Fish Mayhem

Seaworld at War
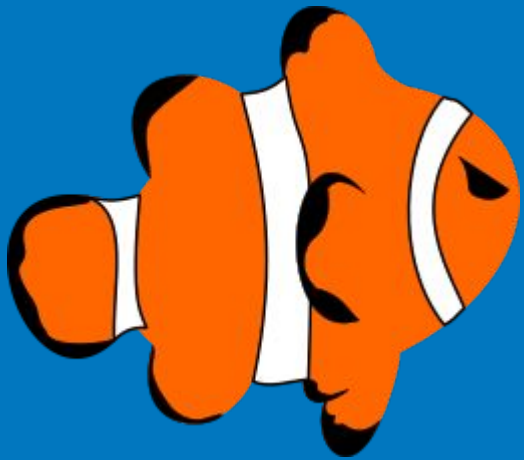
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Android Game

Unfinite horizontal-scrolling shooter...

Inspiration:

- Gradius
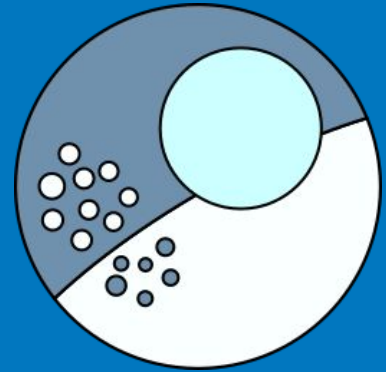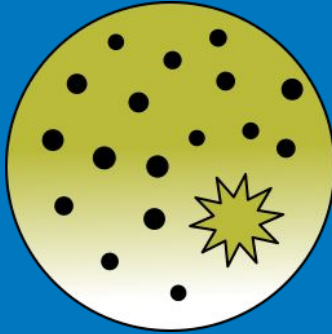- Thunder Force
- Raiden

Based on fishes

Game Features

- Various power-ups
- Different enemy attacks
- Programmers Art FTW!
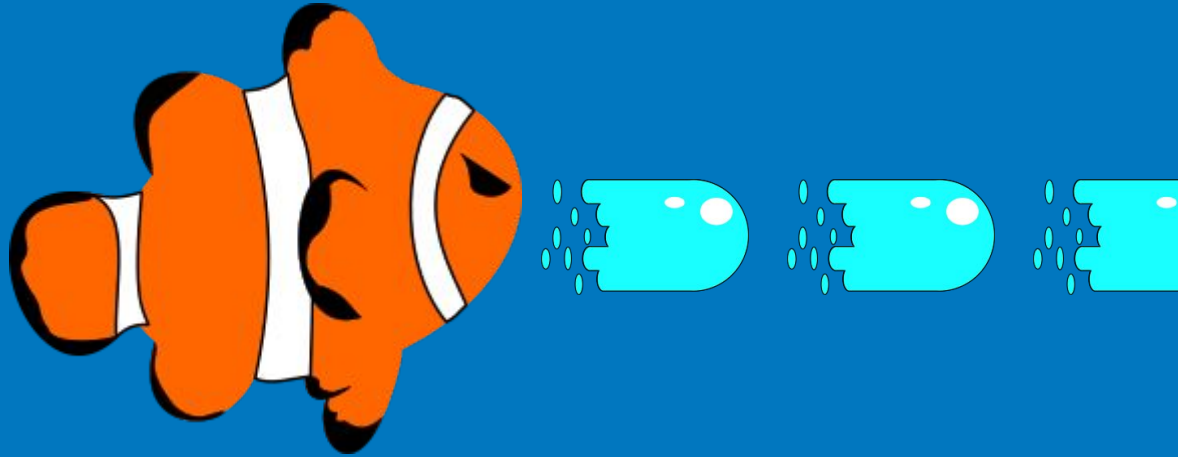- Music and SFX
- Background extras

Power-ups

- There are on basic power and 3 power-ups
- There is an equal opportunity to get any power-up (25%)
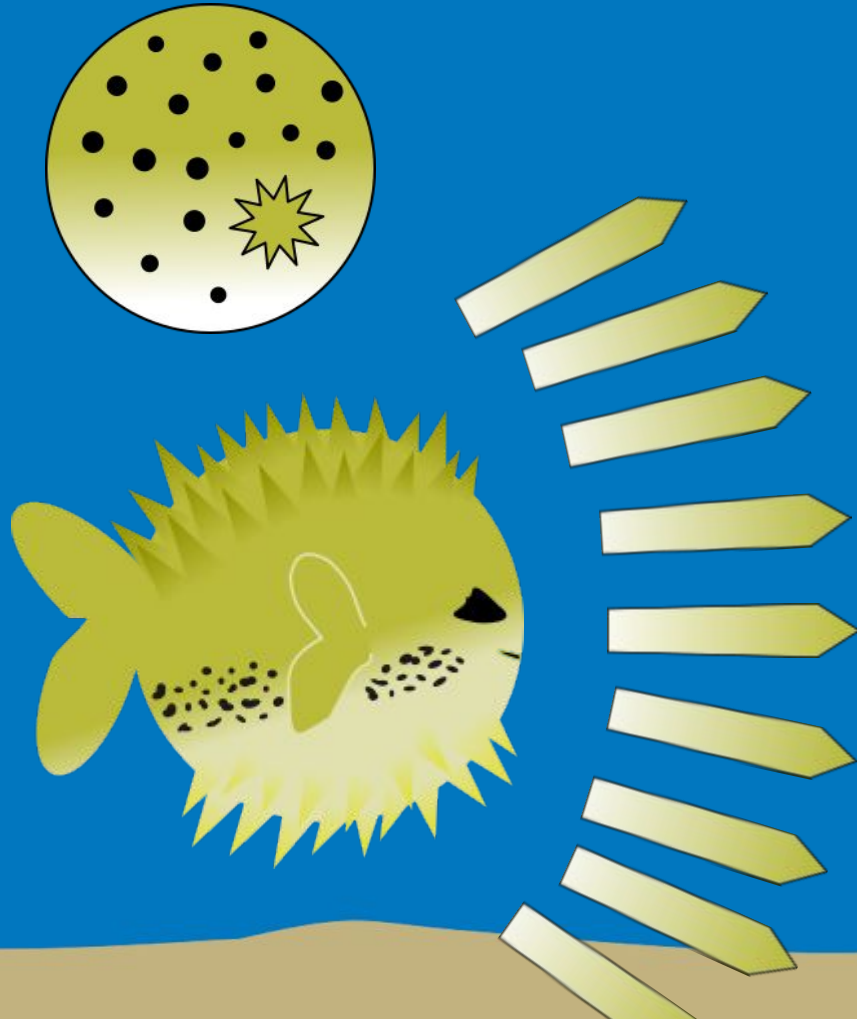- It takes between 12.5 and 20 seconds to spawn new power-ups

Power-ups

- Basic power
- Clownfish
- Shoots basic bullets
- Takes 1 health point to the enemy
- It's destroyed by hitting an enemy
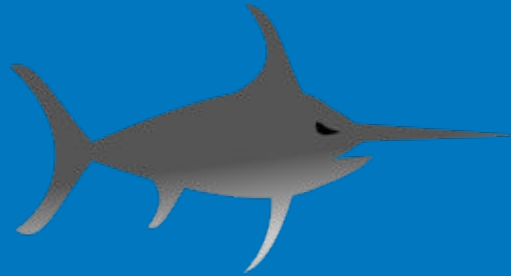- Takes 0.1 seconds to reload

Power-ups

- Power-up 1
- Blowfish
- Shoots 9 bullets simultaneously
- Takes 1 health point to the enemy
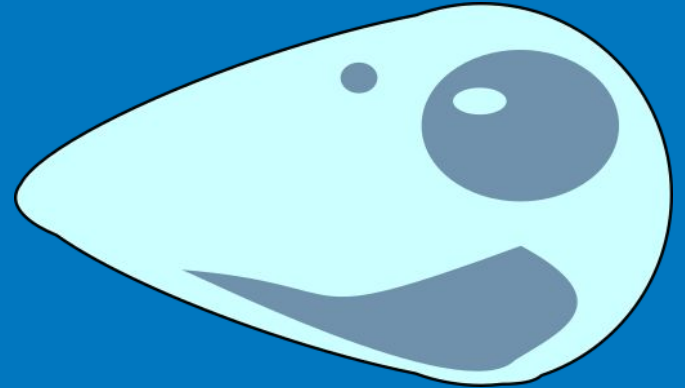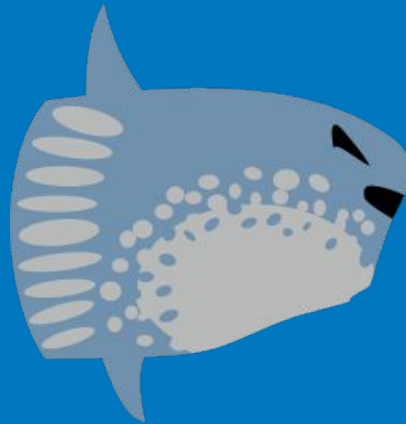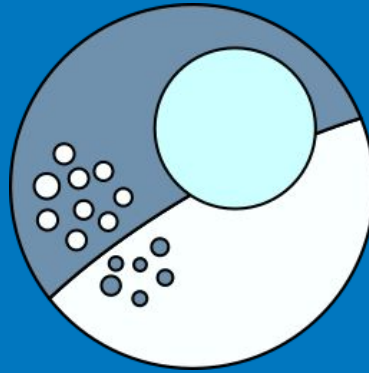- It's destroyed by hitting an enemy
- Takes 0.5 seconds to reload

Power-ups

- Sword hit
- Swordfish
- Low range hit
- Kills instantly the enemy
- It's destroyed after 0.5 seconds
- Takes 0.5 seconds to reload

Power-ups

- Big bullet
- Moonfish
- Shoots big bullets
- Takes 50% of the enemy's life
- It's never destroyed
- Takes 1 second to reload

Enemies

- 3 types of enemies
  - Basic enemy
    - Only goes forward
    - Has a 50% chance to be spawned
  - Shoots
    - Goes forward
    - Shoots a bullet every 2 seconds
    - Has a 40% chance to be spawned
  - Shoots and goes up and down
    - Goes forward while goes up and down
    - Shoots a bullet every 2 seconds
    - Has a 10% to be spawned
- The enemy and the bullets remove a life point of the player every hit.
- When the time increase, the faster the enemies are spawned.

Points system

- Every time an enemy is killed = 10 points
- Every time the player is hit = -15 points
- Every time an enemy passes the player alive = -2 points

Extra life

- Heart gives an extra life to the player
  - If the player has 2 lifes, is spawned every 20 seconds
  - If the player has only 1 life left, is spawned every 10 seconds

Extra background

- From time to time some seaweed or rocks are spawned in the background
- The background moves from right to left, befour the old sprite is deleted a new background sprite is created

Challenges

- Changing the players skin depending of the power-up
  - The animation system is used to change the players skin.
- Unity sound system
  - A simple audio manager has been created able to use different channels to generate the SFX.
- Collisions
  - Started using normal collision, these caused unwanted collisions. Using the collisions as triggers solved this problem.
- Simple game controller
  - To move the character and shoot the bullets, the mobile screen has been cut in 2 zones. The first half of the screen is for the movement and the second half is for shooting.
- Creating my own assets:
  - Lesson learned, use free (or buy) assets from stores or hire an artist. It takes too much time to create my own assets...

Next steps and improvements

- Add animations
- Add particles on hits
- Leaderboard
- Different enemy designs
- Improve SFX
  - Add audio pool
- More backgrounds