

= ABA Games =

ABA Games is a Japanese video game developer , composed solely of game designer Kenta Cho . ABA Games ' works , available as open source freeware , are predominantly shoot ' em up games often inspired by classic games in the genre . Its games feature stylised retro graphics , innovative gameplay features and modes and are set in random rather than scripted events . These creations have been acclaimed as some of the best and well @-@ known independent games available , though some commentators , including Cho himself , feel they are too simple for commercial release .

Cho began creating computer games as a hobby during his childhood in the 1980s . After leaving university , he pursued a career with Toshiba in multimedia research and development while continuing to develop games in his spare time . The positive reaction to ABA Games ' first shoot ' em up , Noiz2sa ( 2002 ) , encouraged him to concentrate on that genre . The developer 's games have been ported from the original Windows versions to Mac OS X and Linux , and various handheld devices . One of its games , Tumiki Fighters , was remade , built upon and released for the Wii console as Blast Works . According to Cho , he occasionally receives interest in further console ports . In addition to Tumiki Fighters , acclaimed ABA Games titles include Gunroar , rRootage and Torus Trooper .

= = Overview = =

ABA Games ' sole developer , Kenta Cho , began writing games as a child during the 1980s using the NEC PC @-@ 6001 microcomputer , as there were few commercially available games . After leaving university , Cho contemplated professional games development but ultimately instead joined Toshiba to work in multimedia research and development . He continues to work full @-@ time for Toshiba while running ABA Games as a hobby , working mainly on weekends . Cho is the sole contributor to ABA Games . Lacking musical training , he creates the soundtracks to his games using commercially available , pre @-@ made samples . ABA Games releases a game approximately every six months , with the first three months spent creating prototypes and the latter three spent refining a finished version .

ABA Games released its first shoot ' em up game for Windows PCs ? Noiz2sa ? in 2002 , and the positive feedback Cho received encouraged him to concentrate on the genre . ABA Games ' creations are " avant @-@ garde " re @-@ imaginings of classic arcade shoot ' em ups , using modern 3D graphics techniques to emulate older vector graphics and employing " imaginative , fresh " gameplay ideas . According to Cho , his graphical style was inspired by the game Rez as well as street billboards , and his attempts at innovative gameplay features have been inspired by games such as Radiant Silvergun , Ikaruga and Gradius V. ABA Games ' works also tend to be set in random rather than scripted events . Its games are developed for Windows , but some have been ported to other systems including Mac OS X , iPhone , iPod touch , and PSP , with its game Tumiki Fighters forming the basis of Wii game Blast Works ( which included a selection of his games as bonus content ) . Cho has also created BulletML , an open source program which can replicate bullet patterns from other shoot ' em up games .

Cho has stated he occasionally receives interest in ports for game consoles , but although he would otherwise be interested in such ports , he feels his games are too simple for commercial release . He has also stated his use of the D programming language proved problematic when porting Tumiki Fighters to the Wii . ABA Games ' works are open source and free to download ; Cho has stated he creates games of the kind which he desires to play and distributes them ( along with the source code ) for the enjoyment of others without the intent of monetary profit . Macworld acclaimed Cho as " spectacularly talented " and " one of today 's best independent game programmers " , while GamesRadar noted him for " creating some of the best freeware shoot ' em ups out there " . Ashcraft states that in the West , Cho is " hailed as the most famous ' doujin software ' shmup maker " , while The Guardian claimed Cho 's works are among " the best @-@ known examples " of Japan 's independent gaming scene . While out with Japan ABA Games is known as a " doujin " developer

, unlike doujin developers Cho does not seek to sell his works , nor are they fan @-@ created games ; however , Cho is affable to the term being applied to his work . Jonathan Mak , creator of award @-@ winning game Everyday Shooter ( published by Sony on PlayStation Network ) has cited ABA Games ' Parsec 47 as the inspiration behind his game 's aesthetic .

= = Games = =

Gunroar is a naval themed shoot ' em up likened to a vertically scrolling version of Geometry Wars ( or a cross between Asteroids and Space Invaders ) . The player controls a small , abstract gunboat which can be rotated through 360 degrees as in games such as Geometry Wars and Robotron . The game also features vertical scrolling ; however , unlike the standard shoot ' em up in which the propulsion of the craft dictates the pace , players can control the speed at which they proceed through the level . The faster players move through a level , the more points they will score . The game features multiple modes dependent on how the game is controlled : the player can choose to control a single boat by means of the keyboard or mouse or a more complicated " dual " mode allowing the use of two boats using both hands on the keyboard . Gunroar was praised for its minimalist design , impressive polygonal graphics , and frenetic action .

Tumiki Fighters is a side @-@ scrolling shooter in which the protagonist is a toy aeroplane flying through a cartoon setting . The game employs a device inspired by Katamari Damacy , allowing the player to attach debris from destroyed enemies to the aircraft , which in turn act as armour and power @-@ ups . Praised for its addictive gameplay , Tumiki Fighters formed the base of Blast Works : Build , Trade , Destroy , a game published by Majesco in 2008 for the Wii . Developer Budcat Creations remade ABA Games ' creation for the console and further added an editor function allowing extensive user @-@ created content . Critics acclaimed Blast Works for its innovative and entertaining gameplay and has been described by critics variously as an upgraded version or remake ? or simply a port or re @-@ release ? of Tumiki Fighters . Blast Works featured Tumiki Fighters , as well as three other ABA Games titles , as bonus content . UGO felt that these games ' minimalist graphics , while not outstanding , did retain some charm . According to Cho , he did not receive money for the port , allowing his game to be used for free .

rRootage is a shoot ' em up viewed from a top @-@ down perspective , composed solely of boss battles against large abstract spacecraft attacking the player with intricate barrages of projectiles . The game featured multiple modes : " normal " , " Psy " , " Ika " and " GW " ; the latter three inspired by Psyvariar , Ikaruga and Giga Wing , respectively . The game was ported to the iPhone and iPod touch by developer Lahzrog Games and released as a free download on iTunes . GamesRadar described the game as " great " and " full of win " . Macworld acknowledged the game was esoteric but praised its " classic fast paced action " , awarding it a maximum five stars . However , the reviewer noted the iPhone version sometimes ran more slowly than intended .

Torus Trooper , a reimagining of the game Tempest , features a spacecraft flying through an abstract tunnel , the walls of which twist and change shape . The player competes against the clock , gaining more time by destroying enemies . The game was acclaimed for its stark yet highly attractive graphics . Titanion is a vertical shooter acclaimed for its attractive graphics . Mu @-@ cade is heavily based on Namco 's Motos , while Noiz2sa is an abstract " bullet hell " shooter , a sequel to the earlier Java games Noiz and Noiz2 and a predecessor to Parsec47 .

= = Reception and impact = =

As Kenta Cho usually releases the source code of his games under a BSD @-@ like permissive license , his games are often ported by volunteers to other systems . For example , Tumiki Fighters written in D and released in 2004 , was included in the Linux distribution Debian and also ported to Pandora handheld .