



## Galaxy Forces VR

The idea came from a public domain PC 2D game I have made several years ago (*Galaxy Forces V2*), downloadable from sourceforge. But now we will add a 3<sup>rd</sup> dimension for the eye, but the game mechanics is still in 2D. You are in control of a ship and shall transport cargo (*mission* mode) or race (*race* mode) through levels of narrow space caves, filled with enemies. It's a little like watching a dollhouse from the front. The game is in the final stage of development for Rift, and everything but the interactive music during gameplay is added and working – the screenshot above is from the actual working game. The game engine is Unity.

The most notable things distinguishing this from any simple space shooter is

- Large content of 55 levels (30 mission, 25 race).
- Online hiscores on [www.galaxy-forces-vr.com](http://www.galaxy-forces-vr.com).
- Replays of top scores in-game.
- Interactive music (different for race and mission), changing when you are near enemies, or have cargo loaded or having good flow in your flight in race.
- Special VR features is that when you look around you see what platforms have cargo and where the next race checkpoint is.
- 19 Oculus achievements.

### Release date

Q1 2020

### Future

- Add the ability to create and play custome levels (level editor exists).
- Add more official levels (qualifying for hiscore).

## Length and Price

To do a full playthrough of the 55 levels once, a very low estimate is that you devote 10 minutes per level. Making it take 9 hours. Not including getting a good score or beating any achievements. The plan is to charge the same on the Quest as for the Rift, and that is \$8.99.

## Investment

Currently 6mo for one programmer and project leader, 1mo for a gfx designer, 1mo for music + all work done in the original 2D game GFV2 like level editor and many levels and the base of the game. I would say effective time is an extra 2-3 man years. *(done)*  
Then 3mo adaptation and testing for the Oculus Quest is an estimate. *(undone)*

## Team

Ronnie Hedlund (creator, programmer, publisher)  
Oscar Lundberg (music, sound)  
Kevin Foster (3d graphics)

## Support

As team leader and developer I will give my most for this to be a good title, before release and after, but have limited resources obviously so things may take time, but will not let anything be undone.

