

Forum:[Hack Forums](#)

Thread: [Space Invaders Game!](#)

iTeDDy - February 17, 2015, 11:40 am

Since people liked my "The Purge" idea, I thought of sharing this game I made for the exam. I got an B+ for the project and the idea behind the game.

The game is called "Space Invaders" and is a Ripoff of the old arcade!
The mobs have been redrawn in photoshop for better quality, and improvements!

Features.Bosses (1 pr. stage).

Questions.

18 levels.

3 mob types.

3 weapons.

Automatic updater

Automatic installer.

Progress saver.

Video of the Game!

[youtube.com/watch?v=Q9wqp-aT8ew](https://www.youtube.com/watch?v=Q9wqp-aT8ew)

Download link for the game!

[dl.dropboxusercontent.com/u/63715152/Test%20Space%20Invaders.zip](https://www.dropbox.com/u/63715152/Test%20Space%20Invaders.zip)

I somehow lost the sourcecode for the game.. So If you want the sourcecode just decompile the .exe.. ?

Virus scans for the ZIP and EXE

[virustotal.com/da/file/221f6bff1c1b4acb9ddc6f3a73bf2ddbf65d554932a61f892258a4cd990669eb/analysis/1424198850/](https://www.virustotal.com/da/file/221f6bff1c1b4acb9ddc6f3a73bf2ddbf65d554932a61f892258a4cd990669eb/analysis/1424198850/)

[virustotal.com/da/file/be7ad0ae59246cb087b90acbcd4ae6b8a52aae33dc6a73f8a713f5ba4e4a1af4/analysis/](https://www.virustotal.com/da/file/be7ad0ae59246cb087b90acbcd4ae6b8a52aae33dc6a73f8a713f5ba4e4a1af4/analysis/)

(Sorry for the links! I need more posts!)

Keep in mind that the game is 1year old, and my programming skills are alot better now! So there may be messed up codes, and bugs, and some other things no one really knows what is.. :P

Thanks again! ?

zeroexp - February 17, 2015, 12:26 pm

GJ mate!

Directs links here:

Download: dl.dropboxusercontent.com/u/63715152/Test%20Space%20Invaders.zip

Youtube video:

Spoiler ([Click to View](#))[Video: <https://www.youtube.com/watch?v=Q9wqp-aT8ew>]

Virustotal:

<https://www.virustotal.com/da/file/221f6bff1c1b4acb9ddc6f3a73bf2ddbf65d554932a61f892258a4cd990669eb/analysis/1424198850/>

<https://www.virustotal.com/da/file/be7ad0ae59246cb087b90acbcd4ae6b8a52aae33dc6a73f8a713f5ba4e4a1af4/analysis/>

iTeDDy - February 17, 2015, 12:28 pm

(Feb 17, 2015 01:26 PM)Wops Wrote: [\[CITE\]](#) GJ mate!

Directs links here:

Thanks for the feedback & the links! ?

TrackPro+ - February 17, 2015, 1:02 pm

I love your programs. they're so entertaining. lol ?

iTeDDy - February 17, 2015, 1:04 pm

(Feb 17, 2015 02:02 PM)LA Capone Wrote: [\[CITE\]](#) I love your programs. they're so entertaining. lol ?

Haha thanks man! More will come! ?

Cornflower Blue ???-?— - February 17, 2015, 1:06 pm

What engine are you using for this? Xna, mono, gdi?

iTeDDy - February 17, 2015, 4:57 pm

(Feb 17, 2015 02:06 PM)Cornflower Blue ???-?— Wrote: [\[CITE\]](#) What engine are you using for this? Xna, mono, gdi?

None of those. Its simple .NET picturebox mess. I only had a week to finish the project for the exam so yeah.. I highly suggest never go that path when creating a game.. ?

Cornflower Blue ???-?— - February 17, 2015, 5:05 pm

(Feb 17, 2015 05:57 PM)iTeDDy Wrote: [\[CITE\]](#) None of those. Its simple .NET picturebox mess. I only had a week to finish the project for the exam so yeah.. I highly suggest never go that path when creating a game.. ?

Tut tut tut... I just lost all respect for you.

Increment - February 17, 2015, 5:54 pm

(Feb 17, 2015 05:57 PM)iTeDDy Wrote: [\[CITE\]](#) None of those. Its simple .NET picturebox mess. I only had a week to finish the project for the exam so yeah.. I highly suggest never go that path when creating a game.. ?

You know it would have been 10X faster using any other engine like XNA right ?

Cornflower Blue ???-?— - February 17, 2015, 6:00 pm

(Feb 17, 2015 06:54 PM)Increment Wrote: [\[CITE\]](#) You know it would have been 10X faster using any other engine like XNA right ?

I think HF trimmed off them extra 0's, I would be 100,000,000x faster.

iTeDDy - February 18, 2015, 3:54 am

(Feb 17, 2015 06:54 PM)Increment Wrote: [\[CITE\]](#) You know it would have been 10X faster using any other engine like XNA right ?

Yeah I know, and I wouldn't be using pictureboxes if it was a real game! ?

Increment - February 18, 2015, 5:25 am

Does the cpu runs crazy on runtime or it does not take that much resources to manage a number of picturebox controls at the same time ? I can't imagine how your code looks like..

iTeDDy - February 18, 2015, 5:26 am

(Feb 18, 2015 06:25 AM)Increment Wrote: [\[CITE\]](#) Does the cpu runs crazy on runtime or it does not take that much resources to manage a number of picturebox controls at the same time ? I can't imagine how your code looks like..

The code is messed. So enjoy the game, not the code. However if it was created using an engine this game would be so cool.. ?

Cornflower Blue ???-?— - February 18, 2015, 5:28 am

(Feb 18, 2015 06:26 AM)iTeDDy Wrote: [\[CITE\]](#) The code is messed. So enjoy the game, not the code. However if it was created using an engine this game would be so cool.. ?

You seem like a very talented game dev, you should make something serious using a serious engine/framework. Would love to see progress.

iTeDDy - February 18, 2015, 5:30 am

(Feb 18, 2015 06:28 AM)Cornflower Blue ???-?— Wrote: [\[CITE\]](#) You seem like a very talented game dev, you should make something serious using a serious engine/framework. Would love to see progress.

Thanks alot man! Yeah I would love to mess around with an engine. So I will take a look at that! ?

Fack you in particular - February 18, 2015, 5:41 am

What's the song called used in the video?

iTeDDy - February 18, 2015, 5:42 am

(Feb 18, 2015 06:41 AM)Fack you in particular Wrote: [\[CITE\]](#) What's the song called used in the video?

The song is called "Restless" by The Seeking.

youtube.com/watch?v=LoyqoihrNjE