

Exclusive Geometry Wars: Galaxies interview

Contributed by NexGen
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Ben Ward, Community and Web Lead of Bizarre Creations, recently took some time to answer our questions about Geometry Wars: Galaxies for Wii and DS.

Nexgen Wars: Firstly, explain the premise of Geometry Wars: Galaxies and give us a basic rundown of your plans for the game.

Ben Ward: Well, GWG is the core concept of Geometry Wars, but expanded into a full size game. It's being developed by the folks down at Kuju, and published by Sierra. The very first design and prototypes were actually put together at Bizarre long before the name Geometry Wars Galaxies was a glint in anybody's eye, and we're still heavily involved in the design of the game as it nears completion.

Primarily we've added both a new single player campaign mode, with new enemies, levels, and game types, as well as a selection of multiplayer modes. Obviously this is the first time we've had multiplayer in a Geometry Wars game, and we're super excited about it!

Nexgen Wars: Geometry Wars was typically perceived as an Xbox exclusive series, what prompted the move to Nintendo platforms and can Xbox 360 fans look forward to some more Geometry Wars action in the future as well?

Ben Ward: Well we want to spread the Geometry Wars love as far as possible! :) We've recently released Geometry Wars on Windows XP/Vista and we have a mobile version coming soon too. However, don't think that we've forgotten our roots... we love the Xbox 360. Take that for what you will. :)

According to Ben, 360 fans may not have seen the last of their beloved franchise!

Nexgen Wars: Some are worried that Galaxies' control scheme using the Wii remote to aim and the nunchuk to move won't be as accurate as the dual analog method used for Retro Evolved. Do you feel that there is a steep learning curve involved in adjusting to the new control method?

Ben Ward: Nope. I think those gamers who are used to controlling other games with the nunchuk on their Wii will slip into Galaxies with the minimal of fuss. Of course if you mean will 360-only gamers have issues playing games on the Wii then you might be onto something... but certainly that's an issue that every other game on the Wii has too. :)

The game also supports the Wii classic controller for traditional dual stick fun... but to not use the nunchuk would be to miss the point of Galaxies. It's a different experience, and everything has been balanced with this in mind.

Nexgen Wars: You are one of the few developers to take advantage of Wii-to-DS connectivity. Do you have any other unique ideas planned for Galaxies?

Ben Ward: Some... wait and see. :)

Nexgen Wars: What new feature for Galaxies that was absent from Retro Evolved are you most proud of and why?

Ben Ward: Personally I just like the fact that the game is on a brand new platform, but it still looks and feels like Geometry Wars. The guys and gals at Kuju have done a fantastic job making the game run on the Nintendo platforms, and even squeezing the game down into the NDS has come out looking great!

Nexgen Wars: Owning both the DS version and Wii version of Galaxies unlocks bonus content for both games, could you give us a few hints as to what kind of content this will be?

Ben Ward: I don't think Sierra (the game's publishers) have announced what this bonus content will contain yet... and I'm not going to ruin the surprise! This will be announced soon.

Nexgen Wars: What were some of the biggest challenges involved with taking what was essentially a small, XBLA game and fleshing it out into a full, retail game?

Ben Ward: Knowing where to stop. Loads and loads of ideas have been thought of and tried. Making sure the best remain and that it all gels together to make a single great experience has been tough but rewarding. The XBLA game was great but the principles that made that work have had to be translated to the much bigger GWG experience. We think you'll like the end result :)

The Geometry Wars grids are a plethora of variations on the classic formula.

Nexgen Wars: Does this game support 480P and 16:9 output?

Ben Ward: Yes and Yes and PAL 60Hz.

Nexgen Wars: When can we expect to see Geometry Wars: Galaxies on store shelves?

Ben Ward: Later on in the year.....'Fall' is the official line.

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