

Subject: : Amiga Classic

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Whoops, it looks like I had totally forgotten to post about this here! Let me fix that...

SkillGrid is a mini-game, of the score-attack, vertical shooter kind. It's for stock A1200.

I've started working on it towards the end of 2017. Development was interrupted by work on other projects, but lately it resumed.

Here's a fresh video preview:

<https://www.youtube.com/watch?v=jApqi3DVgls&vq=hd1080>

The game features:

- \* mixed gameplay based on shooting and catching of bonus/malus cells;
- \* 3 parallax layers scrolling at a variable speed;
- \* 1 fixed layer for the HUD and laser beams;
- \* real transparencies (each color can have any 8 bit degree of transparency);
- \* 1 4-plane sprite for the spaceship + 1 2-plane sprite for the afterburner flame;
- \* 6 2-plane sprites for the enemies;
- \* pixel-perfect collision detection;
- \* 3 audio channels allocated dynamically for one-shot sounds;
- \* 1 audio channel allocated for the afterburner looping sound;
- \* variable afterburner sound frequency, depending on the ship vertical speed (calculated taking into account also the scrolling);
- \* music in the form of a 14 bit lossless-packed mono PCM sample, played at ~28.9 kHz (when it kicks in, it allocates one of the channels used for sounds);
- \* music playback looping support;
- \* single load from either HD or floppy disks.

Notes:

- \* the afterburner sound is off while music plays to allow enjoying the music better and leaving a channel free for the more important events-related sounds;
- \* the afterburner sound volume is kept low so that it does not become annoying;
- \* the music in the video is a temporary placeholder; it is a mix from the Italian theme of the Japanese anime Kotetsu Jeeg from the 70s;
- \* despite the video was uploaded in lossless quality, the compression applied by YouTube degraded it a lot.