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Fundamentals of Game Design
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Spacewar!

Description

This game is a clone of a classic game called spacewar. In this game, you and a friend are the pilots of two opposing spaceships that are fighting to the death in a universe that wraps infinitely like a mobius strip, with a gravity well at the center that will cause certain death. You can get an edge on your opponent by using your hyperspace warp, which will warp you instantly to a random position on the screen. However, if you use the warp more than 3 times it may only succeed three more times after that with the potential of failing and instantly causing death. There is also a chance that you may warp to the gravity well, which is bad. Have fun!

User Manual

Player One: a - turn left, d - turn right, w - apply thrust, space - shoot,

f - use hyperspace warp

Player Two: left arrow - turn left, right arrow - turn right, up arrow - apply thrust, ctrl - shoot,

shift - use hyperspace warp

Design Experiences

While designing this game, I learned just how intuitive game maker is to use. I modified the asteroids project files from class in order to make a functional Spacewar clone. I struggled a bit with how game maker handled variables that were global to objects. For instance, I had to make a specific myHealth variable because the global 'health' variable is bound to the object and was shared across all instances of that object. If I had more time and more resources, I would make the ships have different qualities that affected gameplay and I would also have liked to add explosion animations.

Screenshots:







