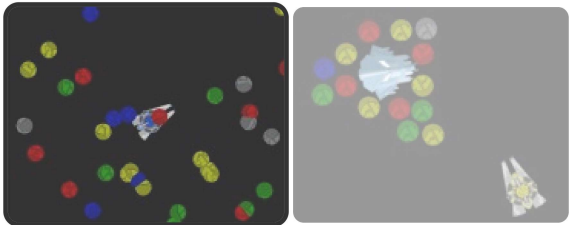


The Harder They Fall

by [idoadler](#) - Jam Entry



Combine WASD with the mouse to play in this unconventional space shooter.

Team members include:
Ohad Reshef - ART
Ilia Glizerin - C#
Yael Sagi - C#, ART
Ido Adler - C#

Downloads and Links

[Web](#)
[Source](#)

Ratings

#356	Innovation(Jam)	3.33
#464	Fun(Jam)	3.14
#563	Theme(Jam)	3.29
#589	Overall(Jam)	3.13
#637	Mood(Jam)	2.89
#710	Graphics(Jam)	2.90

#831 Humor(Jam) 2.19
#1713 Coolness 39%

Comments

[natalye](#) says ...

Apr 21, 2015 @ 11:39am



Nice combination of Bubbles mechanic and dodging to avoid being killed.

The music was a bit too loud and repetitive for me.

Movement felt a bit stiff, and it's not always clear which color is coming next - the color appears to change sometimes? Perhaps because it's tweening from the previous color? Purple was especially hard to recognize for me.

I expected that shooting a ball into space away from the ship would make it go away, was a bit surprised that it bounces back. Maybe consider if you want to allow the player to "get rid" of a ball he doesn't want.

[wg_phancock](#) says ...

Apr 21, 2015 @ 12:09pm



Decent color matching idea.

I found noticing my loaded color to occasionally be awkward, and had some performance issues...but an interesting take on the color matching genre.

[2kah](#) says ...

Apr 22, 2015 @ 9:41pm



Interesting mix of genres! Is something supposed to happen when you remove all the balls around the enemy ship? I expected the game or to get a new round or something.

[Detocroix](#) says ...

Apr 23, 2015 @ 3:44pm



Was there no "outro" in the game? I removed all the shields from the ship, blasted it away with it's eye color balls, and it vanished without fanfare.

[idoadler](#) says ...

Apr 27, 2015 @ 6:59am



@Detocroix, you are correct.

Will be added later on the after-ludumdare-version :)

[Strandypants](#) says ...

Apr 27, 2015 @ 8:50pm



Fun concept, things I've noticed has already been mentioned in the post, but hey, it's a really great Ludum game! Good job:D

[A Flat Miner Studios](#) says ...

Apr 27, 2015 @ 8:53pm



Very nice combination of the two genres. Ran into a couple of minor bugs, but still got to play a decent bit. Great job!

[TailyILoveYou](#) says ...

Apr 27, 2015 @ 9:12pm



Neat little game, though the controls are pretty sluggish, and I found it a little difficult to move around the board without running into things. Nicely done!

[Dining Philosopher](#) says ...

Apr 27, 2015 @ 9:30pm



Surprising combo of bubbles & space shooter! Since the color faded too slowly from one to another, I often found myself shooting a different color than I expected. Other than that, nice game. :)

[DKoding](#) says ...

Apr 27, 2015 @ 9:49pm



Not bad at all. A new twist on the ball match games. Loved the music. Some more polish and you have a solid game.

[SledKnight](#) says ...

Apr 30, 2015 @ 1:05am



Cool concept if it was fleshed out and controls were improved. Moving wasn't responsive enough, and nothing happened when I destroyed the ship, which was... a let down.

Nice concept, however!

[Smirnov48](#) says ...

May 9, 2015 @ 3:46pm



Nice game, good music. Not bad!

You must sign in to comment.

Mini Submission FAQ

TEAMS: Teams entering the Jam should pick a single representative to submit your game, or create a team specific account you can share. We currently **do not** support Team Voting, but sharing an account and together playing and rating games is acceptable.

CAN I ENTER BOTH EVENTS?: You should pick 1 event, whichever you think it'll do better in. If the idea is strong, and everything plays well enough, you can go Compo. If you're a perfectionist, and would prefer people to play a more polished game, do the Jam. Historically, more games are entered in the Compo, but with more people and more time, Jam games have the potential to be better (that doesn't mean they are). Many solo participants do enter the Jam.

If you made 2 games, unfortunately, the website doesn't support multiple submissions per user. To submit your 2nd game, you will have to make a 2nd account. **Only** do this if you made 2 games. Alternatively, if one game is better than the other, then consider just entering the better game.

CAN I KEEP WORKING UNTIL THE DEADLINE?: Yes! Immediately after the 48 or 72 hours, we do something called **Submission Hour**. As the name suggests, it's an extra hour for you to package, upload, and submit your games. If there were catastrophic issues trying submitting your game, or you misunderstood how submissions work, that's okay. It happens. We're flexible. If you need advice, check with [the folks on IRC](#). If you need an admin, [get in touch](#).

CAN I KEEP WORKING ON MY GAME?: Oh definitely! You should! But for the sake of judging, keep the Compo or Jam version around. You can include a link to the Post-Compo/Post-Jam version of your game on your games page, but sure your main links are the original version.

PORTS: Ports to other platforms **can be done after the deadline**. That said, the sooner you finish your port, the sooner people can play your game, improving your chances of placing in the final results. For best results, provide a Web version of your game, or a Windows version with no dependencies. Also be sure to rate *at least* 20 games to improve your visibility (Coolness).

MY GAME CRASHES, IS UNBEATABLE, OR I MADE A TYPO: We allow you to fix crashes, win condition, or tiny bugs after the deadline. In a sense, this is like "porting" to support more players. We leave this open to interpretation, but generally speaking your game should be identical to the game you submitted. No new features, just fixing mistakes you should have caught had you been better rested.

MY GAME DOESN'T SHOW UP: If you can't find your game, it's usually because the URL to your downloads are missing '[http://](#)'. Fix your URLs ([http://mysite.com/mygame.zip](#)) and you will show up. Alternatively, if you just posted it, wait a minute. The cache may not have refreshed yet.

NOT LOGGED IN?: If you get a message about not being logged in, even though you are, it's because your web browser cached the non-logged in page. You can fix this by either refreshing your cache or clearing your cache. CTRL+F5 in many browsers. Chrome is a bit more work. Press F12 to enable Developer Mode, then you can right click on the refresh button and select "Empty Cache and Hard Reload". This option is unavailable if you are not in Developer Mode.