= Alien Spidy =

Alien Spidy is a platformer video game for Microsoft Windows , Macintosh , Xbox 360 (through Xbox Live Arcade) , and PlayStation 3 (through PlayStation Network) . It was developed by Enigma Software Productions and published by Kalypso Media . Players control an extraterrestrial spider who has crash @-@ landed on Earth , as he seeks to repair his spacecraft and rescue a fellow extraterrestrial spider .

Announced on 8 November 2011 , Alien Spidy was published on 20 March 2013 for the Xbox 360 , Microsoft Windows , and Macintosh , and on 8 May 2013 for the PlayStation 3 . It received mixed to negative reviews upon release ; critics praised the game 's aesthetics but found the gameplay frustrating due to imprecise controls and an unforgiving level of difficultly that hampered progression through the game .

= = Gameplay = =

Alien Spidy is a physics @-@ based platformer video game . Players control the eponymous Spidy , an extraterrestrial spider , and navigate him through a series of levels that are filled with deadly obstacles . Spidy can run and jump , and has the ability to shoot a web , allowing him to grapple and swing from object to object within the environment . Interspersed throughout each level are a large number of orbs , which Spidy can collect to score points . Finishing the level quickly , collecting a large number of orbs , collecting several orbs in quick succession , and finding score multipliers all increase the player 's score for that level . Players can also lose points by dying , collecting certain orbs that decrease the player 's score , or going for too long without collecting an orb . Players earn between one and five stars on each level , based on their score . Levels are grouped into several stages , including a forest , a pond , a cave system , and outer @-@ space . In order to progress from one stage to the next , players must collect a certain number of stars . Players can collect special power @-@ up orbs scattered throughout levels . These orbs allow Spidy to perform feats he is otherwise incapable of , including traveling underwater and jumping to extreme heights . There are 69 levels in the game , and most of them take between 90 seconds and three minutes .

= = = Plot = = =

Alien Spidy has a minimal plot . The story follows the Spidy , a spider from the planet Aracnia , who has crash @-@ landed on Earth during an attempt to rescue a lady spider , Virgi . Spidy must locate Virgi and collect pieces of his spacecraft in order to return to Aracnia .

= = Development = =

On 8 November 2011 , the game was announced in a press release , with Enigma Software Productions as the developer and Kalypso Media as the publisher . The press release indicated that the game would be released in the second quarter of 2012 .

Alien Spidy was advertised as a PlayStation Vita game early in its development history , with Sony using gameplay footage of the game on the Vita at a presentation at Gamescom 2011 . The game was never released on that platform , however . In an interview , Enigma Software CEO Daniel Parente claimed that the game was developed for all major platforms , and after bringing Kalypso Media on board as a publisher , the latter chose which platforms to release the game on , and when . The project manager at Kalypso Media for Alien Spidy , Andrew McKerrow , noted that the developer attempted to secure a publisher by pitching the game on a large number of platforms . In a separate interview with Daniel Parente , conducted in October 2012 , Enigma Software 's CEO called the Xbox 360 and PlayStation 3 the game 's lead platforms , stating that the game was " designed to be played with a gamepad " .

It took eight months for Enigma to build the physics behind the web @-@ based grapple and swing game mechanic . During early builds of the game , the motion was slower , but the development

team sped up the movement , feeling it was truer to the character . The Sonic the Hedgehog series served as an inspiration for the game 's pace . Significant effort was put into creating the game 's visual style and making Spidy a relatable , charismatic character . Daniel Parente cited Limbo , Braid , and Patapon as influences for the game 's aesthetics . Comics and cartoons served as influences for Spidy 's design . The character was given a pair of large yellow eyes , which allowed the character to emote . Two of the legs were removed , bringing the total from eight to six , which Andrew McKerrow described as an effort to avoid triggering the fears of people with arachnophobia and " make the character a little more friendly looking and little less creepy " . It was only after making these changes to Spidy that the developers decided to make Spidy an extraterrestrial , as that would justify the character design 's deviations from regular spiders .

The game was delayed several times . In August 2012 , the website XBLA Fans reported that the game would be delayed into the fall of that year . By October , a preview on the gaming website Twinfinite listed the release date as 31 December 2012 . The game was released on the Xbox 360 , Microsoft Windows , and Macintosh on 20 March 2013 , and was released on the PlayStation 3 on 8 May 2013 .

= = Reception = =

Alien Spidy received mixed to negative reviews upon release . At Metacritic , a video game review aggregator , the Xbox 360 version of the game received an average score of 55 out of 100 , based on 19 reviews .

The game 's visuals were praised by reviewers . GamesRadar 's Lorenzo Veloria opined that " Adorable characters , beautiful visuals , and upbeat music stand out as the high points of Alien Spidy " . A large number of reviewers called the game and its characters " cute " . While a few of the reviewers praised the game 's music , Jeremy Peeples of Hardcore Gamer found that it lacked staying power . He noted , however , that the music could be muted without also muting the sound effects , allowing people to play their own music .

Critics near universally took issue with the game 's controls . Critics found that the webs that they shot did not go where they wanted them to go , and multiple reviewers described navigation as " trial and error " . Reviewers also found that they could not always jump when they wanted to , and one reviewer found that power @-@ ups failed to activate when she wanted them to . Reviewers also complained that it was extremely difficult to get enough stars to progress from one stage to the next , forcing players to replay the same levels over and over again . Because points are subtracted each time Spidy dies , the problems with the control scheme exacerbate how difficult it is to get enough stars to progress .

Opinions on the game 's mid @-@ level checkpoint system were mixed . Matt Cullen of Canadian Online Gaming noted that the checkpoints meant that players were not sent too far back into the level after each death , saving time . Official Xbox Magazine 's Taylor Cocke , however , noted that the checkpoints save players ' point progress , meaning that players would have to start the level over if their performance wasn 't good enough before they reached the checkpoint .