



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 3rd 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 ability to create and play custom levels has been added. 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.
- 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

Q3 2019

Future

- Add more official levels (with online hiscore).
- Add particle effects when ship is damaged.

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 [*suggestion*].

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+ man years. (*done*)

Then 3mo adaptation and testing for the Oculus Quest is an estimate. (*undone*) [*was denied quest publishing, but really miss these kinds of games on the stores*]

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, and will not let anything doable be undone.

