

SPACE! TROUBLE!



Action-packed multi-player
space battles...

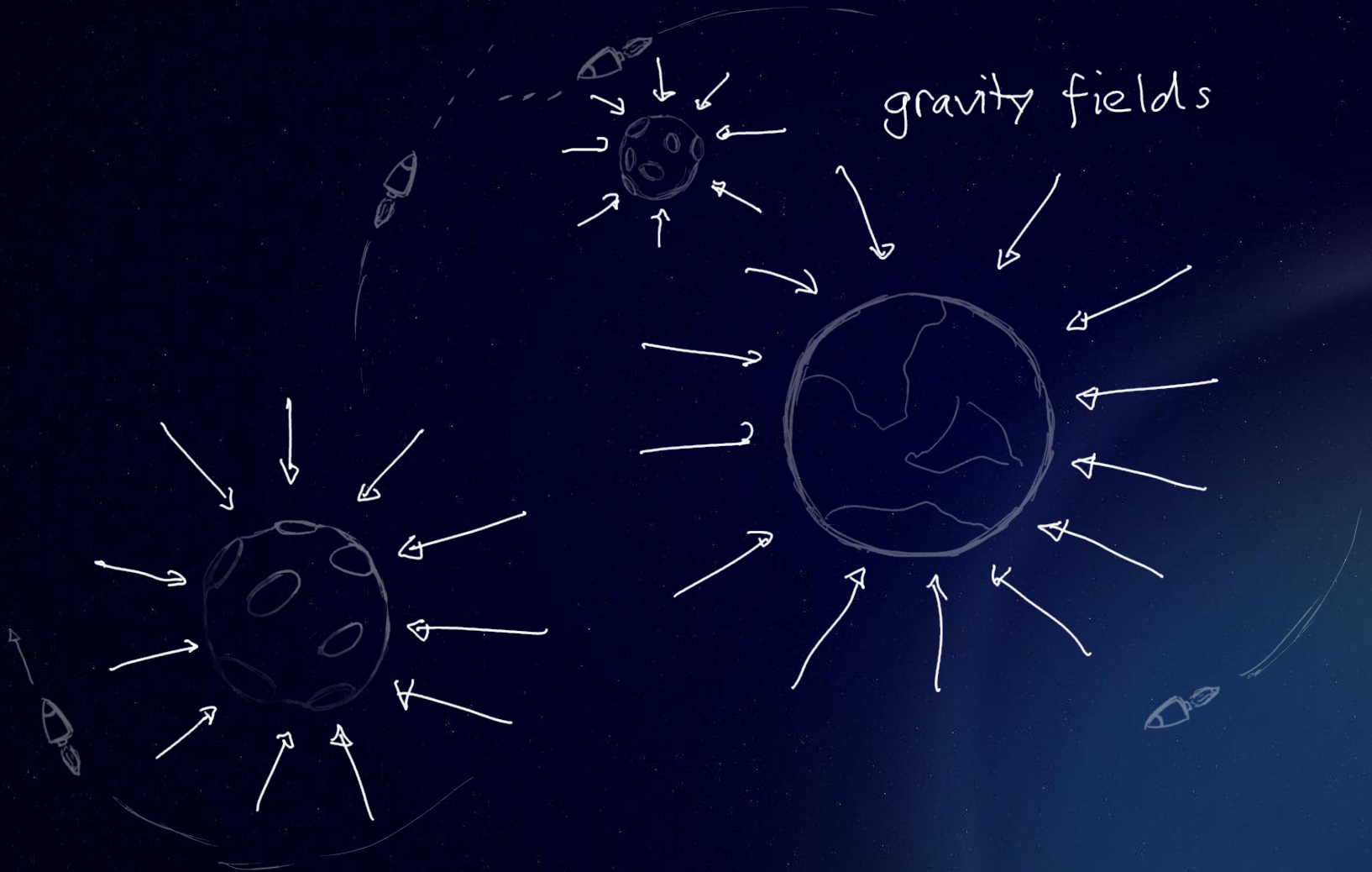
...with just the right
amount of chaos!



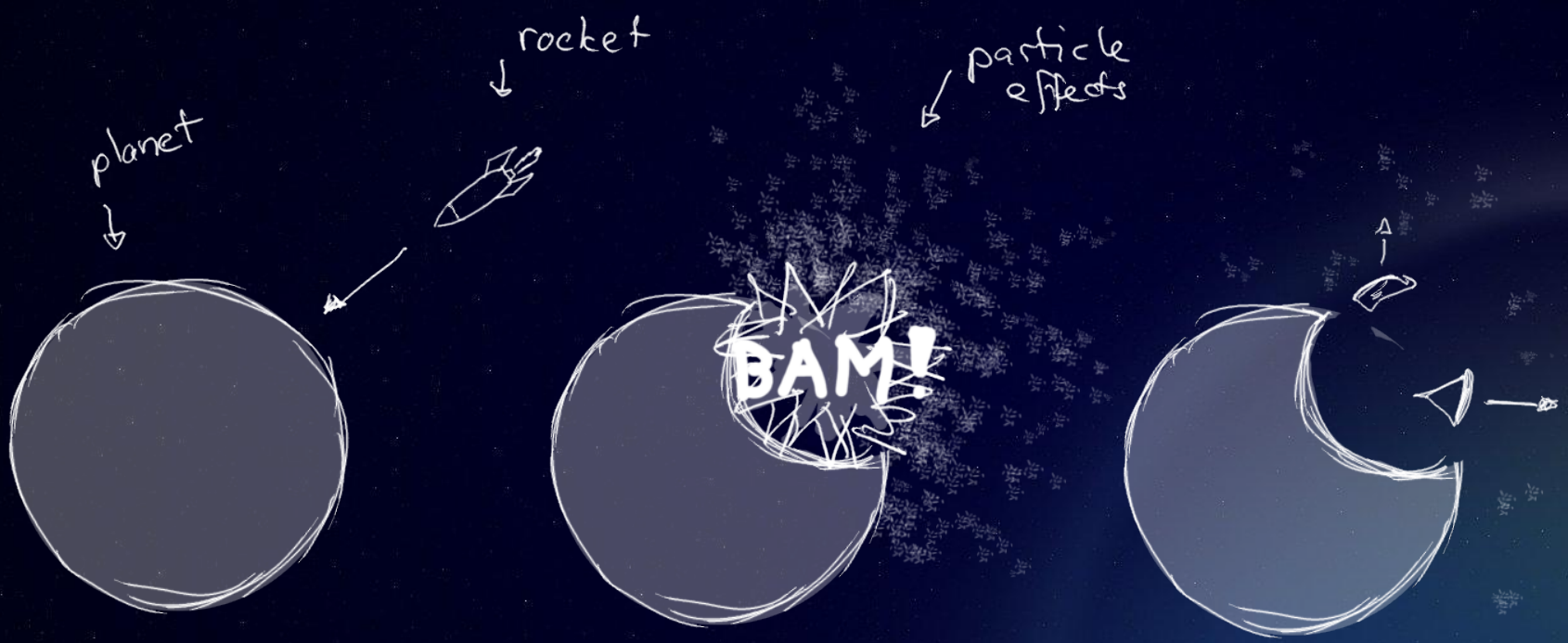
Making-of

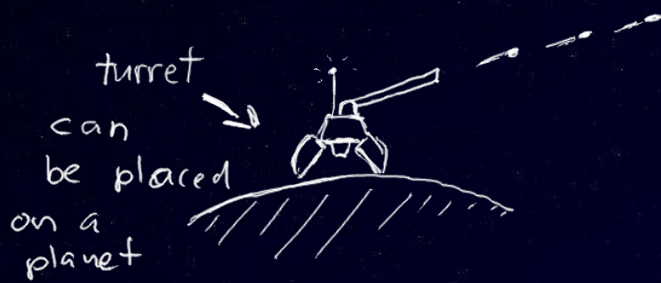
Adrian Blumer
Rudolf M. Schreier
Daniel Zimmermann



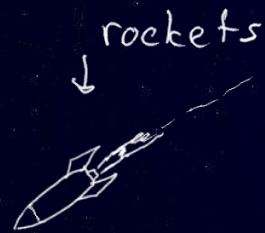


gravity fields



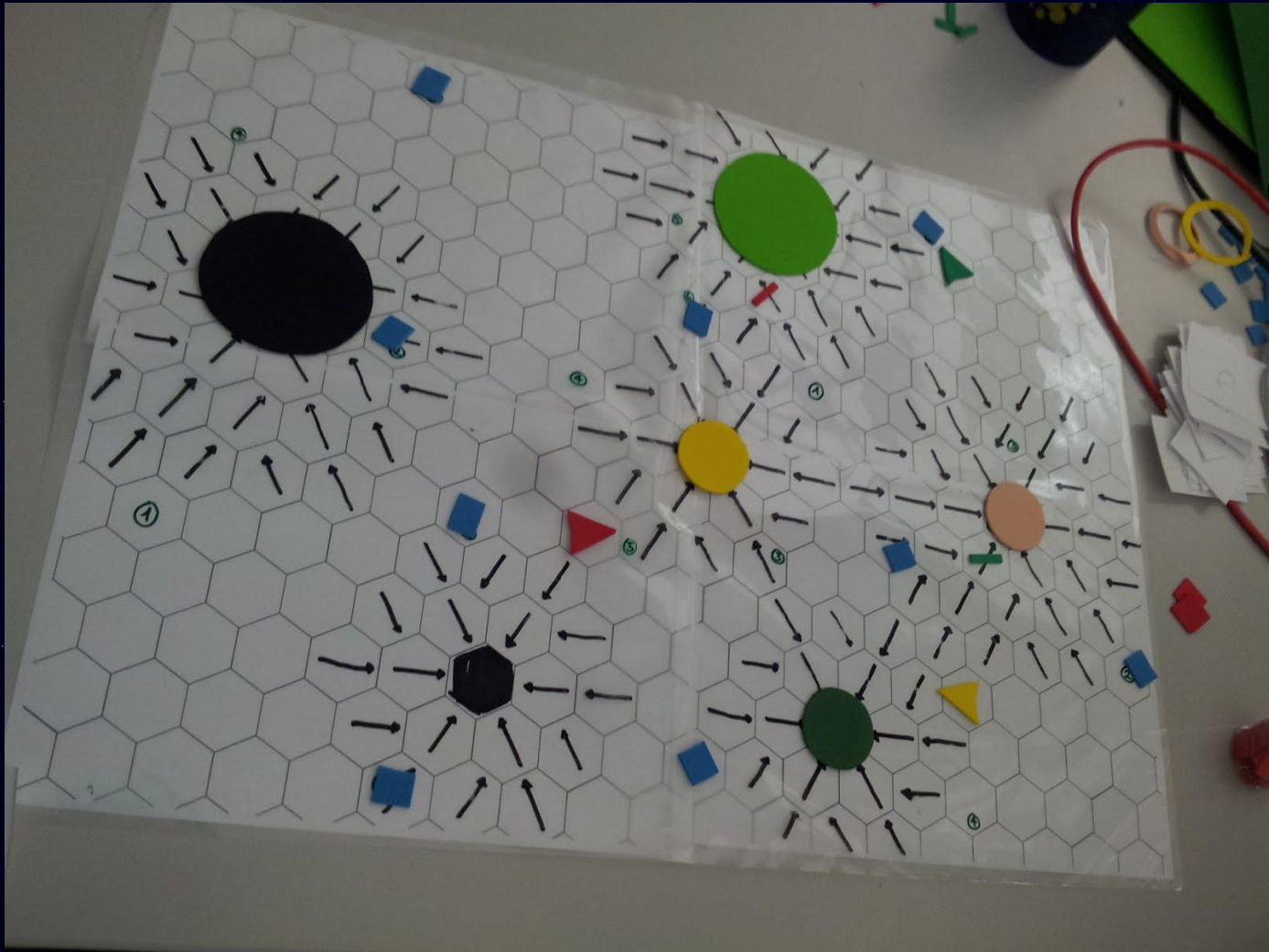


supply
box
(items came from
here)



upgrade your laser





Projektmappen-Explorer

Projektmappe "SpaceTrouble" (2 Projek...

- Solution Items
- SpaceTrouble
 - Properties
 - Verweise
 - Content References
 - Graphics
 - Input
 - AButtonThrustControlSchen
 - ControlScheme.cs
 - DirectThrustControlScheme.
 - InputState.cs
 - RumbleManager.cs
 - TurretStyleControlScheme.c:
 - Items
 - Logic
 - Particles
 - Effects
 - Emitters
 - CenterForceSphereEmitt...
 - InitialForceSphereEmitter
 - Modifiers
 - PlanetRotationModifier.c
 - PointAttractionModifier.
 - SmokeModifier.cs
 - SpaceDustModifier.cs
 - ParticleManager.cs
 - Physics
 - Collision
 - BoundingBox2D.cs
 - DestructionManager.cs
 - Explosion.cs
 - GamePhysics.cs
 - GravityField.cs
 - Scenes
 - Screens

PlayerItem.cs InputState.cs ControlScheme.cs

SpaceTrouble.Input.ControlScheme

```

    if (Settings.EnableRightStickHealing)
    {
        Vector2 rightThumb = Vector2.Zero;
        InputState.Instance.GetThumbStickRight(playerIndex, out rightThumb);
        ship.TakeDamage(-0.01f * rightThumb.Y);
    }

    // Debug keyboard use
    if (Settings.EnableKeyboard && playerIndex == PlayerIndex.One)
    {
        // acceleration
        if (InputState.Instance.IsKeyDown(Keys.W, playerIndex))
        {
            ship.TakeOffFromPlanet();
            ship.Velocity += ship.Acceleration * ship.Direction;
            ship.EngineThrust = 1f;
        }

        ship.Rotation += Config.Input.MouseSensitivity * 0.02f * InputState.Instance.MouseDelta.X;

        // turning
        if (InputState.Instance.IsKeyDown(Keys.A, playerIndex))
            ship.Rotation -= 0.04f;
        else if (InputState.Instance.IsKeyDown(Keys.D, playerIndex))
            ship.Rotation += 0.04f;

        if (ship.Rotation < 0)
            ship.Rotation += MathHelper.TwoPi;
        if (ship.Rotation >= MathHelper.TwoPi)

```

100 %

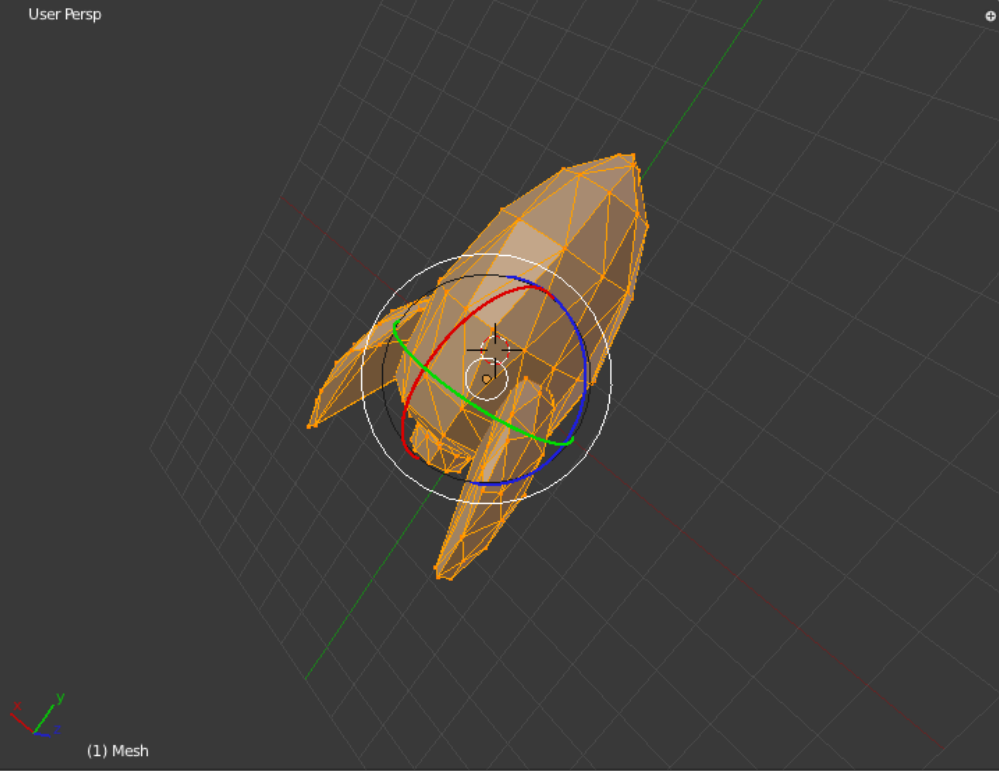
Codemetrikergebnisse

Filter: Keine Min.: Max.: [Icons]

Hierarchie	Wartbarkeitsindex	Zyklomatische Komplexit...	Vere...
⚠ Mindestens ein Projekt wurde übersprungen. Codemetrik ist nur für Projekte in C#, Visual			
▶ SpaceTrouble (Release)	■	75	2'602
▶ SpaceTroubleContent (Release)			

Proj... Klas... Eige... Tea... Codemetrikergebnisse Codedefinitionsfenster Ausgabe Ergebnisse der Symbolsuche

- ▼ Mesh Tools
- Transform:
 - Translate
 - Rotate
 - Scale
 - Along Normal
- Deform:
 - Edge Slide
 - Noise
 - Smooth Vertex
- Add:
 - Extrude Region
 - Extrude Individual
 - Subdivide
 - Loop Cut and Slide
 - Duplicate



Scene

Render

Image Animation

Display: Image Editor

Layers

▼ Dimensions

Render Presets

Resolution: X: 1920 Y: 1080 50%

Frame Range: Start: 1 End: 250 Step: 1

Aspect Ratio: X: 1.000 Y: 1.000

Frame Rate: 24 fps

Time Remapping: Bord Crop 100% 100%

Anti-Aliasing

5 8 11 16 Mitchell-Netrav

Full Sample Size: 1.000

Sampled Motion Blur

Shading

Performance

Post Processing

Stamp


Output


Timeline: -40 -20 0 20 40 60 80 100 120 140 160 180 200 220 240 260


Start: 1 End: 250 1 No Sync












Issues (183)

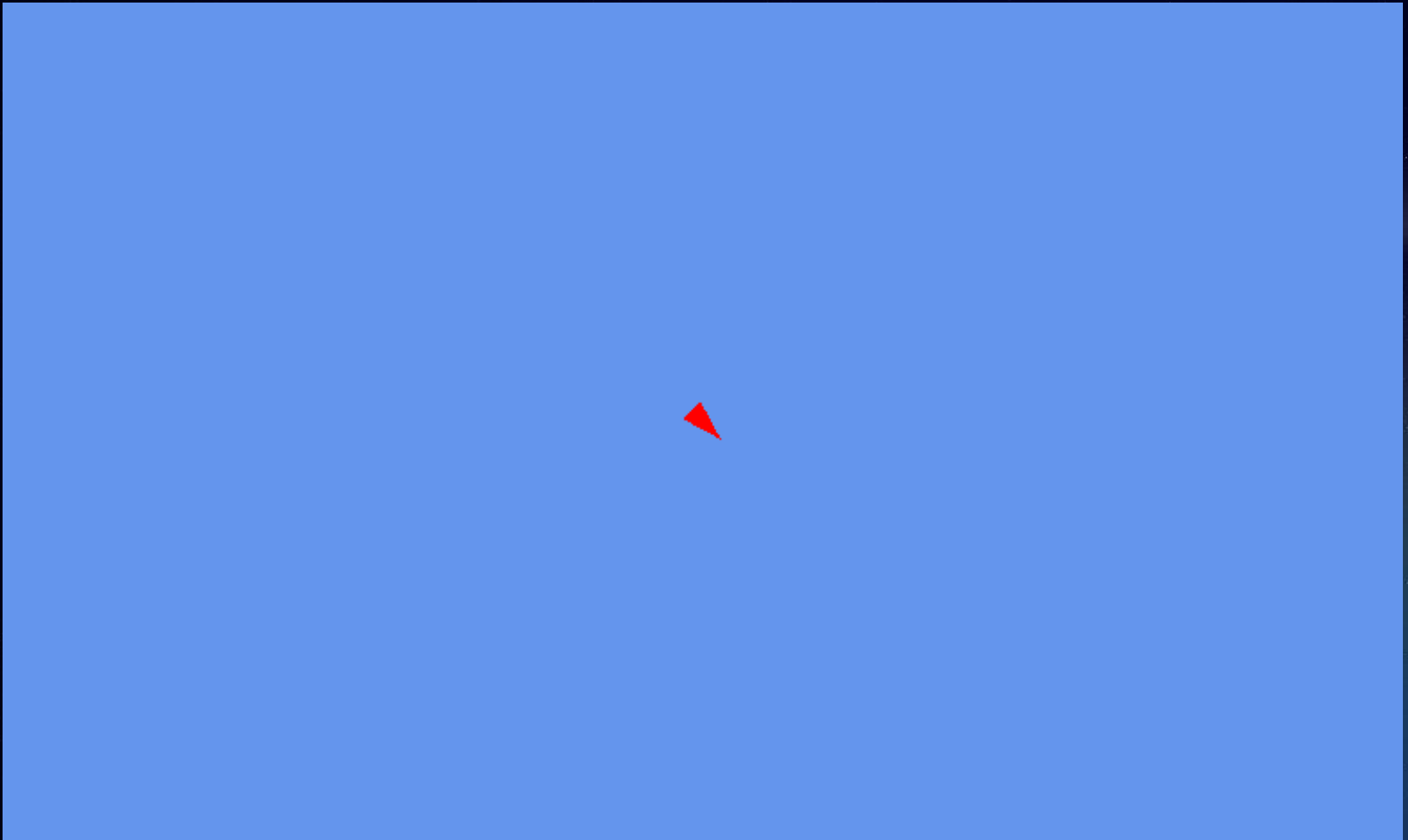
All Open My issues

 Build query

 Find issues

 Create issue

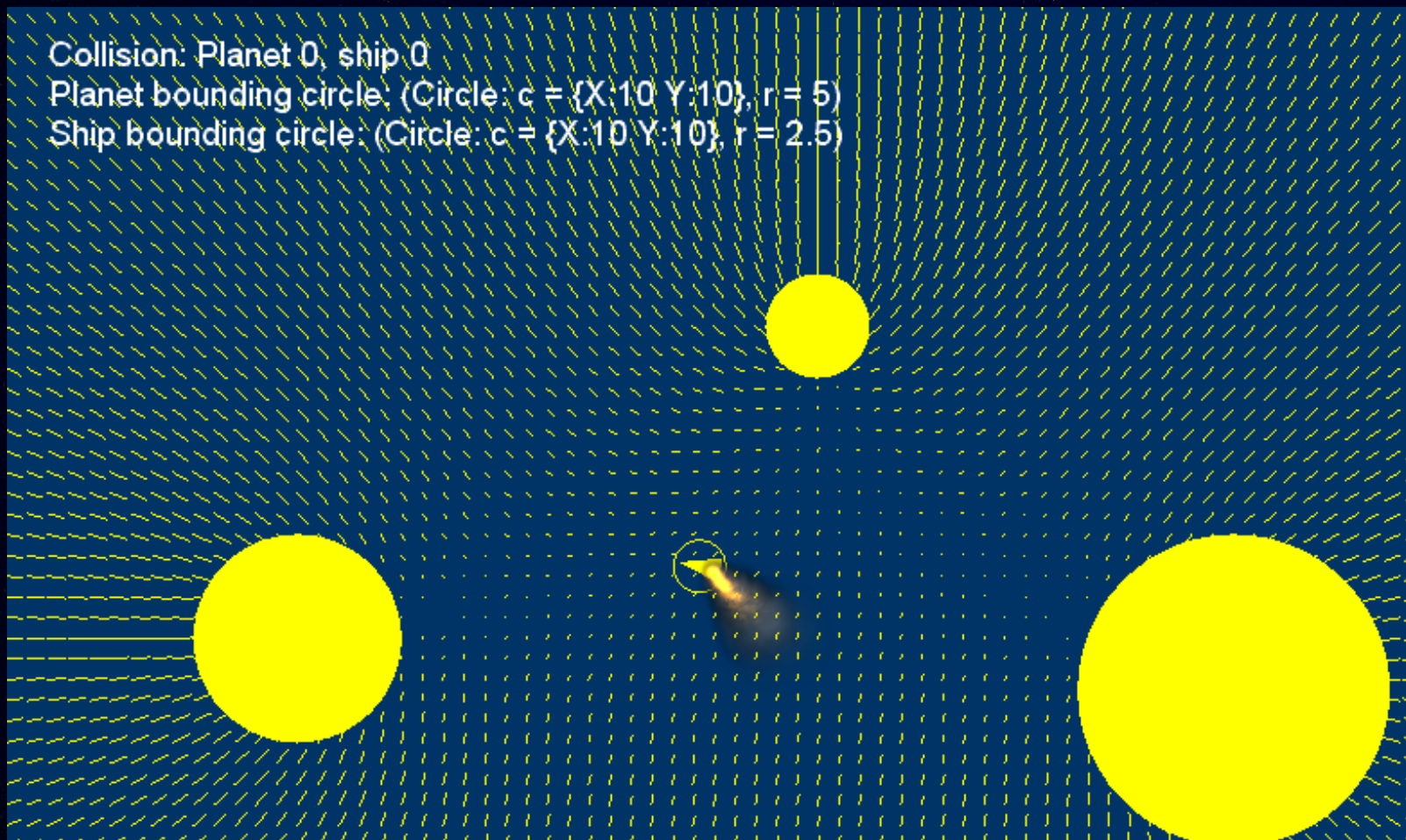
Title			State	Responsible	Component	Date created
#16: Background Music			new	karhu	Discussion	2012-04-03
#183: Overlay credits music bug			resolved	danielzi	Task	2012-05-23
#178: Draw text in out-of-ammo bubbles			resolved	karhu	Task	2012-05-22
#99: Create a fanfare which plays on the GameOverScreen			resolved	ThePadawan	Task	2012-05-07
#176: Make engine sound loopable			resolved	ThePadawan	Task	2012-05-22
#182: Remove unnecessary content files			resolved	danielzi	Task	2012-05-22
#180: Revert background music			resolved	danielzi	Task	2012-05-22
#179: Re-enable curse bubbles when pressing B			resolved	danielzi	Task	2012-05-22
#181: Meteors shall explode on spaceship collision. The spaceship shall die.			resolved	danielzi	Task	2012-05-22
#177: Spawning effect even if player is dead in LMS			resolved	danielzi	Task	2012-05-22
#21: Sound effects v1			resolved	ThePadawan		2012-04-04
#51: Planet textures			resolved	karhu	Task	2012-04-16
#175: Public presentation trailer			open	ThePadawan	Discussion	2012-05-21



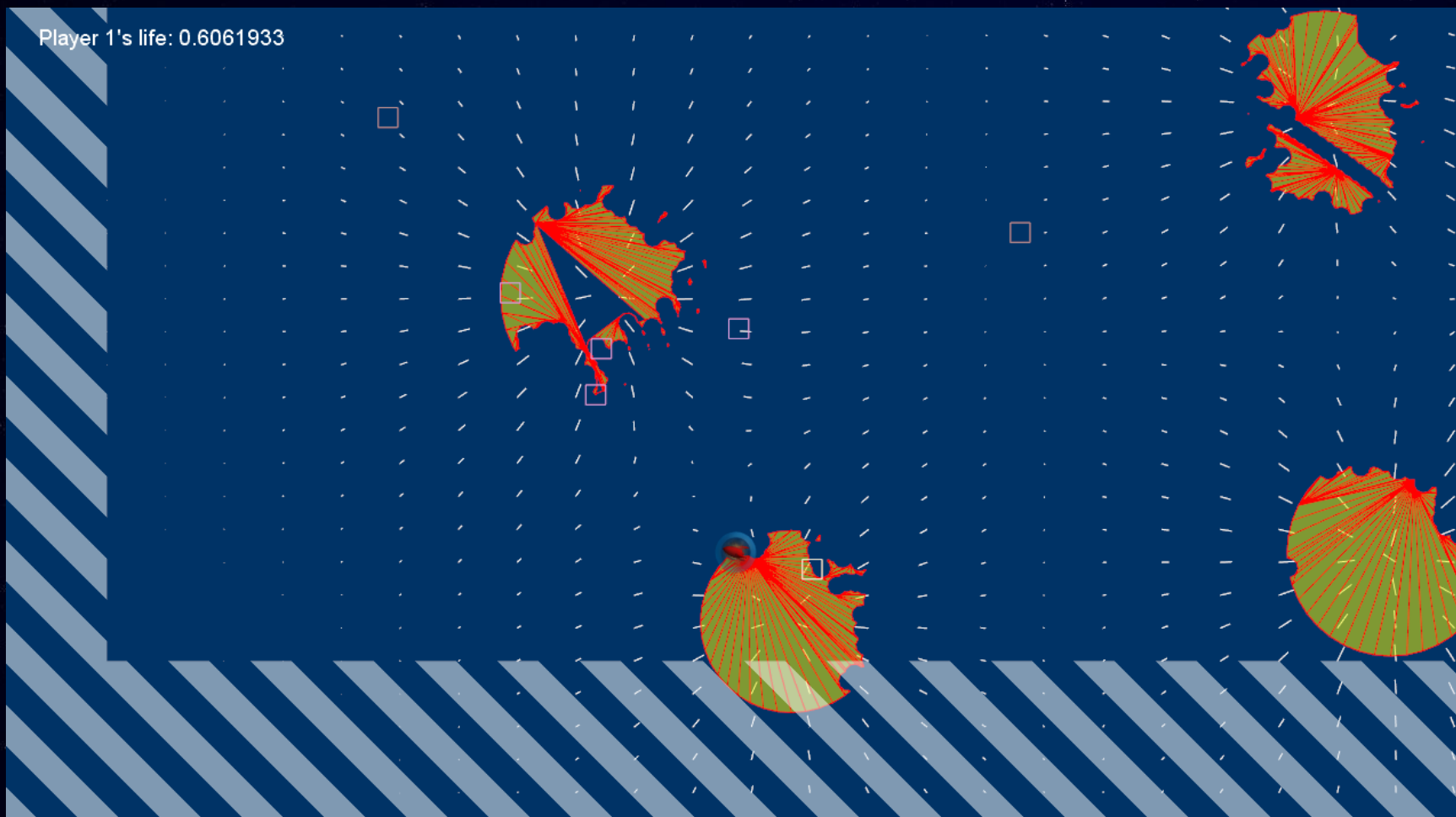
Collision: Planet 0, ship 0

Planet bounding circle: (Circle: c = {X:10 Y:10}, r = 5)

Ship bounding circle: (Circle: c = {X:10 Y:10}, r = 2.5)



Player 1's life: 0.6061933



Player 1's life: 1
Player 2's life: 0.3611625
Player 3's life: 0.3638474
Player 4's life: -0.1263743





gun
turret

03:03



02:46





Next: play it!

SPACE

TROUBLE!