= Flotilla (video game) =

 Flotilla is a 2010 turn @-@ based strategy space combat video game developed by Brendon Chung 's studio , Blendo Games . The game was released in March 2010 on Steam for Microsoft Windows and on Xbox Live Indie Games for the Xbox 360 . Flotilla was designed with Microsoft 's XNA tools , and its development was influenced by animals as well as board games such as Axis and Allies and Arkham Horror . The game takes the player in an adventure through a randomly generated galaxy .
 Chung began developing Flotilla immediately after the closure of Pandemic Studios , where he had worked as a designer . The new game used assets imported from Chung 's early space combat prototype , Space Piñata . Flotilla incorporates several pieces of classical music in its score , such as Chopin 's " Raindrop " prelude . It received mixed reviews from video game media outlets , scoring 72 out of 100 on review aggregate website Metacritic , and was included in Mike Rose 's book 250 Indie Games You Must Play .

 = = Gameplay = =

 Flotilla is a three @-@ dimensional simultaneous turn @-@ based strategy space combat video game set in a randomly generated galaxy . The player and computer @-@ controlled opponents issue orders to their ships , which are carried in a simultaneous and real @-@ time fashion over a period of 30 seconds . The game then freezes , and the player and opponents issue new orders to their ships , which are again performed for 30 seconds . This process repeats until one party is defeated . Orders are separated into three groups : attack move , flank move and focus fire . An attack move orders the ships to move and fire simultaneously ; a flank move increases the ship 's speed but deactivates weapons until the ship stops moving ; and focus fire increases fire rate but significantly reduces the ship 's speed .
 At the beginning of the game , the player is usually given two ships to control , but more become available as the game continues . Ships may be rotated arbitrarily in any direction . The single @-@ player mode is an " adventure " that can be played an indefinite number of times . These adventures have a duration of around 30 minutes . The character dies at the end of each adventure and the player is given the option to play again . A hardcore mode , which removes the solo mode 's standard 30 @-@ minute time limit , was later added to the game . Each time the player starts a new adventure , a new galaxy is randomly generated and filled with planets and enemy ships . The player may take a short tutorial before beginning the adventure .
 Each planet offers a possible quest or challenge to the player . Challenges are tactical battles in which the player must fight against a variety of enemies . However , ships can only be harmed from behind or below ; attacks from any other position will be countered by the ships ' shields . Upon succeeding , a new chapter is added to the player 's character 's story , and the player is rewarded with ship upgrades . These upgrades are used to customize ships with improvements , such as increased firing speed or heavier rear armor . The upgrades available to the player upon finishing each encounter with an enemy can vary , so the player may not receive the same upgrade by playing the same encounter in two different adventures . Flotilla has cooperative and split @-@ screen multiplayer modes that can be played with an additional Xbox 360 controller .

 = = Development = =

 Flotilla was developed by Brendon Chung 's video game studio , Blendo Games . Chung , who worked as a level designer for Pandemic Studios , previously contributed to the development of Full Spectrum Warrior (2004) and Lord of the Rings : Conquest (2009) . Chung started coding Flotilla in 2009 after Electronic Arts closed Pandemic Studios . He was excited at the time of the studio 's closure , and stated that " there was adrenaline pumping through my veins " . The game was developed using Microsoft XNA , a set of game development tools created by Microsoft .
 The concept of Flotilla came from a combination of " sci @-@ fi like Star Wars and submarine

movies " . Chung explained that he " figured there was enough games about little fighter jets " , and that what he had in mind was " a jumbo battleship floating in space " . Animals , instead of aliens , are featured as characters in the game . Chung explained that he did so because " any fantastical creature design I came up with would pale in comparison to already @-@ existing designs made by other people . " Therefore , instead of trying to solve the problem of creating compelling alien characters , he switched to animals : " [they] have certain built @-@ in characteristics , they were fairly unique in how they weren 't typically associated with space adventures . " In an interview with SquareGo , Chung revealed that board games such as Axis and Allies and Arkham Horror had an influential role in the game 's development process .

Before Flotilla , Chung worked on a prototype , a two @-@ dimensional turn @-@ based space action game called Space Piñata , whose gameplay and structure were similar to those of the final version of Flotilla . Chung intentionally limited the solo mode 's play time as an " experiment in making a short @-@ story generator " , such that an adventure could begin and end within a half hour . Following negative response , a patch was deployed to change this limitation . The patch included a new " hardcore " mode . Flotilla 's score incorporates several pieces of classical music , such as Chopin 's " Raindrop " prelude . According to Edge magazine , the " Raindrop " prelude gives the game 's battles " an emotional undercurrent " . Chung said that the soundtrack was designed to give the game " a tragic feel " and that he wanted the game to be portrayed as " the anti @-@ testosterone @-@ fueled " action game .

= = Reception = =

Flotilla received a mixed response from video game journalists upon release . At Metacritic , which assigns a normalized rating out of 100 to reviews from mainstream critics , the game received an average score of 72 based on 7 reviews . British magazine Edge included Flotilla in its 2010 list of the Best 20 Indie Games available in the Xbox Live Marketplace , and acknowledged that the game was " as exacting as it is quirky , a stiff challenge beneath a sugar coating . " Mike Rose included Flotilla in his book 250 Indie Games You Must Play .

The American version of PC Gamer commented that Flotilla " is a charmingly crafted bite @-@ size portion of tactical fun " . Meanwhile , the British version of the magazine elaborated that although the game had its share of " charm and character , " it was nonetheless a random experience . PC Zone UK characterized Flotilla as stylish and funny , but concluded that it was a " sadly disposable " experience . Edge gave a mixed response to the game , but praised the battles , which they considered " engaging despite their simplicity . " An editor from website Charge Shot praised the game 's artificial intelligence and overall design , but criticized the multiplayer mode .

Joe Martin from Bit @-@ Tech named Flotilla a " hilarious and brazenly original " game . However , he criticized the interface and navigation gameplay , which he condemned as " trying to pilot a radio @-@ controlled helicopter with someone else 's feet . " He also mentioned the lack of a speed @-@ up feature in battles ; he considered such a feature necessary for the game . GameZone 's Tom Dann also felt frustrated by the ship maneuvering mechanics , though he concluded that they " can also be rewarding and entertaining " . Flotilla was nominated for the 2011 Independent Games Festival Visions Award , but lost to Amnesia : The Dark Descent . It was also listed among the Honorable Mentions for the Excellence in Visual Art and Excellence in Design awards .