

BioShoot 0.3

This is the third version of BioShoot, several features have been added including a pause button and a slight increase in speed. This is the GP32 version, however there is also a GP2X version of BioShoot 0.3 as well as a windows version.

Story:

Your ship is lost, many years ago you stumbled upon a wormhole that took you far away from home. On your journey back home you met the Xerxes race, honourable though their intentions were at the beginning they soon turned against you. This is where you are left now, fighting the Xerxes race and your number one priority, to get home.

Install:

Copy bioshoot.fxe and the bioshoot folder into the GPMM folder on the SMC

Controls:

A – Fires the standard bullet weapon, infinite ammo and will destroy any small alien ships it touches, and after repeated firing will destroy the larger enemy ships.

Left Trigger – Fires the wave weapon, this is a large type of sonic wave, which will destroy any alien ship and bullet currently on the screen. This weapon must be used carefully as you only have 3 of them and you cannot get any more during the game.

Select – Ends the game and restarts the GP32.

Start – Pauses the game

Features:

- Pause added
- Slight increase in speed for gp32
- 3 lives added
- Complete source code,

Issues:

- Sometimes the larger enemy ship cant be destroyed
- Still needs speed improvement
- Shield not in use yet, too many problems hopefully will be done next version

Extra:

The next beta version will be out soon with improved graphics, another level and another type of enemy, various other features may be introduced. The sourcecode is

there to do what you want with, may help those who want to learn Fenix, if there any comments on the code, suggestions, or just questions then email me at: biomood@gmail.com

Many thanks to the FenixOnFire website which has been a large help toward making the game as well as those on the www.gp32x.com forum who have answered my never-ending questions.