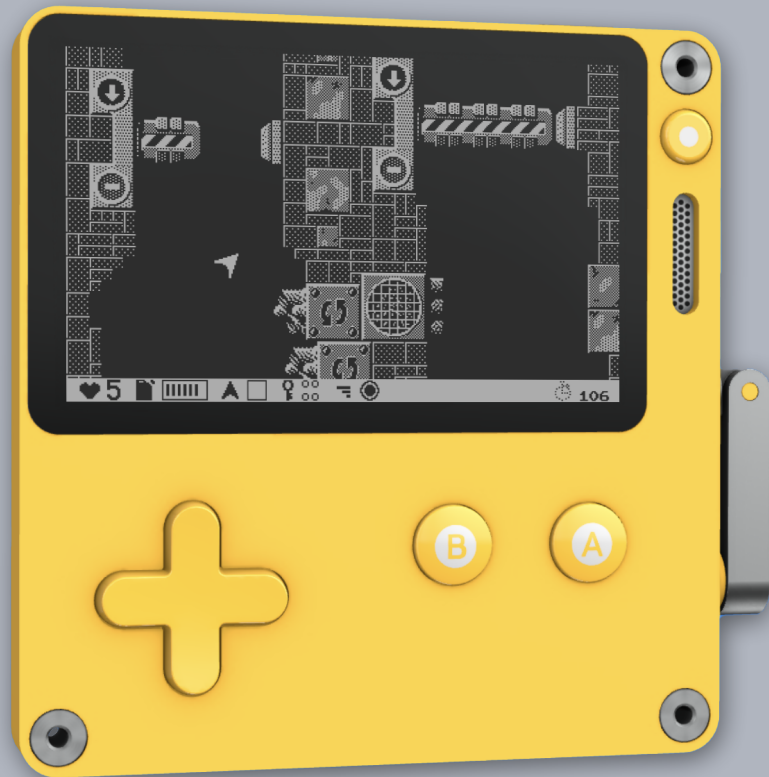


GRAVITY EXPRESS

By Nino van Hooff

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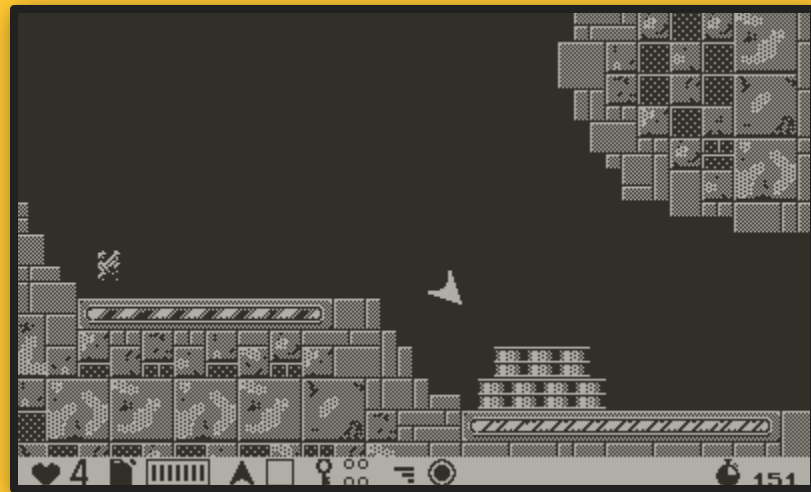
 devforum.play.date/u/nino



Summary

Before receiving your license to operate a galactic trucking business, you will have to prove your worth in the abandoned mines of the asteroid you call home. Clients will demand speedy delivery, fuel economy, and won't be paying for your funeral. So you better find your way fast while avoiding the rocky walls, magnets and cannons that spell your doom. To be the best, you'll have to beat the rest. A challenger will always be waiting for you, so keep improving your score to stay on top.

With a full roster of 20 levels and solid 30 fps already implemented, Gravity Express will be ready for release in Q4 2022.





About

In 1997, Crazy Gravity was the game I played all day on PC. I never owned a console, because console games would not allow for the button remapping I needed due to physical disability. I re-created Crazy Gravity in Lua at the age of 19 for the PSP (2009). Winning several homebrew competitions would inspire me to become an Android developer. Thanks to my professional experience, the game of my childhood can now be played in 30 fps for the first time, on Playdate. Axel Meierhöfer, the author of Crazy Gravity, gave permission for this project, including commercial release.

I care deeply for accessibility and am committed to create fully customisable games so that they can be enjoyed by as wide of an audience as possible.



Play length

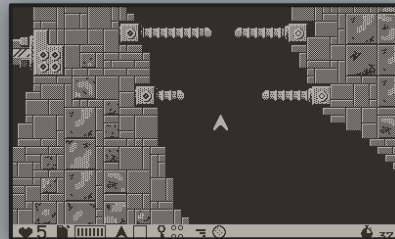
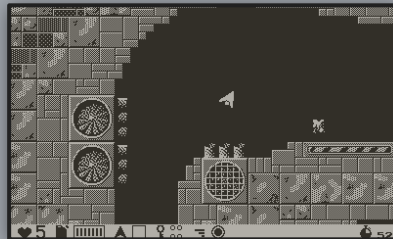
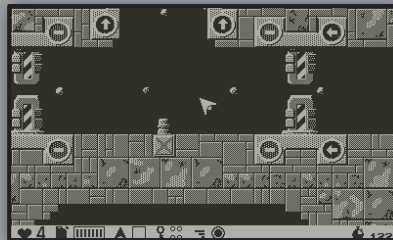
- 20-level campaign with smooth learning curve
- Approx. 3 hours of play length
- Time, fuel and survivor challenges for replayability

“This is great! I had never played the original, but I've beaten all the levels twice now on my playdate and it is great fun. The easier levels are very meditative.”

- Karl Smith, Playdate Developer Forum

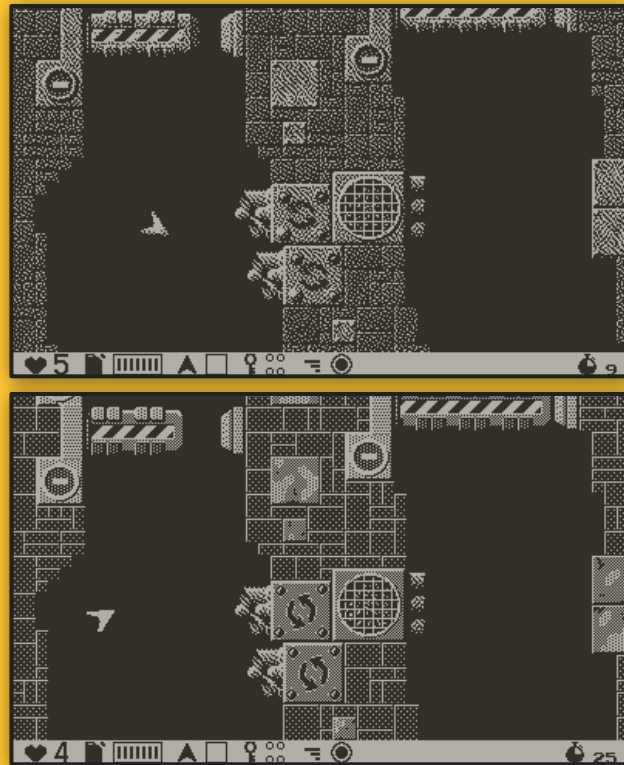
Hazards

- 7 hazards
1-way gates, key gates, blowers, magnets, rotator, cannons, rods
- 5 pickups
Extra life, fuel, cargo space, turbo, gate keys
- And 1 special fly-in cinema



Customisation

Honouring the original Crazy Gravity (1997, PC) title from my childhood by offering classic audio and dithered graphics as a setting.



Style: Classic (top), Playdate (bottom)

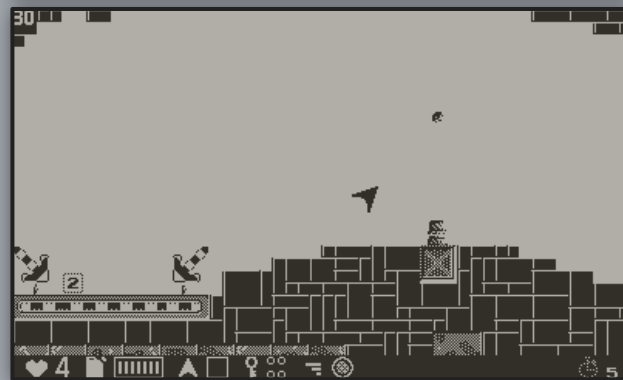
Accessibility Settings

Implemented

- Background color
- High contrast sprite sheet
- Invert display color
- Button mapping
- Decrease game speed

Playdate hardware requested for

- Device tilt steering
- Crank steering



Inverted colors

Leaderboards

With access to leaderboards, the replay-value of the existing challenge modes can be expanded by global rankings, much like the Trackmania games.



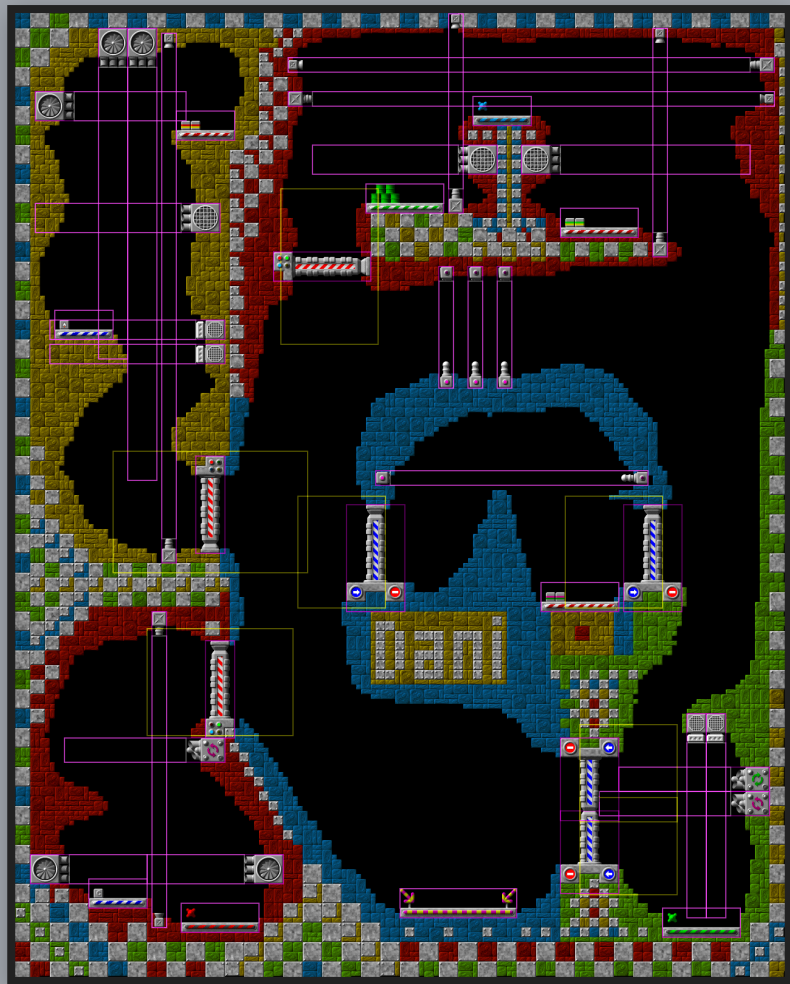
Level select screen with challenges

Level editor

Cross-platform Desktop level editor planned for later release

An early version was made to convert Crazy Gravity levels

278 Fan-made Crazy Gravity levels are available



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Concept art by Labeardi