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Thread: [Creating A Game - Asteroids \(Based on the arcade game 'Asteroids'\)](#)

lil purpp - October 8, 2016, 10:23 pm

I've been working on creating a game for a competition coming up soon and would like some feedback.

The subject of the competition is 'Old School Arcade Games'.

Currently the game is nearly complete but we are still looking on other features to add into the game.

How to Play:

- Once you begin the game, you will have 3 lives as your spaceship. Your objective is to defeat the level by destroying all of the asteroids using your shooter. UFOs spawn randomly after some time. Small UFOs shoot towards you while big UFOs shoot randomly.

Screenshots (LARGE):

Spoiler ([Click to View](#))

Title Screen:

Leaderboard:

In Game:

In Game:

Post Game:

Some Features:

- Sound Effects and Music
- Procedural Generation for Asteroids and Starfield
- Local Leaderboard (No external connections for competition)
- Small and Large UFOs
- Infinite Levels increasing in difficulty

Overall we're looking for new ideas to implement into the game before our competition. After the competition, we will release the game for free and possibly maintain it with future updates.