

Planning for "Meteorz"

Before beginning with 'Meteorz', I translated the Lunar Lander mechanics into a meteor based game idea taken from the movie Armageddon (1998). In this case the player has to bring the speed of a falling meteor low to avoid a town being blown apart.

I went for Meteor falling on a city building which I thought was tense when the player uses thrusters (space bar) to slow down the meteor explosion. Success involves coming down in one piece and without seeing the back of the plane.

Sketching

Not only did I design the meteor, the cityscape, and the backdrop, but I made sure they are all in some way coherent with each other.

Coding Mechanics

I did some work on the non-linear velocity in particular sense, the collision and the screen transitions as well.

Testing and Adjustments:

In this way, ongoing examinations protected simple controls, mutual operations, and equitable levels of trouble. Some changes were made with the aim of satisfying feedback.