Exocomets hits Steam: 16 year-old publishes new computer game

HOUSTON, Texas, July 19, 2017 – Matthew Giordano, a 16 year-old high school student from Houston, has released a new computer game on Steam, a large game distribution company. Giordano, who is a largely self-taught programmer, created his own game and game engine. He started working on prototypes around a year ago, and has been working through the school year to pursue his dreams of game development.

The game, called Exocomets, is purely action. Set outside the solar system, the goal is simple: stay alive as long as possible, dodging comets coming at you from all directions while collecting powerups to aid you in your journey. It features an optional four-person local multiplayer and a soundtrack made entirely by Giordano and his high school friends. The game itself is programmed in raw C++ and the engine also uses SDL2.

"I worked on it a few hours every day since the school year started," says Giordano. "It all started as a small game and I was just using it as programming practice because I wanted to make a well-designed game engine. I alternated working on the engine and the game frequently." Giordano programmed the game to run on Windows, Linux, and Mac OS X because he aimed to make the game as accessible as possible. "The hardest part for me was figuring out the math involved in making perfect circle collisions. In the end, the game is around 8,500 lines of code."

Exocomets is available on Steam for $1.99 at
http://store.steampowered.com/app/655950/Exocomets/.

Matthew Giordano

Giordano is an aspiring 16-year-old programmer and game developer who attends St. John's School in Houston. He created a free app for Android and iOS in 2016 called Block Schedule Helper that helps students in schools that use block schedule systems keep their daily schedules. Exocomets, released on Steam on July 13, 2017, is his first computer game.

Contact:

Matthew Giordano

ExocometsDev@gmail.com