

Astro-Fiasco

Its always a party in space

About the Game:

In Astro-Fiasco you play as a small space ship that has fallen into an asteroid field and the player must dodge and shoot at an infinitely increasing amount of asteroids to get a high score and survive for as long as possible.

Inspirations:

- *Space Invaders (1978)*:

This was the starting point I chose for my game so naturally it was an inspiration for the project, you move side to side and shoot aliens, in Astro-Fiasco you move and shoot at things.

- *Asteroids (1979)*:

Asteroids was one of my main inspirations for where I was going to take the game, to have rotational movement and targets flying towards the player that they must dodge and shoot at.

- *Luftrausers (2014)*:

The main inspiration I took from Luftrausers and Vlambeer games in general was the "Game Feel" or "Juice", I followed a few of their techniques to make the game more satisfying and fun to play.

-Devil Daggers(2016)

In Devil Daggers the player has to fight lots of floating skulls and that chase him meaning the player has to use more of a crowd control technique instead of shooting individual targets as it was in the original space invaders.

The Creation Process:

I used the very basic version of Space Invaders as a starting point for my project, the very first thing I knew I wanted to do with it when I started was have the character move on multiple axis and for the enemies to follow him instead of head towards the bottom of the screen, so I added vertical controls to the character and made the aliens follow the player. I also added boundaries to the map so when the player flew out the limits of the map they would teleport to the other side.

The new freedom of movement introduced a new issue, the player ship could still only shoot up and now the enemies could attack from any angle, so I gave the ship rotational movement instead of strafing movement so you could aim the ship. The Asteroid movement was too accurate so instead of having the asteroids move towards the player directly, they had velocity towards the ship so its more like the meteors are gravitating around it.

After the core game loop was finished and satisfying enough, I started to implement features to help with game feel, I started by adding screen shake every time you fire and even more screen shake when you hit an enemy, this makes the gun feel more powerful and adds a bit of impact to every shot, I also added a small tick sound effect when an enemy is hit as an audible confirmation to the player as well as a screen flash as a visual confirmation. I created all the art as low resolution game boy style pixel art using Paint.Net and made the bullets the same size as the ship to make the gun feel more powerful. The bullets also have a small amount of random spread so they aren't completely accurate necessitating holding down the fire button for fully automatic fire.