

GravSpace 1.1 for iPhone and iPod touch - New take on a Classic Game

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Hong Kong based 2d-cubed has released Gravspace 1.1, its iPhone game for iPhone and iPod touch devices. Gravspace is a game where you control a space-ship by rotation of the iPhone, meanwhile using thrust control to keep the ship from crashing into the ground or walls. It is a great new take on the classic cave-flyer gravity game taking advantage of the iPhone accelerometer and multi-touch control plus the advanced graphics and sound offered by OpenGL ES and OpenAL.

Hong Kong - GravSpace is the first iPhone game release from Hong Kong based iPhone developer 2d-cubed. It is a great new take on the classic cave-flyer gravity game taking advantage of the iPhone accelerometer and multi-touch control plus the advanced graphics and sound offered by OpenGL ES and OpenAL. The game was inspired by the classic game 'Thrust' - originally available on BBC micro and Commodore 64 computers, a favourite of the sole developer involved in the project: Paul A.F. Carter.

Gravspace is a game where you control a space-ship by rotation of the iPhone, meanwhile using thrust control to keep the ship from crashing into the ground or walls. The aim of each level is to retrieve an energy pod buried at different depths beneath planet surfaces whilst avoiding being hit by enemy fire. There are two weapons to return fire - a lazer beam, and a 'plasma explosion' which uses up fuel. The ship also has a shield device which uses up fuel whilst it is enabled, and also serves as a tractor beam to pick up fuel and the energy pods.

GravSpace is a game of skill and patience which requires precise use of the controls to steer the ship through the narrow caves where the force of gravity is always working against you, and where the limited fuel and health reserves mean careful management of thrust and shield are required.

When the pod is picked up an extra degree of skill is required as the pod is to free rotate around the ship and rotates depending on the ship thrust input and gravity - however the momentum of the pod also affects the ship. The pod cannot be protected by the ship shield and explodes on contact with the planet surface/cave walls or enemy fire.

Inspired by the classic game 'Thrust' which was originally available for BBC micro and Commodore 64 computers, GravSpace has a retro feel to it, but incorporates colourful Open GL accelerated graphics, particle smoke and explosion effects, and stereo sound samples new kinds of enemies and traps. The game also features original in game music composed by the developer who has also been responsible for all the graphics, sound effects and coding in what is his first ever game project on any platform.

There are 14 missions of increasing difficulty and depth with increasing numbers and variety of enemy defense positions - each mission/planet features a different beautiful space backdrop and colour scheme. There are also 14 bonus 'retro graphics' missions with higher gravity and faster enemy fire, where the game elements have been re-drawn in a style reminiscent of 80s computer games.

Device Requirements:

- * iPhone and iPod touch
- * Requires iPhone OS 2.2.1 or later
- * 11.2 MB

Pricing and Availability:

Gravspace 1.1 is only \$0.99 (USD) and available worldwide exclusively through the App

prMac: Publish Once, Broadcast the World :: <http://prmac.com>

Store in the Games category. Future updates are planned in which multiple extra languages will supported, and where new levels or features may be added following user feedback.

2d-cubed:

<http://www.2d-cubed.com/>

Gravspace 1.1:

<http://sites.google.com/site/gravspace>

Purchase and Download:

<http://itunes.apple.com/us/app/gravspace/id361163562?mt=8>

Screenshots:

<http://sites.google.com/site/gravspace/screenshots>

Videos:

<http://sites.google.com/site/gravspace/videos>

App Icon:

<http://sites.google.com/site/gravspace/story/iTunesGravSpace.png?attredirects=0>

2d-cubed is a blog site created by Paul A.F. Carter to discuss various aspects of iPhone application development, and to use as the base for promoting applications for iPhone and iPod touch. GravSpace is developed entirely by Paul A.F. Carter and is coded mostly in C++ with OpenGL for graphics support and OpenAL for sound effects playback. GravSpace is using an entirely 'in-house' developed 2D game engine, which is planned to be re-used in future game projects by Paul Carter. Copyright (C) 2010 2d-cubed. All Rights Reserved. Apple, the Apple logo, iPhone and iPod are registered trademarks of Apple Inc. in the U.S. and/or other countries.

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