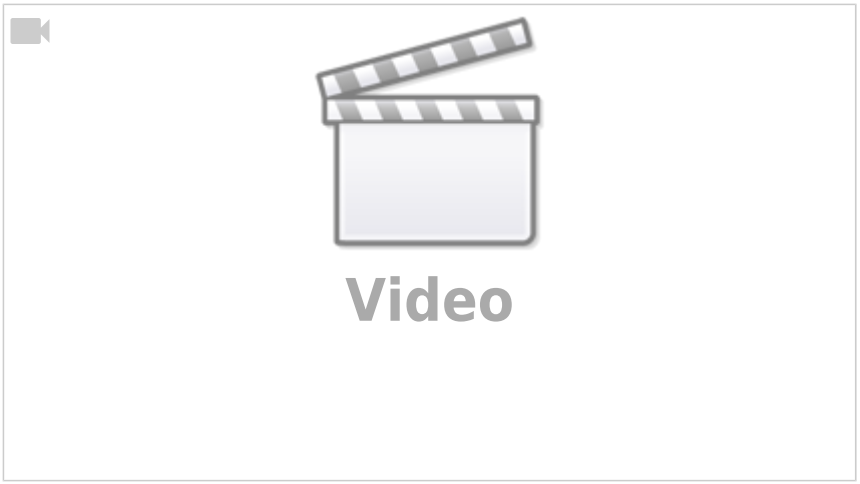
Writing a Local Multiplayer Asteroids Game

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



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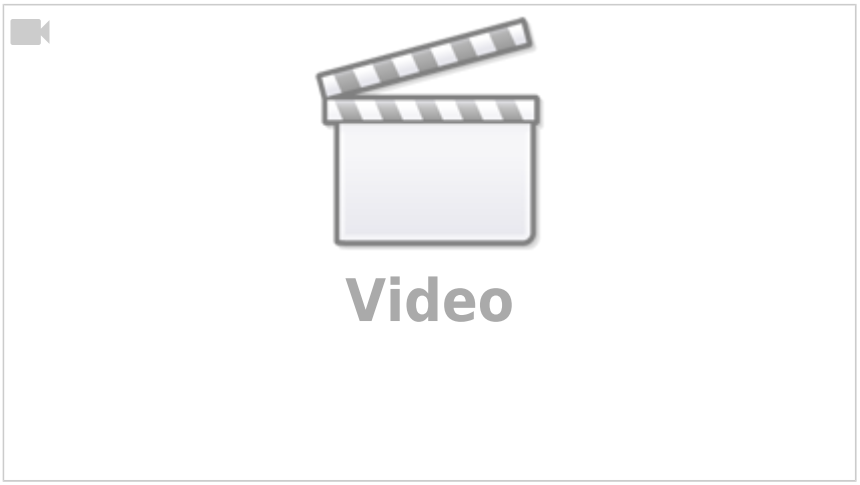
This is the previous video guide to learning Orx by writing an Asteroids game. This was given by Iarwain as a live streamed demonstration for the Georgia Game Developers Association during November 2024.



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