
Subject: Re: Asteroids

Posted by [danpaul88](#) on Tue, 09 Apr 2013 07:59:12 GMT

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From the first 15 minutes or so that I watched the difficulty doesn't seem to increase much between each level and the smaller asteroids seem far too slow...

Also, real asteroids would rarely be spherical, or anything like spherical.... being bashed about in space doesn't generally produce nice smooth surfaces... especially after being exploded into smaller bits!

The "drones" and other non-standard additions seemed to make the gameplay *easier* the further into it you get and a few times I saw the flying saucers just disappear within a few seconds of arriving... they're not really a threat at all currently, easy to ignore it would seem.
