“Paradox is a 2D top down space shooter. It employs modified game maker code as a physics engine to give the player the additional challenge of maneuvering in a realistic space environment. The player must battle through enemy fleets in a win all or loose all battle to the death.”

In the process of making Paradox we found that our original design was too ambitious for our game-maker abilities. The software proved very difficult in implementing many features that we required. The physics simulation portion of the game took a week of dedicated work to hash out. At this point we started to strip out a lot of the content of our game while still trying to keep the gameplay the way we wanted it to. We want Paradox to be a realistic simulation of fictional space combat. Many types of these games forgo any of the complicated physics features to dumb down the gameplay. We thought that by including simulated physics we could bring in a new challenge to the simplified genre.

Graphically the game was intended to be very stylized. We took a lot of designs and picked out the ones we thought were the best. The ships are intended to be somewhat traditional but with an exotic flare to them. A great deal of time was spent into drawing the sprites and then texturing them.

In the end Paradox is not the game we planned on making but rather a specific aspect of that game, the flight / combat system. It was a taxing load of work for each member of our group and we are very proud of our results.

Back Story:

Political tension between Earth and its Martian colonies has become extremely strained. The Earth government has imposed harsh tariffs on all Martian goods to protect the earth economy which is kept afloat by sucking the wealth from Mars. Raw minerals on Earth are at a premium so the majority of construction materials come from Mars. Taking a stand against the selfish Earthlings the Martians have halted all trade to Earth starving the economy to the point of collapse.

And now they have come to finish the job. The Martian fleet has grown into a gigantic war machine and has arrived to dispense justice upon the inhabitants of Earth. You are the captain of the only combat vessel between Earth and the Martian Fleet. Good luck.
How To Play The Game:

A note on Physics:
Paradox employs a physics engine to simulate space combat. Inertia and momentum will complicate your movement and provide an extra challenge during gameplay.

What buttons to Press:

Using the directional keys on the keyboard:
Press Up to accelerate
Down to decelerate
Left and Right arrows to rotate.

To shoot press:
Space bar for main gun
Left Shift for rockets