

THAT TITANIUM GUY

The Good, The Bad, and The Ugly



The bad: Reddit hates us

[\[-\]](#) [ZeldaZealot](#) 1 point 20 hours ago

There's no animation when you walk while holding up your shield.

this post was submitted on 07 Jun 2017

8 points (59% upvoted)

<https://redd.it/6fqj5z>

[\[-\]](#) [singstrim](#) 1 point 14 hours ago

What the hell even am I playing

[permalink](#) [embed](#) [save](#) [report](#) [give gold](#) [reply](#)

[\[-\]](#) [crihfield](#) 3 points 21 hours ago

wow those controls are garbage.

[permalink](#) [embed](#) [save](#) [report](#) [give gold](#) [reply](#)

The good: other people are decent



1,042 Views



brotherbrick June 2, 2017



Although the graphics are simple, it doesn't take away from the gameplay. There is a good story here, upgradeable equipment and other staples of this genre. I would will say that the AI is a little basic, but that works out to your advantage most of the time. The game does have some lag, but it does not lock up. Great framework for a game, revisit this later to build upon it! Good job!



AwesomeRockstar June 5, 2017



Nice game

Story is simple and isn't hard to understand. The battle style is easy to handle. The enemy's can give some challenge if they are in a group and bosses were great. My only complain is that the game is kinda to easy at times but it's only beginnig of the game and is stil in development.

Im gonna wait for the for the final version of the game.

Keep it up!!!

Especially this guy



goodoldnet June 1, 2017



hi.

this game completely BLEW my mind.

from the designs to the gameplay, this is nothing short of a masterpiece. i believe if i were still in elementary, this would get me COMPLETELY addicted. and, if it had iaps, i wouldve saved all my lunch money for it. i used to play TONS of mini-games on 4399, so i know these stuffs, and THIS, my friend, is sitting well at the level of bomberman, age of war, gold miner, dad n me, metal slug, boxhead, crazy flasher, etc.

dont get me wrong. im not saying, now that im 20, im not fond of this game. in fact i dig it SO much, i pray it can be launched on app store or google play, with more levels, so i can play when i travel. it combined the best of the nostalgia from oldscool arcade games and the novelty from modern electronic sports, with yet such simplicity and elegancy. this is not an easy task. steve jobs once said, "simple can be harder than complex: you have to work hard to get your thinking clean to make it simple."

this has been a revelation for me. im moved by it on so many different levels, im officially a fan (though im also envious of your talents, for im partially a cs person as well). so, huge shoutouts to the developers of this game, none of whom i know personally, but all of whom im genuinely appreciative of. thanks for making this rad game a real thing. i sincerely hope you folks can continue to make pieces like this in the future, for people like myself to enjoy.

p.s. dont let some, if there is any, hatings from salty scums bring you down. all the best
nxw

eleven outta ten, would play again

Got put up to some random sites

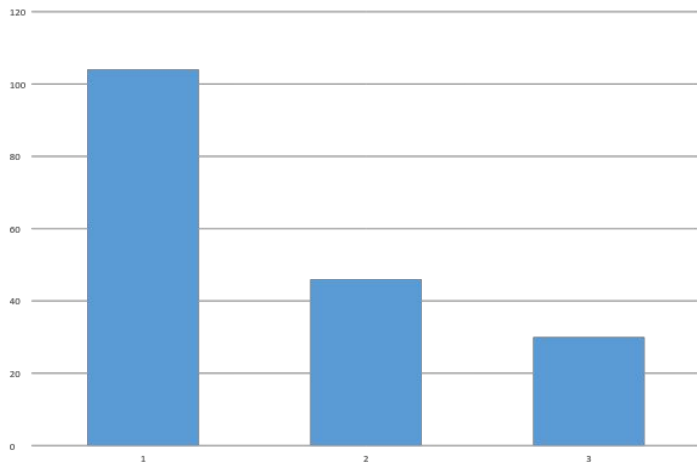
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399	img2.17yy.com
367	img3.17yy.com
361	uploads.ungrounded.net
149	www.mhhf.net
102	img1.17yy.com
87	media.era-igr.ru
57	ok.78wan.com
31	NULL
10	media.free-game.us
8	

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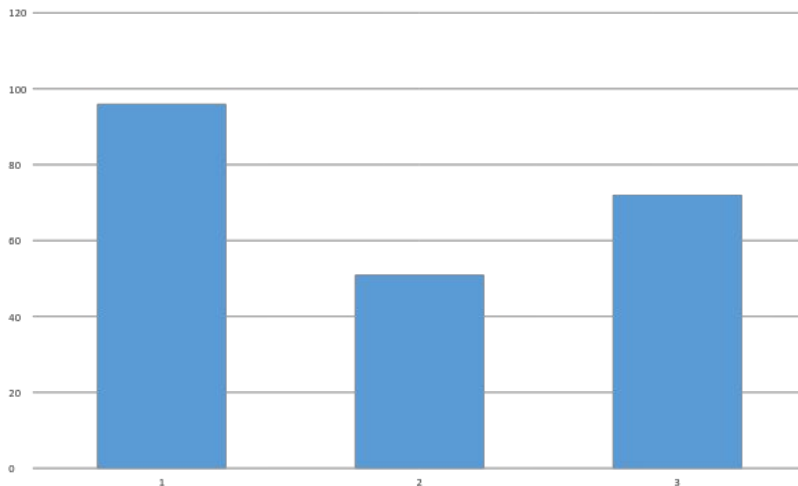
The Ugly: Past - Present Releases

First Release

Distinct players at each level



Level complete instances per level

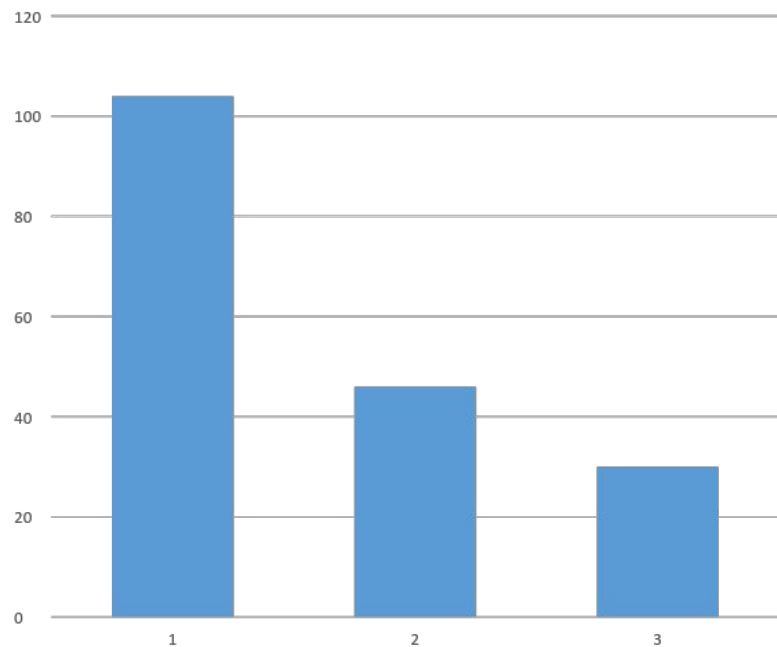


Level	# of completes
1	96
2	51
3	72

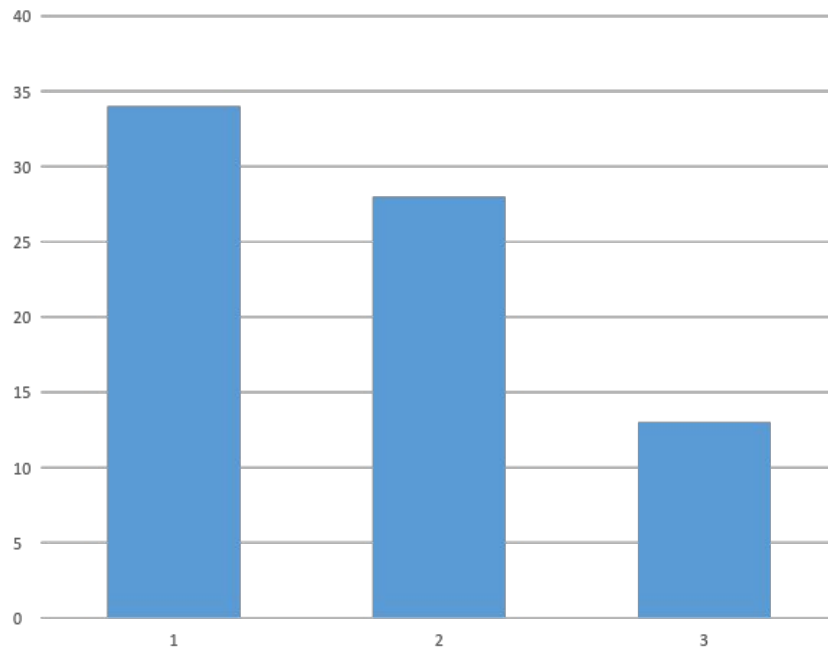
Second Release

Distinct players at each level

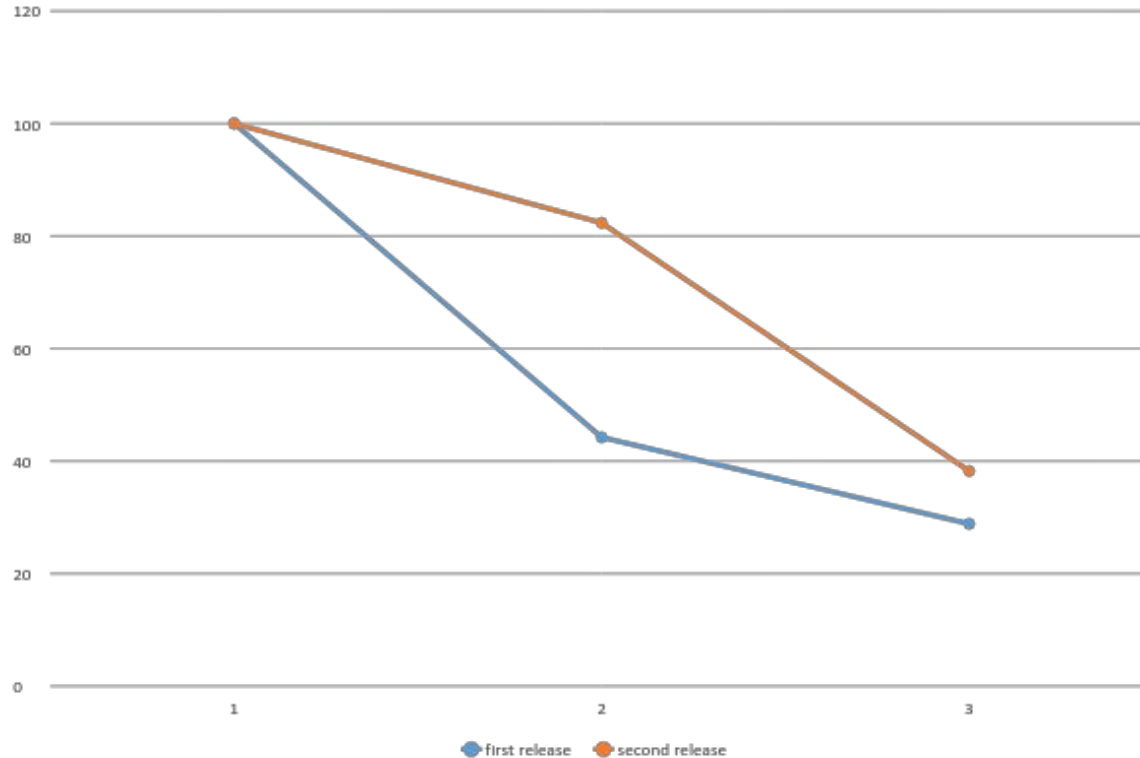
First release



Second release

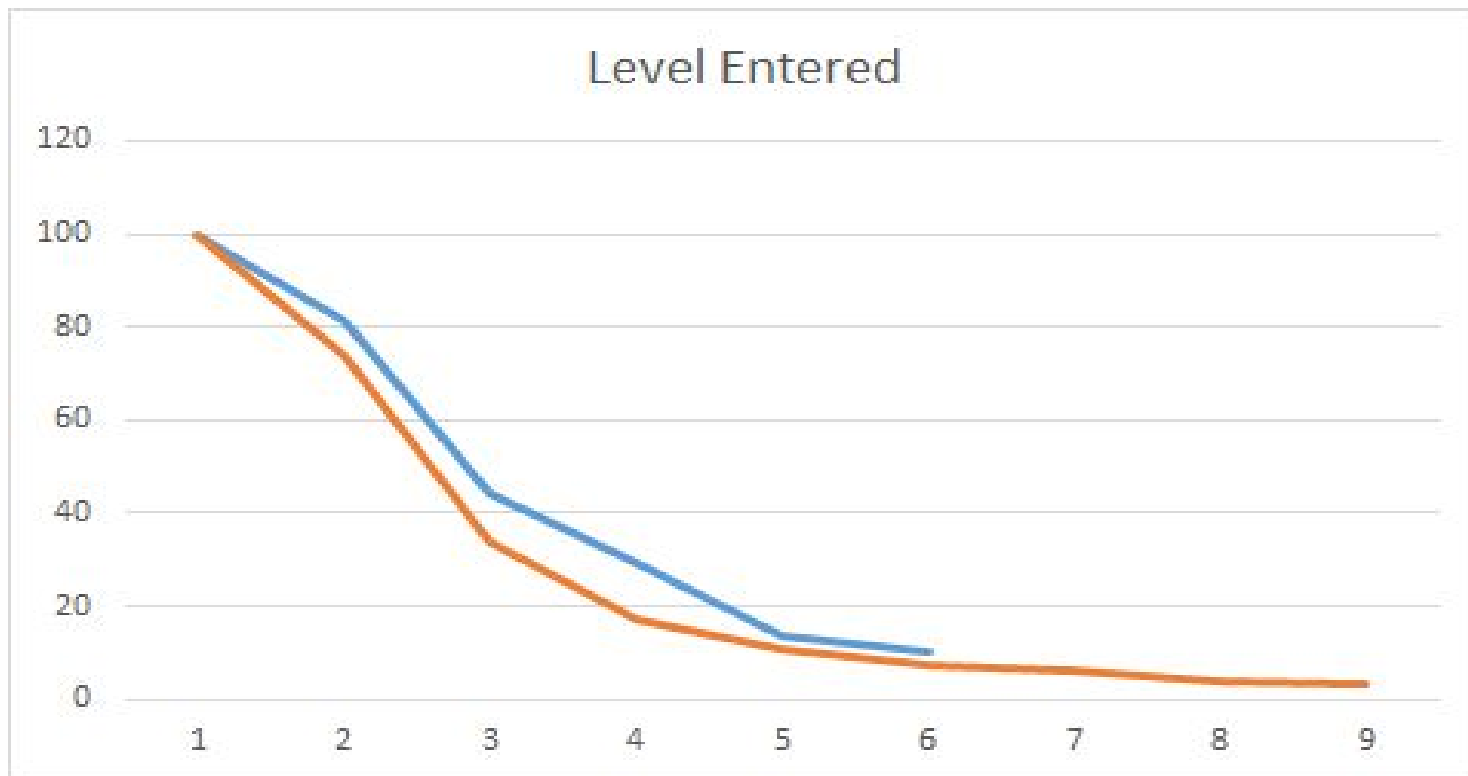


Percentage of players at each level



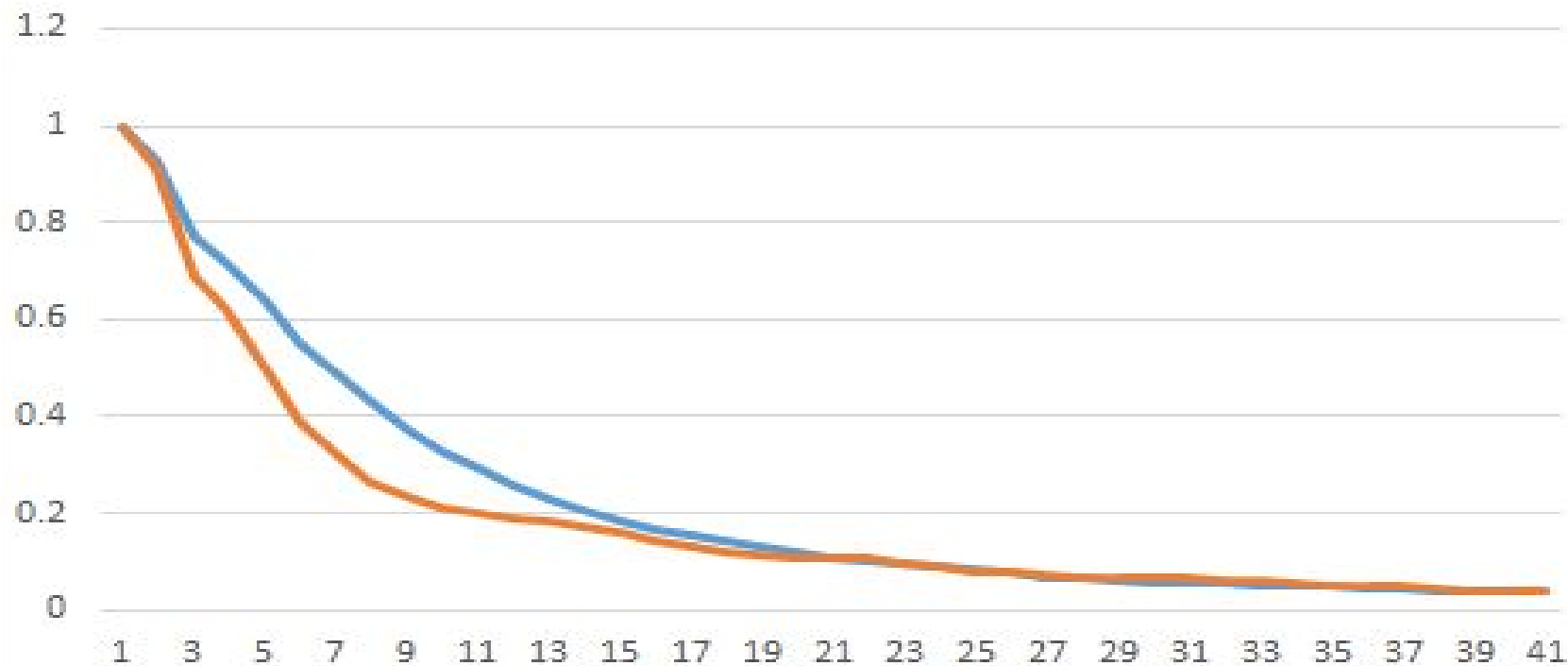
first release	second release
100	100
44.23	82.35
28.85	38.24

Third & Forth Release



Blue: Release 3
Orange: Release 4

Total time played



Blue: Release 3

Orange: Release 4

Avg. Play time

Release 3: 13.9 min

Release 4: 9.7 min

Return Rate

Third release:

- More than once: 6.35%
- Twice: 1.6%
- Three times: 0.77%

Fourth release:

- More than once: 2.9%
- Twice: 0.79%
- Three times: 0.52%

BOSS FARMS

Release 3:

- Boss1: 2278 : 754
- Boss2: 1089 : 176

Release 4:

- Boss1: 331 : 135
- Boss2: 197 : 32
- Final Boss: 71 : 12

That Titanium Guy

New Game

Continue

Control Settings

Credits



map

CLICK or PRESS M
to open map



Workshop

Configuration 1



J SLOT



K SLOT

Configuration 2



J₂ SLOT



K₂ SLOT

Confirm

Next Level

Black Market

2028



Ti Armor

Cost: \$1073
Left: 5



Reload Speed +

Cost: \$100
Left: 10



Dual Proficiency

Cost: \$1012
Left: 1



Spiked Shield

Cost: \$200
Left: 6



Reload Speed +

Cost: \$2058
Left: 1



Reload Speed +

Cost: \$196
Left: 8

Fuel Efficiency

Cost: \$200
Left: 10

Magazine Size +

Cost: \$150
Left: 10

Damage +

Cost: \$1518
Left: 5

Reflective Shield

Cost: \$200
Left: 6

Magazine Size +

Cost: \$575
Left: 2

Magazine Size +

Cost: \$210
Left: 7

Life Saver

Cost: \$300
Left: 5

Damage +

Cost: \$200
Left: 10

Ki Master

Cost: \$5000
Left: 1

Daze

Cost: \$500
Left: 6

Damage +

Cost: \$200
Left: 10

Damage +

Cost: \$200
Left: 10

Rate of Fire +

Cost: \$200
Left: 10

Whirlwind

Cost: \$8000
Left: 0

Charging Colt

Cost: \$300
Left: 10

Rate of Fire +

Cost: \$280
Left: 9

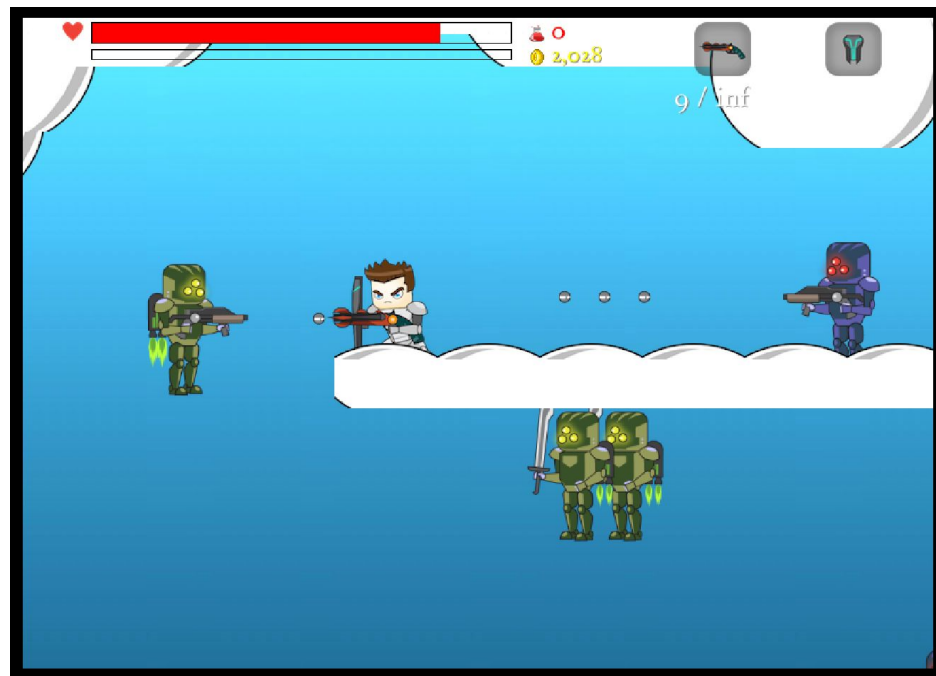
Juggernaut

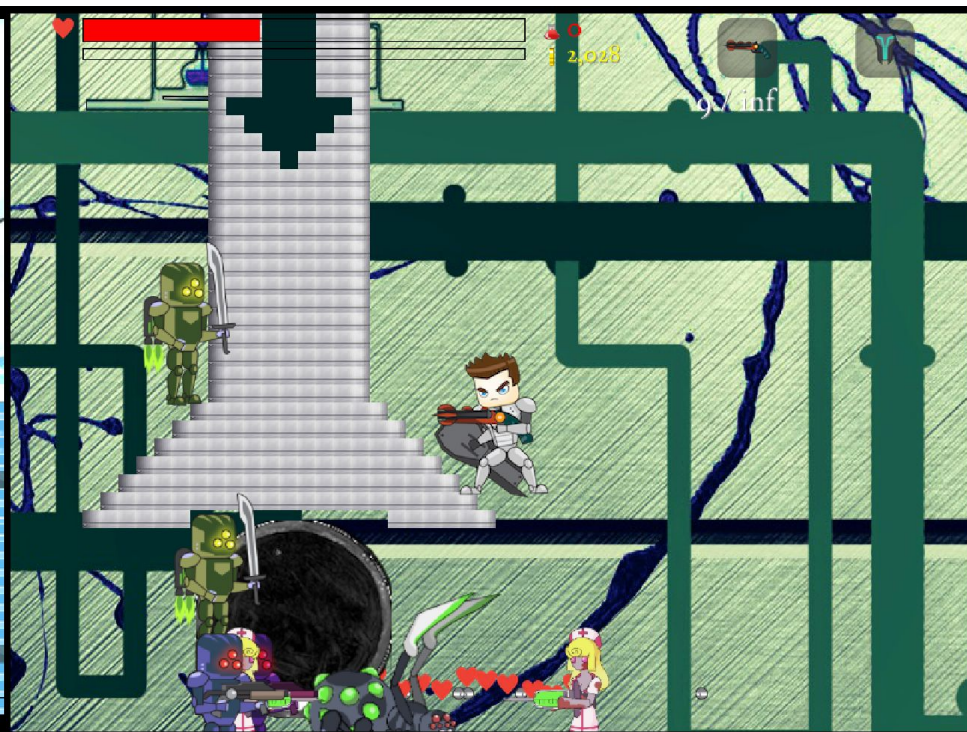
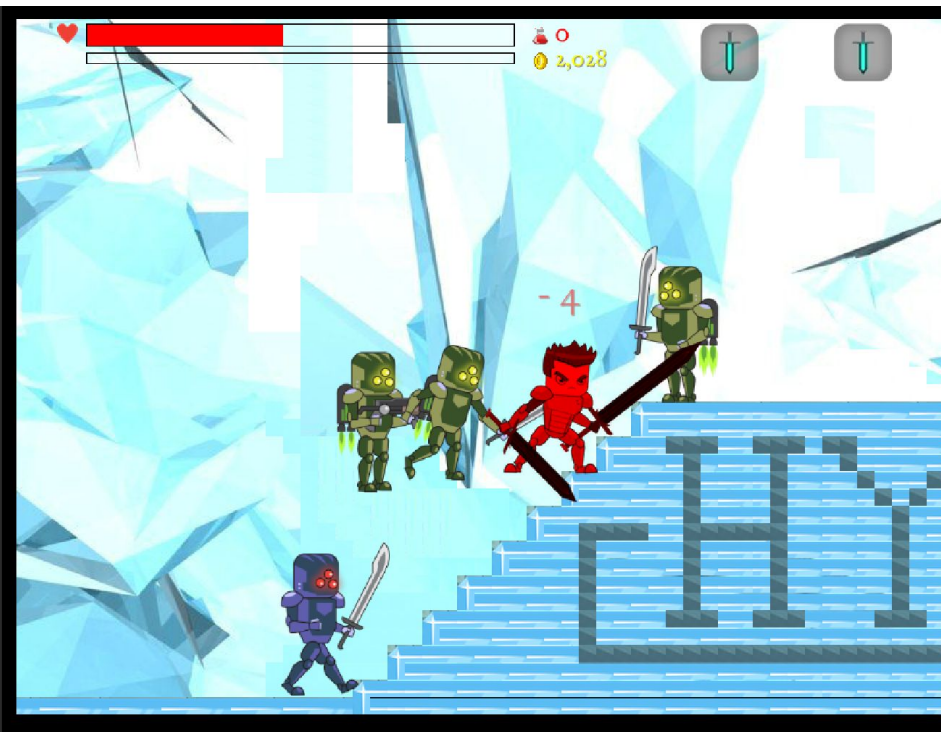
Cost: \$200
Left: 10

Confirm

Next Level







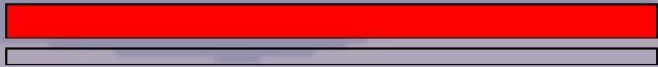


2,028



9 / inf





2,028



9 / inf

LT. Cleaver, Bull





2,028



9 / inf



MAJ. Beat, Dead





108

9 / inf

Supreme Leader. Clint, Don

Special Thanks



University of Washington
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For Game Capstone
Zoran Popovic (Professor)
Roy Szeto (Best TA Ever)