

Video link:

<https://drive.google.com/file/d/12c7DYA-YpPZvadMq80NtU8iGrUKnHYsi/view?usp=sharing>

Link to the .sb3 Scratch code file:

<https://drive.google.com/file/d/1HLfNVSq4GkKVoWBRFtbLZyXifxOZWmhj/view?usp=sharing>

Galaxy Defenders

By Xavier From Thames Christian School, Y7

Hello. My name is Xavi and I have been working on a project for the last few months. It is called 'Galaxy Defenders' and is inspired by arcade games like 'space invaders' and 'asteroids'. It's made in Turbowarp (based on the scratch engine) and focuses on a ship teleporting away 3 different types of Alien creatively named: 'Galian', 'Balian' and 'Railen' which slowly respawn but gradually increase until it's overwhelming and you lose.

Features:

The game is controlled by a ship which always moves the way it is facing. You can change its direction by pressing: 'arrow key left', 'arrow key right' or 'a' and 'd'. You can also shoot a

teleportation ray by pressing the spacebar. Your aim is to teleport the aliens until they touch you.

Each alien has their own different way of moving: Galien bounces from left to right with slight verticality, Balien moves randomly, and Ralien chases the player (he is very difficult to deal with)!

Every few seconds, new aliens respawn, it starts off as 10 seconds, but it can go down to 1. You have no second chances, it is just "get as high a score as possible" until you restart from the beginning (see the arcade inspirations now)?

Once you touch an alien an end screen appears:



Coding Process:

I first started this as a small school project which only took a bit to make. It had the same main idea but missed any polish, art, or a respawn system. To code was fairly simple, it took me a while to think of the controls, though. When people think of polish in games, people think it is not that important, but this step was one of the hardest and most vital! Without the end screen, the game felt like it was purposeless, but with **NUMBERS** it feels a lot more satisfying and purposeful. Also, before, my controls were really janky but I was able to change that. For art, It was not meant to be anything special, in fact its art style is kind of inspired by kids books, so I tried to make it purposefully messy yet still enjoyable.

Conclusion:

Even though my game is not evolutionary, I aimed to make an: addictive, interesting, short, stylized experience. And I believed I succeeded.