

Slipstream AKA Flying Really Fast Over Water Leaving a Wake (inspired by Robotech and other anime)

One button water wake speeding

Robotech inspired rushing/flying over water. Finger down = move forward fast. Finger up, hover/jump.

With more time, could animate going left and right.
Try to do this with GameMaker Studio for Graphite.

sound or no? Maybe the soundtrack for Robotech. :)

art:

- ship, top down
 - wings extended filled 64x64 or 32x32
 - wings retracted animated zoom out to about 48x48
 - wings retracted with curved glow around front for top speed, 48x48 out of 64x64
- shadow
 - possibly offset
 - animated to smaller, closer to ship
 - smaller, closer to ship, with wake for top speed version
- water background, animated down through GMS scrolling
- maybe clouds

behaviors:

global

create:

friction = .1;

ship

step:

if (speed > 6)

{

speed = 6;

set slipstream.visible = true;

}

y = min(y, room_height - 20);

y = max(y, 20);

mouse down vspeed -=1;

y += .1;