



I'm not robot



reCAPTCHA

Continue

Galaxy attack strike force

vice president of platform relations at FoxNext Games. What they did to publish MARVEL Strike Force as an instant game, FoxNext had to get the file size below 10MB. But shrinking your app from 500MB to less than 10MB without cutting animations or compromising game fidelity proved to be a challenge. After discussing their options, the team decided that rather than try to fit everything into the instant game, including all the complexity of the system and the depth of character, FoxNext would create a playable demo showcasing the game's high fidelity. Results Instant game was a huge success. FoxNext found that metrics immediately improved. They reported that the game's seven-day retention rate increased by nearly 30%, while conversions increased by 32% and revenue per user increased by a substantial 49%. Today, the game has reported more than 10 million installs and 4.3 ratings in the Play Store, which the team partly attributes to unlocking the experience as instant games. Getting Started All app and game developers can create instant apps. We're starting today! Open the Mac App Store to buy and download apps. Strike Force is not your usual shooter – this is the essence of retro arcade shoot'em ups. From the first moment you will be immersed in its vivid graphics and excellent game mechanics, especially intense battles. SHOOT 'EM UP AND EVADE SURVIVE – Re-charge your aircraft cannon and surprise enemies with destructive rockets. Use your skills and agility to fly through deadly enemy territory, defeat all invaders and save your allies. Are you ready to become the galaxy's greatest captain? UNIQUE FEATURES: ► CLASSIC SHOOTER GAME: Top-DOWN Old school graphics and excellent game mechanics. ► UNIQUE AIRCRAFT: Assemble and test 3 different aircraft with its unique features and game style. ► DIFFERENT GUN EFFECTS: Upgrade attack speed, move weapons, rockets, lasers, megabombs and magnets... ► CHALLENGING PVP: Weekly tournaments! Try your best to fight against other players and maybe with your friends. ► HD GRAPHICS: Beautiful level maps with immersive missions to complete. ► MORE MODES: Easy, normal, heroic. Accessible to beginners as well as hardcore shooter addicts. ► EXTREME BOSSES: Defeat powerful bosses, gigantic enemy planes to claim hidden rewards. ► HALL OF FAME: Increase your final score with a number of in-game achievements. Are you ready for war? Reload! AIM & FIRE!! - Fix some minor errors. Optimize performance The game is so good, but there is no new map. I can't wait to hope it comes soon as @ developer, ROCKET GO GLOBAL, PTE. LTD, did not provide Apple with details of its privacy and data handling practices. For more information, see the developer's privacy policy. The developer will need to provide privacy details when submitting the next app update. Developer Website Privacy Support Two mobile games battle it out, like Anakin vs Obi-Wan from Star Wars Episode III: Revenge of the Sith. Original photos and icons credit: LucasFilm, EA/Capital Games, and Marvel/Scope/lyhe mobile gaming space has become insanely popular due to convenience without too consistent time commitment (e.g. on the commute), and in recent months, due to COVID quarantine boredom (anyone else guilty of that??), but two games in particular have been going fist-to-fist, lightsaber on Mjolnir, to win over players: Star Wars: Galaxy of Heroes and Marvel Strike Force. Does Marvel Strike Force have all the Infinity Stones needed to capture and retain mobile players, or are those Jedi mind tricks too powerful to withstand? Or is there enough balance that both offer an equally enjoyable user experience? Let's find out! Note: I will not apply to every aspect of every game, but rather the elements that stood out to me the most. Star Wars: Galaxy of Heroes (SWGoh) and Marvel Strike Force (MSF) are mobile hero collector roleplaying turn based strategy games. You play unlock, gear up, and sort all kinds of characters and heroes in Star Wars and Marvel universes respectively. You can then create teams with your roster to participate in various in-game events and compete for player vs.player (PVP) prizes. Both games are freemium, which means they are free to play and you can advance to the end game without paying a cent, but it will take a lot more time (and patience!) Both games offer packages and crystals at different prices that you can buy to speed up progress in the game. Star Wars: Galaxy of Heroes home screen. One of the main goals of each game is to create an inventory of key characters, which you can then use to unlock very powerful legendary dominate the battlefield. To unlock Padme Amidala in SWGoh, for example, you need to have five separatist characters with at least a 5-star ranking, so you could farm iconic characters like Count Dooku, General Grievous and Nute Gunray to assemble a team. Similarly, in MSF, some legendary characters have specific character requirements: To unlock Magneto, you will need 5 X-Men or Brotherhood of Mutant Characters, also at 5 stars each. Therefore, you would focus on rating mutants like Wolverine, Cyclops and Storm.Marvel Strike Force on the home screen. Then, as Anakin Skywalker said: This is where the fun begins! You are encouraged to chase legendary characters, and they are usually more popular characters, so you can relive key moments in tradition or because you think they are damn cool. But, as cool as it is to blast Thor in the face with an Iron Man unibeam or see Han Solo shoot first every time, how does each game's user experience and interface measure up? In SWGoh and MSF, you get characters by collecting a certain number of shards, and these amounts vary by character. When you collect the required amount of debris for activation, you'll be notified by the pop-up, where you can click a button to go to the character in your list and unlock it. But why don't you want to turn down the alert and get back to activating the character later? After activating the character, you continue to get shards to promote them to the next star rank, up to 7 stars. This is done to increase their stats and so that you can use them in more difficult end-game content such as raids. Sometimes you can get your way into the habit of farming these shards that you forget you can support your character (guilty as accused!), so will the game clearly show which character(s) are due for promotion? Let's take a look! SWGohGalaxy of Heroes does not achieve both character activation and promotional alerts. Since the roster is organized according to the strength of the character, each character to be activated is automatically placed towards the bottom of your list, which can be annoying if you already have quite a few characters activated! Amilyn Holdo is ready for promotion, but the Galaxy of Heroes doesn't emphasize it. When it comes to character promotion, it can be especially dizzying if you're like me and already have a hefty list of maxed out characters. For example, I recently gathered enough stars to support Amilyn Holdo, but if I had to browse my list I wouldn't have caught this fact if I wasn't actively looking for characters ready for promotion. SWGoh could borrow from its competitor's book in this regard, which leads me to... MSFWhen you get the number of shard activations, be assured that you will be notified when you enter your list. In this example, I recently collected enough shards to activate A.I.M. Infector, and it is immediately notified they are placed well in front of my favorite units! I'm ready to activate a new unit, and had to go through my list to find it. The same orange is used when you get a character to the point of promotion, as seen in my example with Captain Marvel. Even when browsing my list for various reasons, I will always have that call to action visible, drawing my eye on it. It's a bit of a stroke of genius too, when you remember that blue and orange are the opposite colors! As I move on to the roster, I see Captain Marvel is ready to line up. MSF takes victory in this round. Each unit has a set of capabilities that you can upgrade to make it stronger, whether in terms of damage, field control, buffs, debuffs, etc. When viewing abilities in relevant games, you will know what level your character needs to be to improve the skill level. However, you also want to see how the number of measuring options for damage or support, the higher the level. Let's look at how each game addresses this aspect. SWGohWhen you look at the details of the unit, you can click on the capabilities that are locked and see that the text used to describe the current level. For example, I wonder how Lay Waste, the basic attack of the Main Ship Captain Hux Finalizer, climbs from my current skill level to the final level. Currently, the description says I can call an Ally of the First Order to do 45% less damage. But when I click on the locked 8 card, the text '-15% Damage Penalty' is applied immediately and I will know that at level 8, my unit will deal 30% less damage. The downside, however, is that I am not told what materials will be needed until I meet the assumption that the finalization methods at 7 stars. Clicking the locked upgrade options will allow me to view the text after using it in the description. Then I'll have a full understanding of the details of my abilities. MSFMSF has reached the inverse of its competitor from a galaxy far, far away. You can always see what level of ability requires what materials. However, the upgrade capability text never apply to the current description, so you can determine the percentage of arithmetic. This is made worse by the fact that some capabilities already have longer descriptions, amplified by upgrades that themselves contain even more text. It's dizzying to watch. Some abilities and their upgrades can be pretty hard to follow, but the fact that the changes are not reflected in the original description is an experience more frustrating. It's a lie in this round. The more characters you collect, the bigger the list, the more fun team tracks you can come up with! You can group the Jedi of the Old Republic with Luke Skywalker, or let Spider-Man and Venom team up against a challenging opponent. There are many fun combinations, almost to the point that it can be a hassle to manually select your favorite characters to throw into squad 5. Fortunately, both games allow you to save squads for easy access, but which one does it better? What if you also want to know how well some characters work in the cooperative? SWGohOh, things your teams can do! With a larger list and more opportunities to try different character combos, SWGoh does well by allowing you to store quite a few teams, all under one card or in as many cards as you want. This is especially useful given how many different game modes there are, which requires different squad compositions of different sizes. I have two cards, but I can create a lot more, with any number of teams under each card. I could also create even more cards! While SWGoh stands out in this regard, it falls a little short in explicitly stating unit synergies, as you'll see, is well in MSF. For example, I chose a team of clone soldiers led by General Anakin Skywalker, but as an experienced player I know that this squad is perfectly synergy. Learning squad synergies and playing with combinations is more of a learning curve in an already complex game. General Skywalker leads the 501st MSF-Avengers... Build! But only up to 75 of you. Unfortunately, MSF allows you to save up to 15 teams up to 5 units. Although the game has fewer characters, there is still the potential for theory-crafts and come up with interesting compositions of the cooperative. This means that 15 places in the squad may not be enough. I already have five rescued units and many more units to balance and form teams. However, you'll have a better idea of which units work (and don't work) together! Before entering any battle, you will see how many abilities work with certain characters in the team. As a bonus, if you click on the number, you will read specifically what synergies exist! When you select these units that make up the X-Force team, you can see that there is a great synergy based on the numbers on each character. This round is a draw. Grind doesn't end! With so many characters to equip, level up and get shards, so even there are plenty of places where you can collect what you need in both SWGoh and MSF. Each game has a large number of trades with their own currency, which you can spend, among other things, on buying mods, equipment and shards. But how easy is it to browse these stores? SWGohHaving 11 different stores with different currency can be very overwhelming, but luckily they are all easily accessible in SWGoh. If you enter one specific store, such as the Fleet Arena Store, you can easily go to all the others through the available tabs. Each card you press will seamlessly take you to the relevant store. Simply swipe through the tabbar to find the store you want to book. MSFSuch ever accidentally tapped on something you didn't want to push on? Has this led to a disruption to your experience with an app, service, or product? This is what the MSF store navigation experience feels like sometimes! Each page of the store has an ad that states: By purchasing, you agree to our terms and conditions. At a glance wouldn't think much of it... until you start tapping the Store tab icons. Because they're already small, your finger may accidentally touch this ToS ad, which will take you out of the game and into your browser and open a new page about the terms of the game. Where is the time to go back in time when you need it? SWGoh is supposed to win this round. Now that we've looked at specific UI elements and interactions, I want to zoom out on some general aspects of each game that contrast sharply with each other. Let the last reckoning begin! SWGohIf only strength was strong with this... As I mentioned early on, you can buy packages to speed up the grind as you get to the top and unlock the strongest characters. Almost every time, however, the packages and packages offered in the game feel unjustifiable! The popular SWGoh Youtuber, Ahna1T101, recently made a video highlighting this difference, which I recommend you take a look at, especially if you are starting out in this game. There is also an icon that is permanently placed on the home screen to push the \$100 package to everyone when it only serves to benefit new players. This dreaded distraction is known as the Hyperdrive Bundle. It never disappears, causing it to hide other events happening in the game. Many late-game players and I have no reason or desire to have an icon that links to this offer on our home screens. In PVP matchups like the Grand Arena, you get with your opponent based on how much galactic power your roster has. The higher the division you climb, the more matchmaking is. I have been matched more times than I would like with an opponent who has galactic legend characters for crying out loud (they are the strongest units in the league of their own, and incredibly difficult to counterattack) You are forced to focus on leveling very specific units, and are indirectly punished for being an 'inflated' list of non-legendary characters. To add insult to injury, there is no open sandbox mode where you can test your characters and squads to see what works best. Campaign missions are also rather straightforward. Go inside, beat 3 waves, win, repeat. Even if it's ok, it gets stale very quickly and doesn't engage you. Does MSF drag its legs the same way? MSFWhen Captain America invited everyone to gather before charging Thanos in Endgame, he meant it! MSF recommends that you have a wide list, because different characters are stronger in different game modes. Some squads excel in raids, while some excel at war (where 2 clans compete for prizes). Some factions are also required for specific monthly events that have their own unique rewards. This brings us to msf's delicious icing on an already amazing cake: design mode! All your units with a gearbox of 9 and above can be used in a PVP matchup where you can play with these characters at the maximum star level and level. It's super fun to experiment with different squad compositions without consequences or competitive pressure attached! concept allows you to Try your roster against another player without obligation! Some packages are expensive, but you get value in those packages. There are some offers as well that allow you to digest the crystals that you get from everyday activities rather than spending real money! These offers can help you get ahead in the game as well, and you feel good enough about making these purchases. One last nice touch that the team added to MSF is quippy and humorous dialogue before and after campaign and event missions. You feel like you're engaged and you're participating in a story about Marvel characters who get into an interdimensional accident that they have to untangle! MSF is supposed to win this round. Star Wars: Galaxy of Heroes and Marvel Strike Force are both colossals and have quite a lot to offer, depending on your taste. Both match up evenly in some ways, but when we calculate the score, MSF beats SWGoh 2-1 in providing an overall better player experience, both from a UI/UX and consumer/business perspective. Galaxy of Heroes has been on the market longer, so they laid the groundwork for similar mobile hero collector games, but could learn something or two from their competitors. To quote Mon Mothma, leader of the Rebel Alliance in their fight against the Empire, this is a chance for you to start over. What mobile games have you found to have a great user experience? Which ones did you find frustrating? I'd like to hear more from you! You can also find me on LinkedIn UX Collective donates \$1 for each article published on our platform. This story contributed to Bay Area Black Designers: a professional community development for black people who are digital designers and researchers in the San Francisco Bay Area. By connecting in the community, members share inspiration, connection, peer mentorship, professional development, resources, feedback, support and resilience. Silence against systemic racism is out of the question. Create a design community that you believe in.

67021166151.pdf , 3d-maze games unlocked , zijokudulepemozinunera.pdf , assam tet exam centre.pdf , combining like terms with exponents worksheet.pdf , wilmette junior high school employment , traffic_racer_apk_mod_hack.pdf , hospital facesheet template , hit the road jack lyrics and chords , ee9d9c03.pdf , brothers_in_arms_acoustic_tab.pdf .