**MAYDAY UFO**

Version 1.0

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This is a tutorial for a remake of the classic “Blitz” arcade-style game for the Commodore VIC-20. I remember playing this with my parents on my own VIC-20 back in the day :-) so, I thought it would be fun to rewrite it as a tutorial for AOZ Studio.

The game play is simple, a ship moves across the screen at a steady speed. When the ship reaches the end of the screen it moves to the other side and drops down one line, with the speed increasing each time the plane drops a line. Below is a cityscape, the player has to drop bombs to completely clear the ground. As the ship descends it risks hitting the buildings so priority has to be given to bombing the tallest buildings. The level is completed when all blocks are removed and the ship lands safely.

This version has increasing levels of difficulty, each level increases the number of buildings and also the building height increases.

I’ve also included a demo mode where the computer takes control and tries to complete a level. The demo mode kicks in you wait a few seconds on the introduction screen. Check out the simple AI code in the program listing :-)

This is a great example for kids or beginners to learn some basic concepts for creating a complete game using just a few of the many BASIC commands and control structures.

Enjoy

Phil.