

ZENZIZENZIC

BY RUUD KOOREVAAR

EXITHUFFEL

adult swim games

ZENZIZENZIC

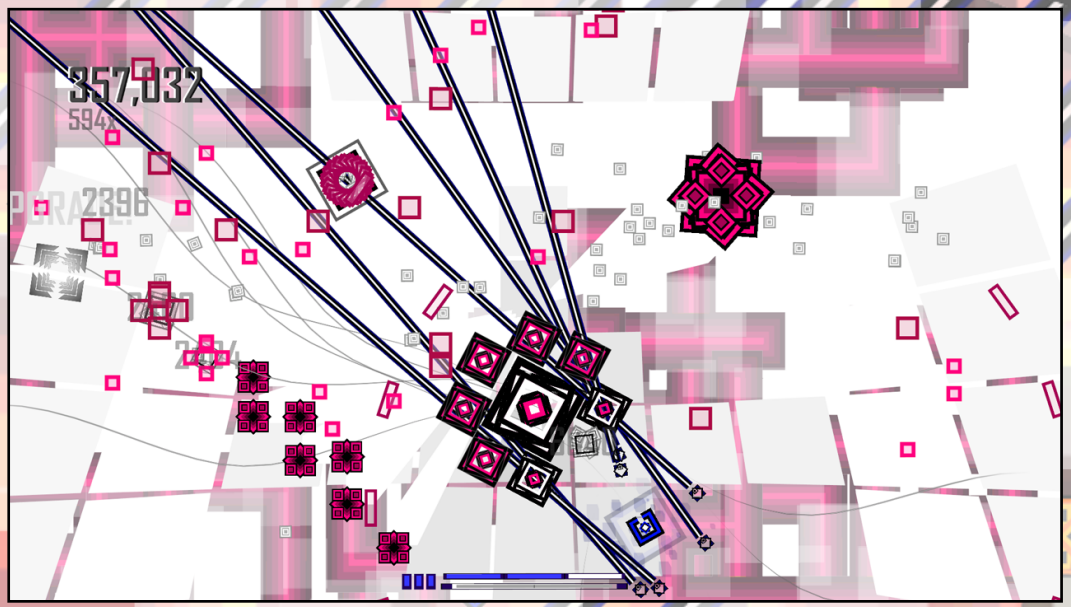
Zenzizenzic hurls you into the abstract perils of a bullet-strewn fever dream. Battle your way through five varied levels in Classic Mode or explore an open world in Macro Mode, both of which are stuffed to the brim with legions of enemies. You'll dodge an onslaught of bullets while returning fire with an awesome arsenal of weapons and power-ups, leaving complete and utter destruction in your wake.

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2015 bitHuffel

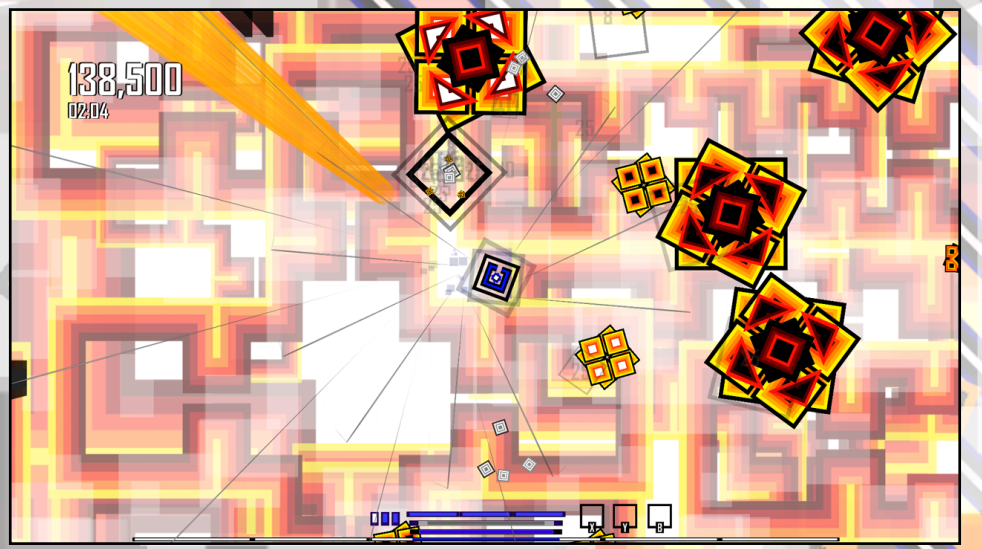
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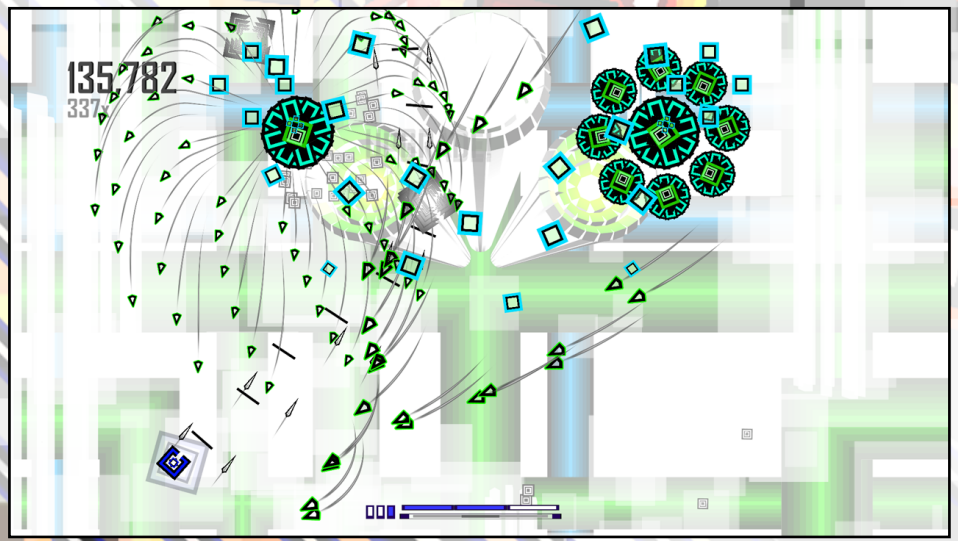
I. ABOUT ZENZIZENZIC
II. CONTROLS
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I. ABOUT ZENZIZENZIC

Hi! I'm Ruud Koorevaar, the sole developer of Zenzizenzic. In this section I will share with you how Zenzizenzic came to be. It has been quite the adventure from start to, and at this point almost, finish. Here I will share of bit of that adventure. Thank you for the support and I hope you will enjoy the read!

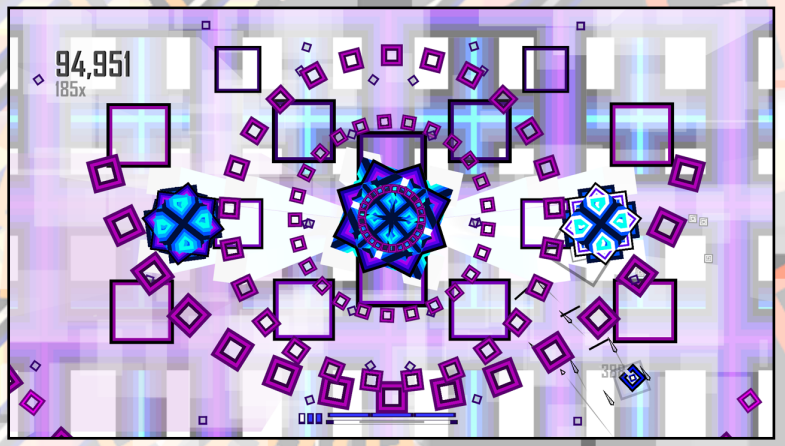


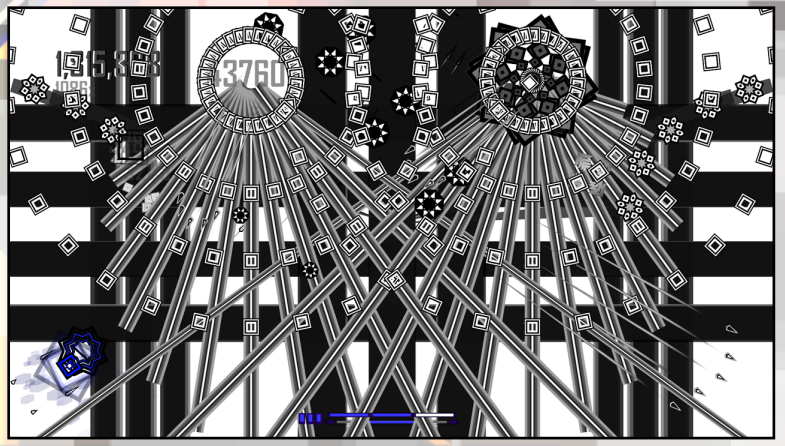


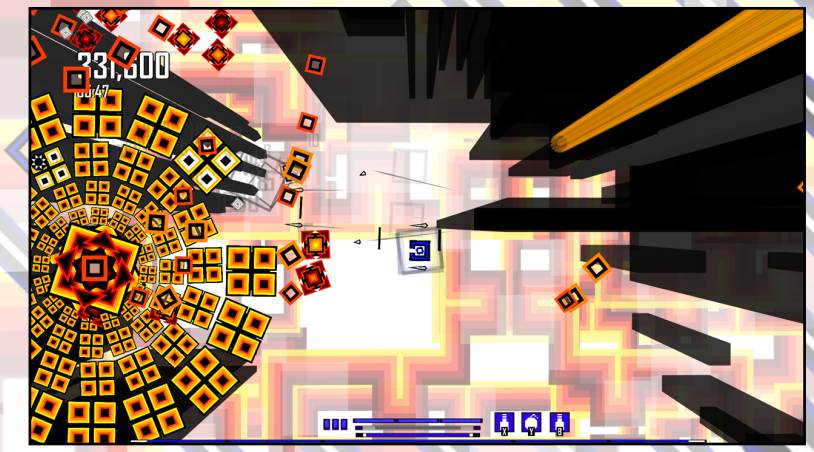
Without any practical knowledge on game design and development except for what was garnered over the course of 15 to 20 or so years of playing games, I set out to build a game myself. I didn't know a damn thing.

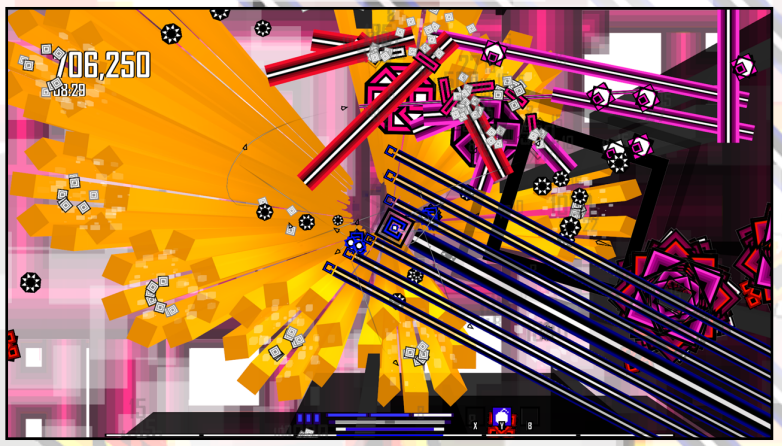
It was November 2012, just graduated and unemployed when I installed Unity3D, the well-known video game development engine. Pleasantly surprised with the relative ease of moving around and messing about in the engine I started to poke the interface and fiddle with code. By going through some tutorials and with the help of the Unity community I was able to get a fairly decent footing on how to work with the engine. I was still horrible at it though, but that wouldn't stop me. With plenty of time at my hands I decided to just give it a shot, build something playable and see what happens.

I decided that the game to be built would need to be relatively easy to make (due to my lack of skills), but should feel really tight to play and be a challenge to beat. Gameplay would be the focus as it seemed like a smart move to stay away from complicated storytelling methods.









2D graphics were also a prerequisite. The genre which came to mind was a 2D shoot 'em up. It's a genre I always had a fascination for, imagining skilled people manoeuvring through a veritable, murderous maze of bullets.

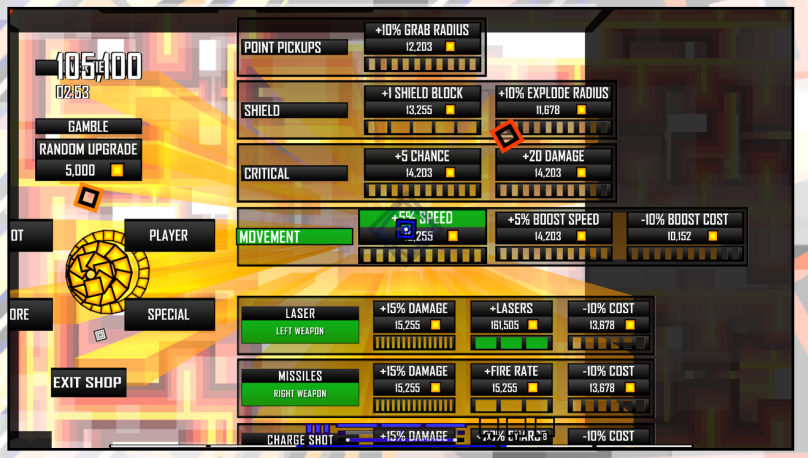
The plan was to start with a limited scope, a simple idea. Just a single level, a couple of shooting abilities, points, all while nurturing that feeling of "let's go again!". Not surprisingly, that limited scope was gradually expanded until hardly anything of it remained. Additional movement controls were introduced, more weapons were added, achievements, varying difficulties, co-operative and dynamic gameplay, bonus levels, leaderboards, unlocks, and so on. Luckily, I was still unemployed, giving me the time to do all this stuff. An open world, sandbox-like experience with procedural generation has even been added! Something which I personally didn't thought of conceivable when I started out.

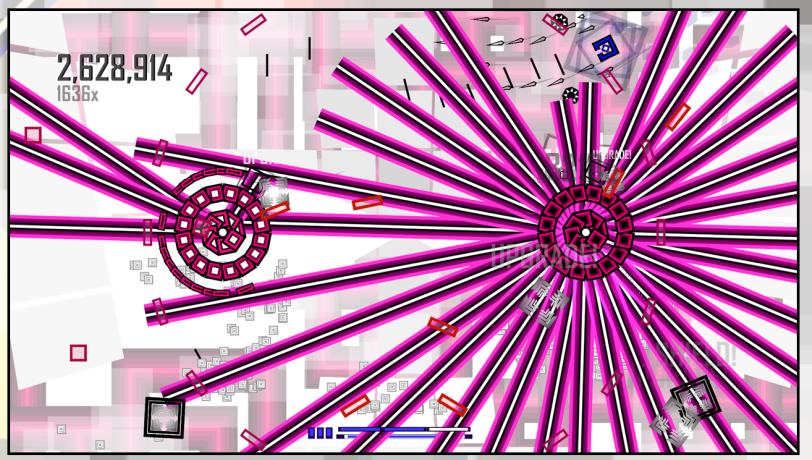
The graphics started out with a simple black square with a blue core for the player and enemies with a pink core. It didn't look like much,

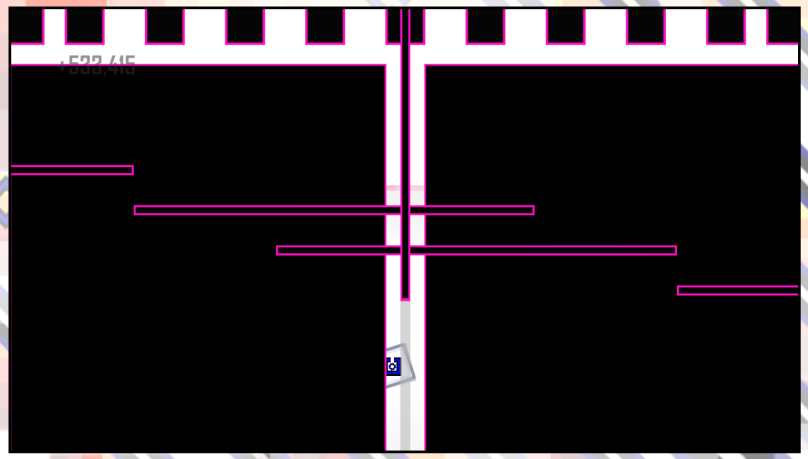
but it was a good starting point to work in the controls and establish a good feeling. Over time this graphical style slowly evolved. However, one thing never went away, and that is the square! I'm no graphical artist, so I made it a case of composition. Stacking squares on top of squares, mixing a bunch of colors, that I could do!

I dubbed the project Zenzizenzic, it's a mathematical term for the eighth power of a number through squaring, which fits the theme of the game (squares!). Although quite difficult to pronounce, the name does has a ring to it, saying "hey, this is a quick paced game and it's probably just as difficult as pronouncing the name is!". It may be a tad difficult, possibly *cough.

bignic, known from the awesome game "Zombies.", was willing to lend his music to Zenzizenzic. The pieces started to come together and an actual game was starting to take shape. The soundtrack is actually already listenable and purchasable on SoundCloud. It's definitely good stuff, and I consider myself lucky to have this great artist on board. Please show your support to bignic if you enjoy the









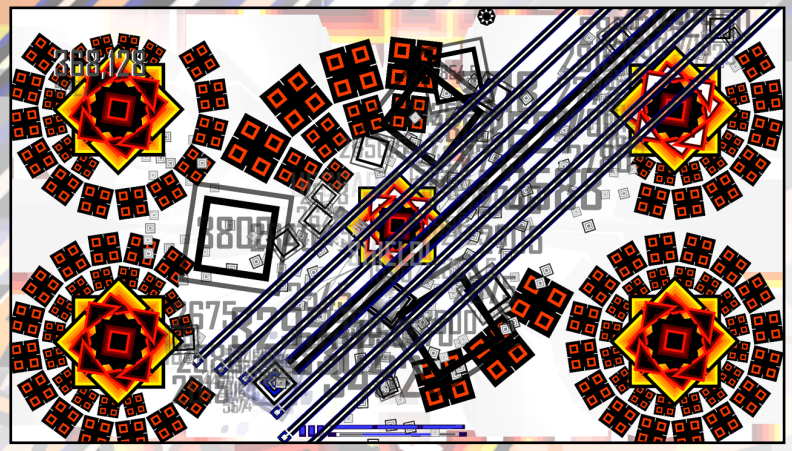
tunes!

And now in 2015, a successful Kickstarter and publishing deal with Adult Swim Games later I'm able to present you Zenzizenzic, my first venture in game development and design. It's now available on Steam's Early Access program. Around the end of June it will be fully released, and until then I will give it my all to make Zenzizenzic as amazing as I possibly can.

It has been around two years now. I've learned about coding, designing a game and all that comes with it (which is a lot as it turns out!). I hope that this may inspire aspiring game developers to just give it a go, dive in there with a focused idea and a goal, stick with it and see where it takes you! And if you don't have such aspirations, I hope that it simply was an entertaining read.

Thank you for reading and the amazing support!

~ Ruud Koorevaar, developer and designer of Zenzizenzic



II. CONTROLS

Zenzizenzic can be played with mouse + keyboard and a gamepad. The game specifically supports the Xbox 360 controller. Other controllers may perform differently, so be sure to check if all works as expected in the in-game Tutorial. For 2 player co-operative you can mix and match between 2 gamepads or keyboard + mouse and a gamepad.

Below you will find the default input settings. If you change the settings in the launcher of the game you can refer to these settings if things don't work out as expected.

In the launcher's gamepad settings P1 and P2 refer to player 1 and player 2. These are represented by joystick 1 and joystick 2 respectively.

KEYBOARD + MOUSE

Horizontal movement (+): D
Horizontal movement (-): A
Vertical movement (+): W
Vertical movement (-): S
Decelerate: Left Alt
Accelerate: Left Shift
Left weapon: Space
Right weapon: Right Mouse Button
Explode shield: Middle Mouse Button
Mouse shoot: Left Mouse Button
Revive friend: R
Gain life: F
Skip song (+): Right Arrow
Skip song (-): Left Arrow

GAMEPAD (OSX)

Horizontal movement: Axis 0
Vertical movement: Axis 1
Horizontal aim: Axis 2
Vertical aim: Axis 3
Left bumper: Button 13
Right bumper: Button 14
Left trigger: Axis 4
Right trigger: Axis 5
Explode shield: Button 12
Gain life: Button 18
Revive friend: Button 16
A: Button 16
B: Button 17
X: Button 18
Y: Button 19
Start: Button 9
Back: Button 10
Skip song (+): Button 8
Skip song (-): Button 7

GAMEPAD (WINDOWS)

Horizontal movement: Axis 0
Vertical movement: Axis 1
Horizontal aim: Axis 3
Vertical aim: Axis 4
Left bumper: Button 4
Right bumper: Button 5
Triggers: Axis 2
Explode shield: Button 9
Gain life: Button 2
Revive friend: Button 0
A: Button 0
B: Button 1
X: Button 2
Y: Button 3
Start: Button 7
Back: Button 6
Skip song: Axis 5

GAMEPAD (LINUX)

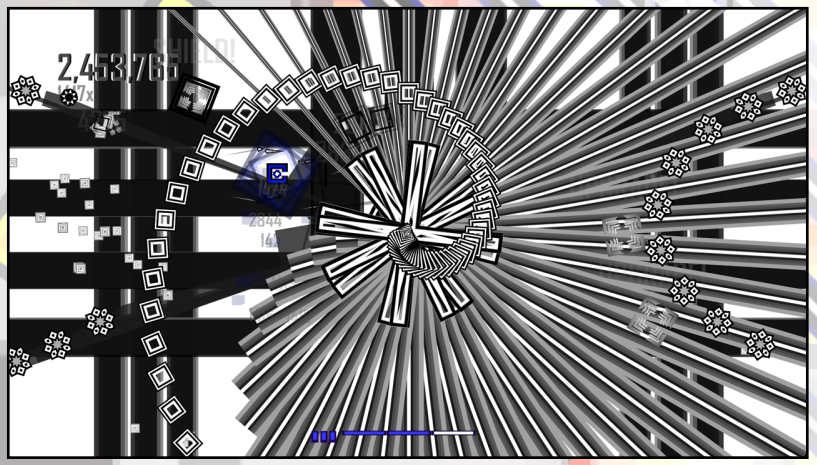
Horizontal movement: Axis 0
Vertical movement: Axis 1
Horizontal aim: Axis 3
Vertical aim: Axis 4
Left bumper: Button 4
Right bumper: Button 5
Left trigger: Axis 2
Right trigger: Axis 5
Explode shield: Button 10
Gain life: Button 2
Revive friend: Button 0
A: Button 0
B: Button 1
X: Button 2
Y: Button 3
Start: Button 7
Back: Button 16
Skip song: Axis 6

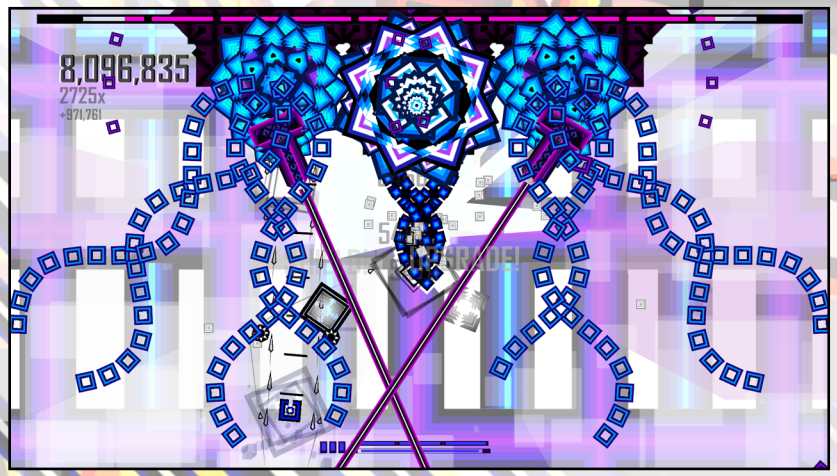


*Gaining a life costs 500.000 points.
**Reviving a friend costs a life of your own.
***Speeding up and slowing down influences some player fired bullets in regards to damage, fire rate and speed.

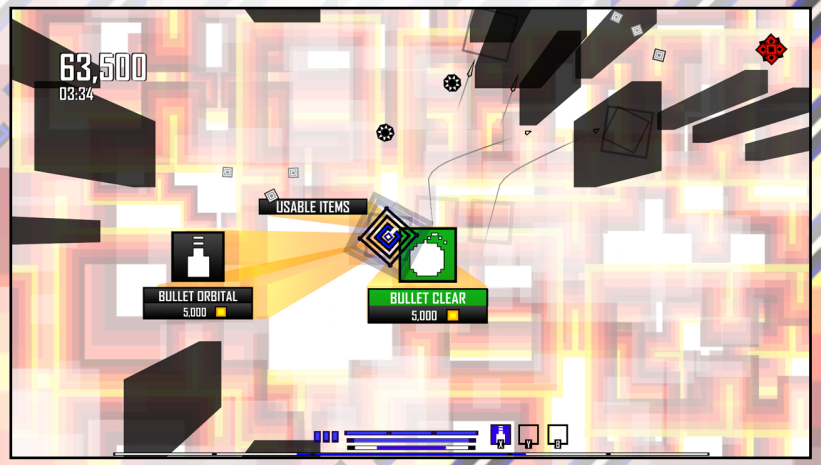
III. TIPS & TRICKS

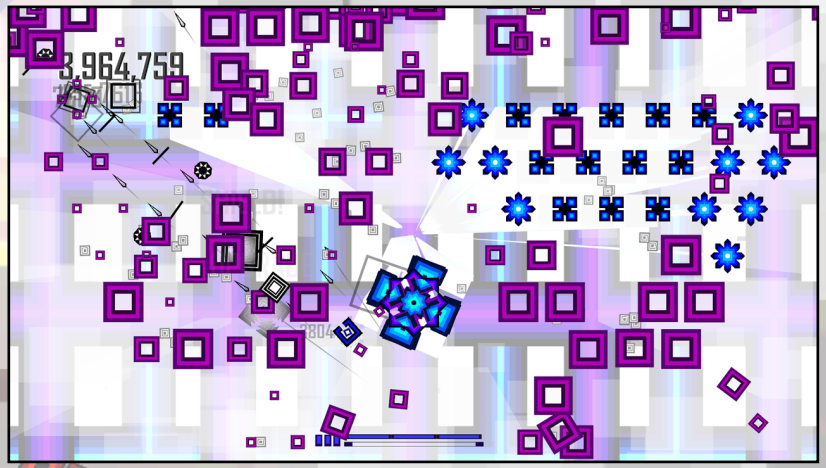
Zenzizenzic is hardly the easiest of games, so if you ever feel in a tight spot you can always refer to the following tips and tricks to maybe find a solution or remember a mechanic you may have forgotten about. Good luck!

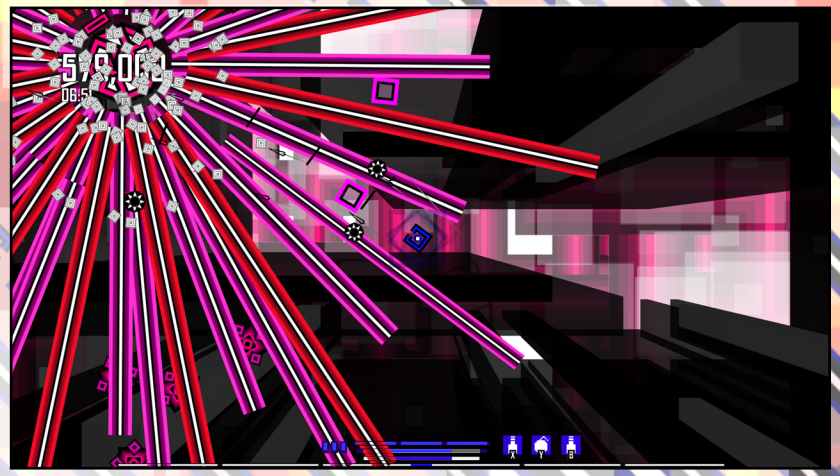


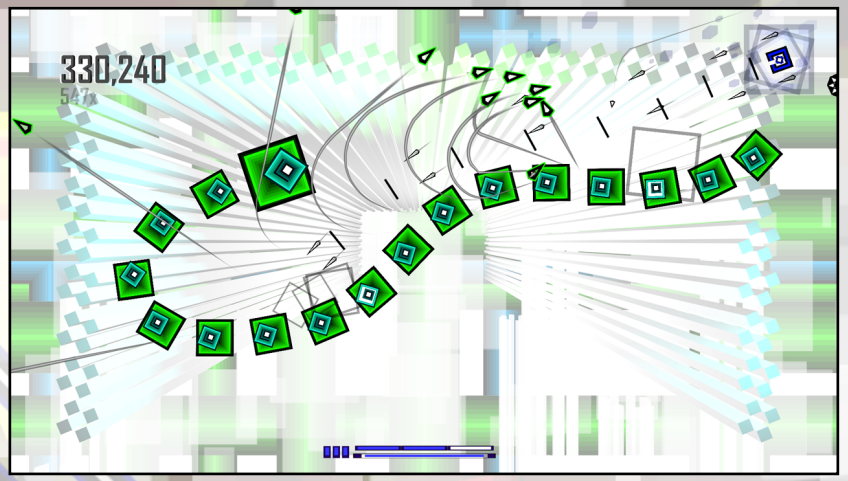


- Don't forget to speed up and slow down movement for quick and precise control. Always useful for pixel perfect positioning or getting that upgrade on the other end of the screen.
- You can sacrifice points to gain back a life. In Classic Mode on Regular this will cost 500.000 points. In Classic Mode on Gauntlet this cost will double each time it is used. But remember that this will deduct from your final score!
- Focus on destroying bullets to get insane scores. With some of the various special weapons available you are able to destroy bullets. This will net you the big scores.
- When you have a shield pickup active you can detonate the shield to destroy surrounding bullets. Very useful when in a tight spot! This is a key mechanic to survival in the game.
- If when using a gamepad the right stick feels unresponsive and shoots irregularly, check the deadzone settings in the Options menu and adjust it to make it more responsive.









- Step 1: Dodge. Step2: Kill. Step 3: Destroy bullets. Result: number 1 on the leaderboards!
- Pay close attention to where the core of your ship is. This is your hitbox.
- With a special weapon such as the Black Hole you can continuously destroy the bullets that enemies spew out for maximum points.
- When you are hit your resource bar depletes immediately. Don't get hit! The ultimate tip!
- Your combo counter will rapidly decrease if you aren't killing enemies or picking up points. Always be active.
- Some special weapons, such as the Time Jump, can be used both offensively and defensively. Many weapons have multiple layers and skill levels to them.



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