**Wen Hop?**

The Search for Planet X

You're the very, very famous and dashingly handsome spaceman/explorer/all-round-good-guy, Mellon Husk. To save humanity from the "Great Filter" that you fear is coming soon, you are on a mission to find "Planet X" so that you can establish a new human colony and safeguard the future of humankind.

Using your trusty rocket-ship, inspirationally named "ship", you are on a mission to visit the moons, planets, asteroids of the solar system to find that elusive new home. Your goal at each stop, to mine enough dogecoin (yes, in the form of actual physical coins) enable you to buy enough rocket fuel to continue your quest. Getting the dogecoins would be a matter of solving puzzles and avoiding aliens on the planet. It's going to be very much an action/puzzler.

Each planet/location has its own gravity. Terrain will have different characteristics - for example, friction on an ice planet.  Underwater swimming...  I hope to spend some considerable effort on variations in controls.  The terrain is fully navigable on a per-pixel basis rather than character graphics. That is, Husk's movement is freeform over the char background.  You cannot dig underground, but you can follow existing passages, and of course you can use tools. You will be able to pick up and drop some "objects" such as explosives, and boulders. Use boulders to allow you to reach stuff, or to drop on enemies, or block off exits. Use explosives to open up new passages. Underground you can crawl along diagonal passages. You cannot move "up" - you have to jump or climb. There may even be some alien superstructure/buildings - maybe you can even go inside for a sub-level on the planet. Whatever I can implement. Maybe a rocket pack....

At the moment the player sprite is just there to allow me to scroll around. It is not coupled to the background. That will come soon. At the start of each planet, I plan to have a big animating ship (character graphics) landing you on the playfield.  Out comes spaceman Husk and then you're in control. You try and collect the dogecoin by moving through the underground passages and using tools/explosives where necessary to get access. Once you get enough Dogecoin, you go back to the ship and it lifts off (huge animation) for the next adventure.  
    
The video shows what I have so far. Essentially, it's a graphics engine that has the following capabilities...

\* super-smooth playfield scrolling  
\* Animating background character graphics  
\* parallax scrolling.... pretty cool effect

\* lava  
\* water  
\* earthquakes / screen shake

Objects/creatures/behaviour... this will be expanded...

\* water drips  
\* alien eggs  
\* various foe - chasers, huggers, etc  
\* dogecoin

Tools

\* rocks - can be lifted/carried  
\* explosives - place underground to blast away soil/rocks

So as a first pass I've worked on the dirt and made it so that it intelligently "rounds" the edges where appropriate. It gives the whole thing an organic (non-character-graphics) feel.  I feel that I work better when I get feedback, and I do like to share new developments ASAP.  So I hope/plan to occasionally update this thread with videos and very soon some playable binaries.

What you see in the video currently runs just fine on actual hardware.  I've tried to show a few of the features - lava (which destroys just about everything) and causes earthquakes. Rocks (eventually) explode when in lava.  Water, which dissolves soil/dirt, and will perhaps enable access to areas you might not otherwise reach. In other words, you float/swim until you're high enough. Both water/lava can slowly rise in level.   I'll be putting in what gameplay elements I can.

Well, if you want to contribute suggestions for gameplay, feel free to do so.  And if you "follow" this thread, that will let me gauge interest in the project.  It's a CDFJ (32K) project, written mostly in C.  I'm really pushing the hardware with this engine;  it's incredible what you can make it do if you design to the capability. I'm already very short of space, so it's going to be a matter of optimising from here on in.

Onward and upward!!