

Lhunath releases Gorillas 1.2 - QBasic Classic ported to the iPhone

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Lhunath today announced Gorillas 1.2 for the iPhone. Gorillas is a modern open source port of the classic QBasic game. The original was basically a simplistic artillery game with a twist. Instead of artillery shooting missiles, gorillas were introduced that threw exploding bananas. The port adds and extends on the theme while preserving the spirit of the original. Endless hours of gameplay ensured against either an AI or friends.

Ghent, Belgium - In the spirit of Easter, Gorillas, an iPhone port of the famous classic DOS game GORILLA.BAS, released a holiday edition with its second update. Introducing the new feature of player model selection, this update unlocks the first in a series of holiday models: the easter bunny.

Gorillas is an iPhone port of a game that was released together with MS-DOS 5 as a demonstration of the QBasic programming language. The original was basically a simplistic artillery game with a twist. Instead of artillery shooting missiles, gorillas were introduced that threw exploding bananas. The concept was very much in the spirit of King Kong and gorillas were placed in a city scape on top of buildings of arbitrary height. The goal was to find the right angle and velocity to throw your banana such that it would hit the opponent while dodging the surrounding buildings.

The iPhone port of this classic has kept most of the retro-feel which makes it very recognisable. Improvements include, but aren't limited to:

- * Catchy background music
- * Improved graphics such as fires, explosions and smoke
- * Manual entry of angle and velocity was replaced by a single touch of the screen
- * Camera can follow the action
- * Game field can be zoomed for long shots
- * Single-player gaming against an AI

The first update of Gorillas introduced a large set of improvements, most notably the addition of several different game styles. Players could now choose between the styles:

- * Classic: One-on-one single or multi player gaming
- * Dynamic: Much like classic but with adjusting difficulty and a throwing skill meter
- * Team Game: This is a multi player exclusive where humans team up against the AIs
- * Last Man Standing: A style where multiple gorillas battle it out to remain the last one alive

With the second update came the introduction of player models. Players can now choose to either play with gorillas or one of the unlocked models. The first model that has been unlocked is themed on Easter. Selecting this model will replace your gorillas by Easter bunnies throwing Easter eggs.

The development of Gorillas is an ongoing effort and in the spirit of the original, also completely open source. While many iPhone developers, primarily those starting in the field of game development, have found the resource to be vastly useful, it also welcomes contribution and allows anyone (even non-developers) to track the development progress and report any issues they might experience or ideas they have.

As for the future of Gorillas: Buying the game will not only get you this stunning port, but many features are still in the make. New models will be unlocked with each major holiday and we have great plans for more advanced multi player functionality with the

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coming of the next iPhone operating system. Moreover, players will be able to submit their scores to an online database and compete with other players or teams around the world.

Pricing and Availability:

Gorillas 1.2 for iPhone is only \$0.99 (USD) and available exclusively through Apple's App Store. For under a dollar, this game will while away the hours in sweet reminiscence of the good old days.

Lhunath:

<http://lhunath.lyndir.com/>

Gorillas 1.2:

<http://gorillas.lyndir.com/>

Download and Purchase:

<http://itunes.apple.com/WebObjects/MZStore.woa/wa/viewSoftware?id=302275459&mt=8>

YouTube Demonstration:

<http://www.youtube.com/watch?v=kOd6fI2Cm7c>

Product Icon:

<http://gorillas.lyndir.com/images/thumb.png>

Development Tracking:

<http://gorillas.lyndir.com/trac>

Located in Ghent, Belgium, Lhunath is a sole developer who's been in a lot of places. Starting out in QBasic and .NET/VB, he quickly learned to expand his horizons. Today, Lhunath has developed applications in frameworks ranging from Java SE/EE, Bash, Perl, PHP and Objective C. While a very capable developer, he's also evolved as a designer. Versed in graphic design and a professional in HTML/CSS, he has several homepages on his name. Currently engaged mainly in development of an identity management solution in Java EE, his past time is consumed by his passion for iPhone application development. All Material and Software (C) 2008-2009 Lhunath. All Rights Reserved. Apple, the Apple logo, iPhone, and iPod are registered trademarks of Apple Computer in the U.S. and/or other countries.

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Maarten Billemont
President
+32476026331

lhunath@gmail.com

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