



DESTROYER – The two-player game was initiated by my interest in the work of Steina and Woody Vasulka, Paul Pfeiffer and Bedwyr Williams's use of digital aesthetic. Destroyer uses traditional arcade structure of gaming to create a simulation environment. I initially intended to build a genetic algorithm system but decided building an arcade inspired platform responded better to my research for designing a gaming environment.

GAME ECOSYSTEM:

Two player game entitled: 'Destroyer'.

'Destroyer' is a two-player game, with two bombs assigned to each player, the goal of the game is to maintain the highest 'health' score, which is out of 100. The game functions using a decreasing health score, as the player fires bombs.

Commands:

Player 1 uses keys 'a' to move left and 'd' to move right Player 2 uses keys '4' to move left and '6' to move right.

Use keys '5' and '8' to shoot bombs downwards Use keys 's' and 'w' to shoot bombs upwards.

