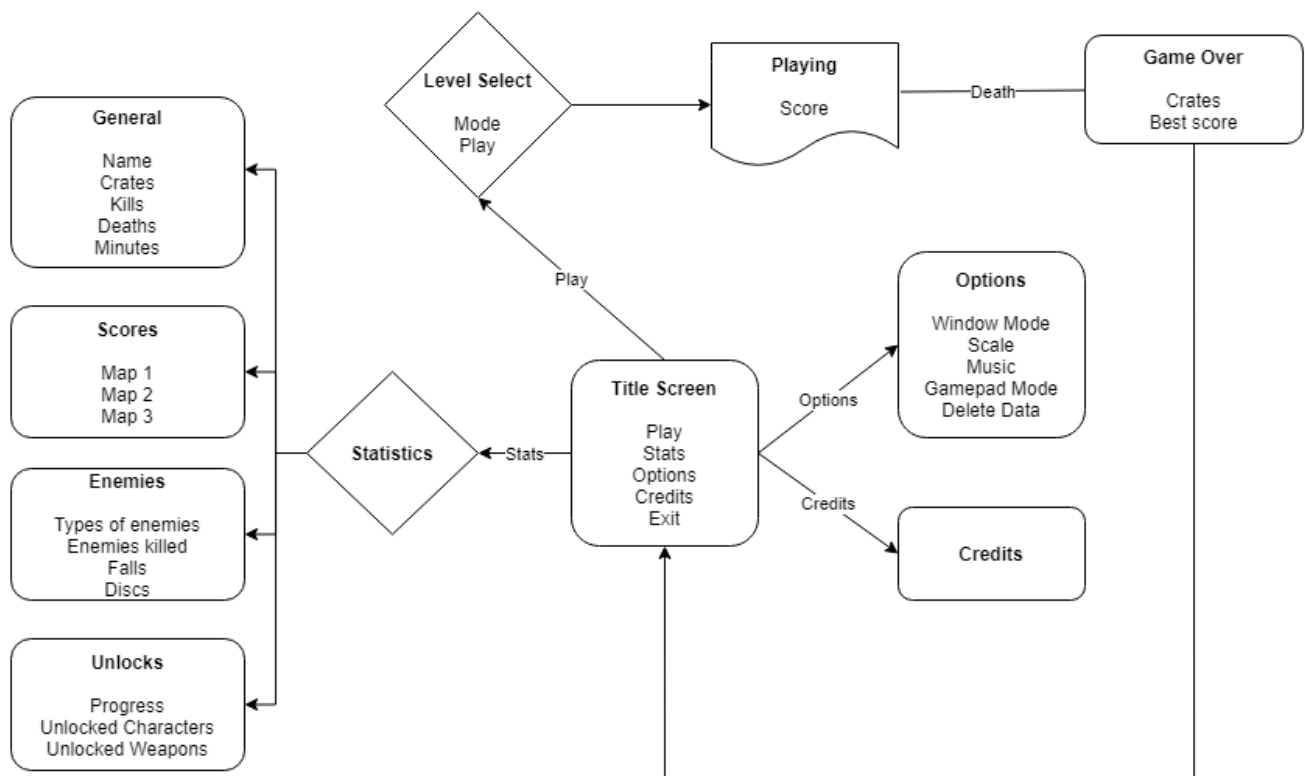
LEVELS

In Super Crate Box there are 3 different levels, where each one has a different theme and construction. There is also 1 additional map, whose name is Tutorial level, but is unplayable after we reach the end. The levels are designed in such a way that the next one is more challenging than the previous one.
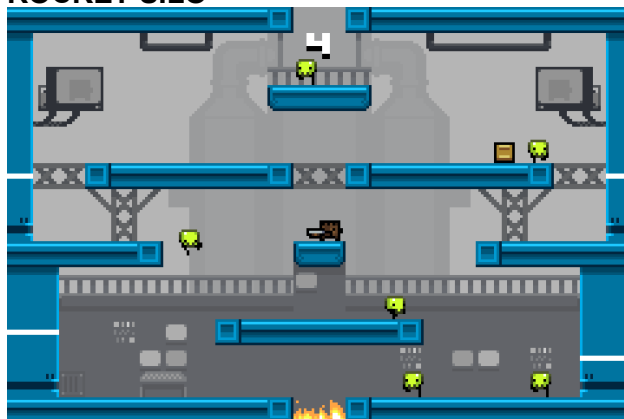
TUTORIAL LEVEL

Z/up jumps.
Hold to jump higher.

excellent

CONSTRUCTION YARD

ROCKET SILO

MOON TEMPLE

FIRST TIME EXPERIENCE

When starting the game for the first time, the player has the option to enter his name under which he will score points.

Then the main menu appears, from which we get access to the tutorial level.

Tutorial Level explains the basics of movement and game mechanics in an easy and fun way.

Once the player beats the tutorial, he gain access to the main game

CONTROL SUMMARY

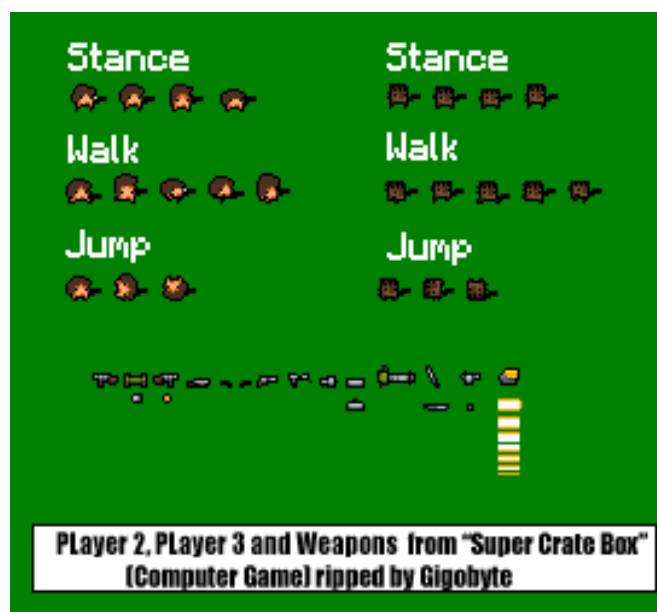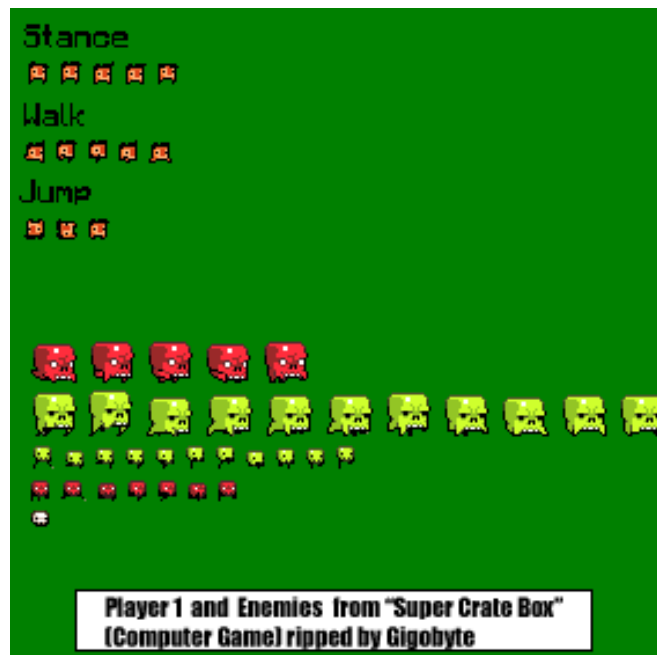| Enter	To select options on the menu
← & →	Move left or right
↑ / Z	To jump
X	To shot
Esc	Quit to Main Menu

ASSET LIST

Super Crate Box uses 2D graphics in Pixel-Art technology, which is a way to create raster graphics in the software that allows you to use single pixels.

Pixel-art graphics have a number of advantages:

- Artistic use - for older players have a nostalgic character due to the relatively low resolution (resembles games from the 8 and 16 bit periods of the Consoles)
- Practical application - Creating Artel artwork is less time-consuming and less expensive than creating 3D graphics, thanks to which many independent creators reach for this technique to create graphics.

Player 1 and Enemies from "Super Crate Box" (Computer Game) ripped by Gigobyte

PLayer 2, PLayer 3 and Weapons from "Super Crate Box" (Computer Game) ripped by Gigobyte

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