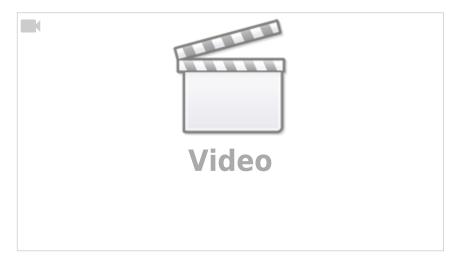
Writing a Local Multiplayer Asteroids Game

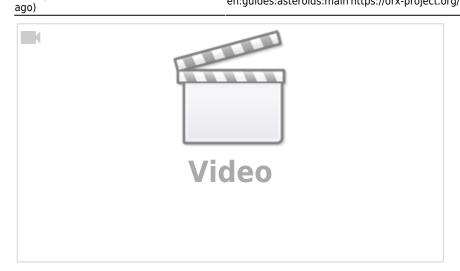
This is a video guide to learning Orx by writing a local multiplayer Asteroids game that targets Web/HTML5, while leveraging the following data-driven features of orx:

- 1. Basic Asteroids gameplay
- 2. Local multiplayer support (1P & 2P modes)
- 3. Customizable ships & lasers
- 4. Digital & analog inputs support
- 5. Persistent high score tracking (including for the Web/HTML5 version)
- 6. Gameplay & game over music (Amiga MODs)
- 7. Sound effects (lasers, explosions)
- 8. Game Over screen with pause
- 9. Seamless screen edge transitions
- 10. Scoring with different values for small & big asteroids
- 11. Random asteroids generation
- 12. Packaging & Shipping
- 13. Web/HTML5 export



Writing an Asteroids Game

This is the previous video guide to learning Orx by writing an Asteroids game. This was given by larwain as a live streamed demonstration for the Georgia Game Developers Association during November 2024.



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