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INVASION



4676: Invasion

A game developed by Mario Gonzalez Alvarado, Rafael Navarro Estrella and Cristina Ponce García for the CPC Retrodev 2017 game development contest

Story

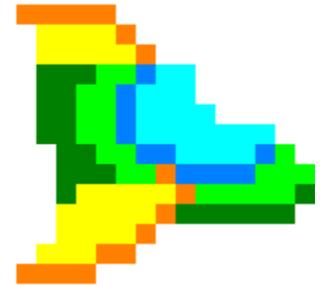
The year's 4676. Every planet in the universe is crowded by one species or another, some peaceful and some violent. The later ones are responsible for unearthing a habit long forgotten: conquering. And just as it has always been, the strong conquer the weak. One of these civilizations has declared the Earth a weak planet, marking us humans as prey. It's time to stand our ground and repel the invaders.

The game

Your mission consists in destroying as many enemy spaceships as you can, while avoiding their attacks and most importantly, not allowing them to get through you, towards the Earth as that will cause you to lose lives.

You, the last line of defense

Your spaceship is highly advanced and comes fully equipped with an energy blaster and and thrusters to move ahorund. It's shield can withstand 5 enemy attacks before being reduced to a critical state.



Enemies

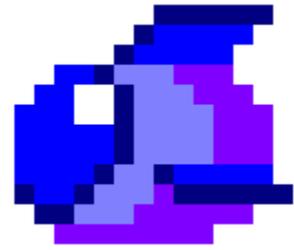


Asteroids

The war, of cosmical scale, is taking place just outside the earth. Asteroids from the Asteroid Belt, too, plummet their way towards the Earth, and your enemies are using this to their advantage. The asteroids pose a similar threat to that of your enemies, and so, it is your duty to destroy them too in the process.

Enemy fleet

The enemy fleet, filled with anger, envy and wishes of bloodshed, are making their way towards the Earth and the only thing standing in their way it's you. These fearsome enemies will hide behind asteroids and move erratically avoiding your bullets while shooting at you.



Controls

Press the UP key or tilt the joystick upwards to move your spaceship up.

Press the DOWN key or tilt the joystick downwards to move the spaceship down.

Press the SPACE key or push the fire button on your joystick to shoot.

Press the ESCAPE button to pause the game.

