

# SpaceWar Re-Evolved



Copyright (c) 2007 Bruno Pereira Evangelista  
[www.brunoevangelista.com](http://www.brunoevangelista.com)

This game is a modified version of the “SpaceWar Evolved” game, which comes with the XNA Game Studio Express. This modified version of the game won the second place at the first Microsoft XNA Challenge Brazil, on January 2007. The game and its source code are freely distributed under the MIT license. The source code is distributed separated, and could be found at [www.brunoevangelista.com](http://www.brunoevangelista.com).

## Improvements:

This new version of the game features the Re-Evolved game mode. This mode includes many new features and graphics improvements, such as:

- Two competitive modes (Score and Time Mode)
- Ships with different attributes and energy bar
- Cycle of time with three different events
  - Instable sun, asteroid storm and dust area
- Post scene processing with two levels of motion blur

## Game controls:

This game was originally made to be played using an Xbox 360 gamepad but you can also play it using a keyboard.

Action	Controller	Keyboard P1	Keyboard P2
Select ship type, color, and weapon	D-pad	A, D, W, S	keypad arrows
Fire weapon	Right trigger or A	V	keypad 7 or keypad .
Rotate ship, forward and reverse	Left thumbstick	A, D, W, S	keypad arrows
Hyperspace warp	Left trigger or B	G	keypad 1
Pause	Back	Left <b>SHIFT</b>	Right <b>SHIFT</b>

To configure the keyboard you should edit the file “settings.xml”, where you can also change other in-game configurations.

## Requirements:

In order to play this game you should have the following softwares installed on your computer:

- .NET Framework 2.0  
<http://msdn2.microsoft.com/en-us/netframework/default.aspx>
- DirectX Runtime 9.0c and XNA Framework 1.0  
<http://msdn2.microsoft.com/en-us/xna/default.aspx>

You also need a video card compatible with DirectX 9 and shader model 1.1 (shader model 2.0 is recommended).

## Bugs / Troubleshoots:

As this version of the game was made in less than three weeks, it should have some bugs. If you find any critical bug in the game, please report it!

Also, if you have problems trying to run this game, you can check the “XNA Know Issues” page: <http://msdn2.microsoft.com/en-us/xna/aa937796>.

If it doesn't help you, please e-mail me.

My e-mail: bpevangelista at gmail.com

## References:

- Microsoft XNA Game Studio Express:  
<http://msdn2.microsoft.com/en-us/xna/default.aspx>
- First Microsoft XNA Challenge Brazil  
<http://www.abragames.org/XNAchallenge.html>