15-112 Term Project comparative analysis

<https://www.youtube.com/watch?v=5H0WDh1ziug> – Gyruss

I’ll be implementing the shooting part of my game similar to Gyruss, but instead of only allowing the ship on a circle around the edge, the user can fly all over the screen. I also won’t use the level up design they have but instead flash it on the screen that there’s a level up.

<https://www.youtube.com/watch?v=k8dxLr_xVv4> – Starfox

The part of Starfox I like is how the ship moves. This game seems to use actual 3D though, but I like how the ship actually looks like it is flying upwards and downwards instead of just having a solid block move around the screen. I also like how the enemies are shooting back at the ship so I may have the enemies shoot back at the ship once it’s a high enough level.

<https://www.youtube.com/watch?v=gieULzynY84> – Star Field

This is almost exactly how I want my interactive star field to look. I especially like the (what looks like) double circle in the middle in which the stars spawn from, with the inner circle ones going faster than the outer ones making it look like you’re actually going into the screen. I want to add to it actual user interaction with arrow keys to make it look like you’re turning in the field, or to allow you to slow down/speed up.