

= ProtoGalaxy =

ProtoGalaxy is a cross @-@ genre video game for Microsoft Windows that was released on October 6 , 2010 . In the game 's back @-@ story , a species of powerful , unknown extraterrestrials enters the Milky Way with the intention of enslaving its inhabitants . The player characters must defend Earth from this alien threat and restore human civilization . ProtoGalaxy is a 2.5D game ; the 2D playing field employs 3D graphics . ProtoGalaxy incorporates elements of a variety of gaming genres , such as adventure , arcade , shooter , puzzle , and role @-@ playing genres .

This indie PC game is the debut production by Source Studio , a Newfoundland @-@ based company . The idea for the game was originally conceived in 2007 when Alex Brown , Rob Rees , and Albert Chaulk , the three co @-@ founders of Source Studio , were engineering students together at Memorial University .

= = Gameplay = =

ProtoGalaxy is presented from a 2.5D perspective ; the 2D playing field employs 3D graphics . ProtoGalaxy incorporates elements of a variety of gaming genres , such as adventure , arcade , shooter , puzzle , and role @-@ playing genres . In the game 's back @-@ story , a species of powerful , unknown extraterrestrials enters the Milky Way with the intention of enslaving its inhabitants . The player characters , of which there may be up to four at a time , follow a storyline by which they must defend Earth from an alien threat and restore human civilization , rebuilding for the sake of those humans who survive .

Players control individual ships , with which they can earn money by defeating enemies and then buy new ship parts . ProtoGalaxy may be played on single @-@ player or multiplayer mode , where players can team up either online or on a single system . Allgame , a video game review website , labelled ProtoGalaxy as an " overhead free @-@ roaming shooter " . One of the features of the game is that it allows players to create their own levels , put them online , and download new levels other players have created .

= = Development and release = =

ProtoGalaxy was the first product developed by Source Studio , a Newfoundland @-@ based company . The idea for the game was originally conceived in 2007 when Alex Brown , Rob Rees , and Albert Chaulk , the three co @-@ founders of Source Studio , were engineering students together at Memorial University of Newfoundland . Memorial University 's business incubator , the Genesis Centre , accepted Source Studio in 2008 . Brown called the game " an intense space themed dungeon crawler " . ProtoGalaxy was released on October 6 , 2010 on the Steam digital distribution platform along with a demo version .

There have been three patches distributed since the game 's initial release . The first patch for the game was released on October 21 , 2010 , while the second came out on October 28 , and the third appeared on December 31 , bringing the game to version 1 @.@ 0 @.@ 5 . These updates improved such elements as gameplay , graphics , and the campaign map . The developers also intended to expand ProtoGalaxy with new features and levels . A party celebrating the game 's launch was held on October 15 , 2010 at Memorial University . On February 25 , 2011 , Source Studio released Proto Defense , which enhanced the level editor and provided gamers with a new tower @-@ defense @-@ style level as downloadable content . On April 28 , 2011 , ProtoGalaxy was released on Impulse , another digital distribution platform .

= = Reception = =

Harry Hughes of PC MMGN called the game " one of this year 's most polished indie titles " , praising its immersiveness and tasteful integration of multiple gaming genres . He also highlighted such features as the extensive campaign , the customizability of levels and visuals , and the wide

range of possible configurations for players ' ship parts . Criticism of the game focused on the rough transitions between views , the slow mouse speed on the control menu , and the cumbersome controls for switching between weapons .