SEG-Space shuttle 3.0 README

Introduction
SEG-Space shuttle is a free game by Security Exception Games. This README.TXT will help you understand the basics of the game.

Basics
In SEG-Space shuttle you are the pilot of a ship sent out by a civilization threatened by
four huge asteroids that are going to collide with their planet. Their only hope of survival
is you.

In SEG-Space shuttle you never use your mouse. Everything is controlled using the keyboard.
SEG-Space shuttle is a side-scrolling game. Your ship is located on the left side of the screen
and you are only able to control your movement up and down. This you do using the UP and DOWN
arrows on your keyboard. Different ships have different speed.

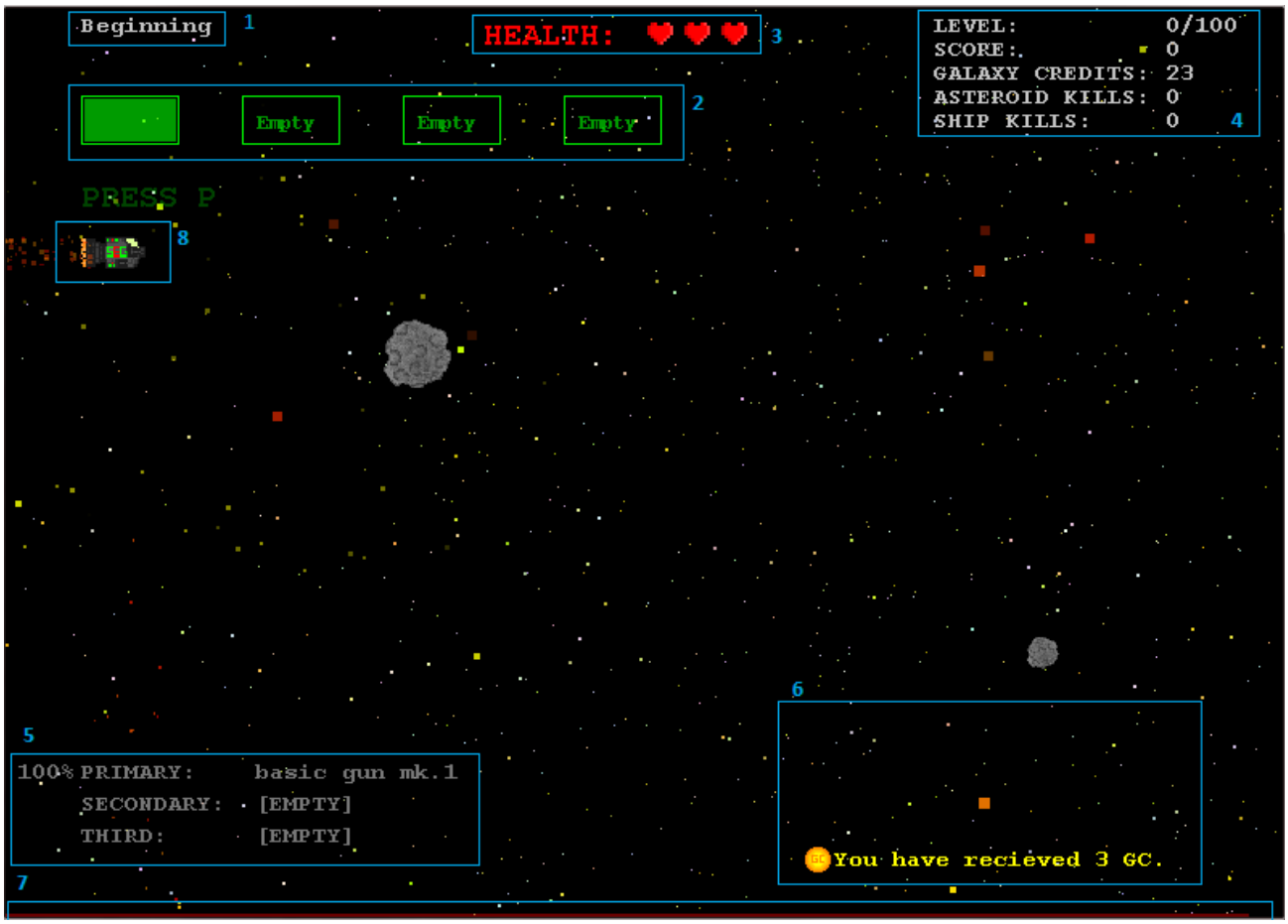
When you travel through space you will encounter asteroids.



These you want to evade or destroy. If they collide with your ship you lose one health .
When you're out of health you loose and will have to start all over again, so avoid that.

Starting a new game
You start a new game by selecting START GAME in the main menu. You then select a ship
using the UP/DOWN arrow keys on your keyboard and press ENTER to start.

The Graphical User Interface (GUI)
When you play the game you have a GUI that helps you keep track of your status.



1. This text shows the name of the current level (or nothing)

2. This area shows the batteries. Every time you fire a weapon energy is needed. The energy is taken from the batteries, starting with the leftmost and going to the right until the energy needed has been taken. The batteries will after that start to regenerate energy until they are full. The capacity and regeneration speed of the batteries varies a lot, can be seen in the shop before buying them and in the config.

3. This is your health bar. It shows your health. If you get hit with only 1 health you will die and enter GAME OVER.

4. This is the statistics panel. It shows you your current level, your current score, your amount of galaxy credits (GC), your asteroid kill count and your ship kill count.

5. This area shows your weapons. You have a primary, a secondary and a third weapon and they are used by pressing the SPACE, W/Z and E/X keys on your keyboard. All weapons have a cooldown and after they have been fired they will immediately enter the cooldown mode. The progress is displayed in percents left to the weapon. The name of the weapon is also displayed.

6. This is the message area. Here messages will be displayed.

7. This is the level progress bar. Every level is 20 seconds long and the progress can be seen on the red line. If you pick up a power up the

remaining time of it will also be displayed here.

8. This is your ship.

Using your weapons
Dodging asteroids may be fun but sometimes you may want to destroy them as well. To do this you have your weapons.

When in game you may fire your weapons at any time by pressing the SPACE for primary, W/Z for secondary and E/X for third weapon. All weapons have five different
variables:

Blast area: This tells the size of the explosion in pixels-x x pixels-y for explosive weapons.

Cooldown: This is the time between every projectile in seconds.

Damage: This is the damage that the launched projectile inflicts on anything
it collides with.

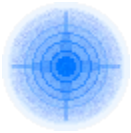
Speed: This is the speed at witch the projectile travels in pixels every thirtieth of a second.

Energy needed: This is the amount of energy that the weapon take from the batteries
every second in EP/sec and every time it fires.
(this is displayed like this: [total ep/reload time] EP/sec ([total ep]))

There are more than fifty weapons in the game but most of them are locked in the beginning. Unlock them by earning achievements.

Drops and power ups
Sometimes when an asteroid is destroyed it will drop something. There is five types of drops:

Score:



Score gives you a score boost.

GC:



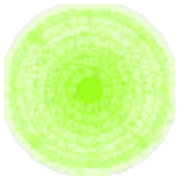
GC drops gives you 1-3 galaxy credits.

Health:



Health drops gives you one health.

Immortal:



Immortal gives you a shield that lasts for 10 seconds. While the shield is active
you can't take any damage (except for troll asteroids). However, asteroids that
you destroy with the shield will not add to your asteroid kill count.

Double damage:



Double damage gives you double damage for 10 seconds. While this is active ALL of your
weapons deal double damage.

To collect a power up or drop you must collide with it using your ship. They may be
destroyed by your bullets or asteroids.

Special levels and enemy ships

On your journey you will encounter several special levels. Most of them are scripted and
will always appear on the same level every time. Random encounters, however, are not and
may appear anywhere except from inside a scripted level.

There are two types of scripted levels. The first type contains enemy ship that tries
to destroy you. You will have to avoid their bullets and try too shoot them down before
the level runs out. If you succeed you will receive a gift of score and GC, else they will
be obliterated by the asteroids.

Enemy ship: 

The second type contains special asteroids. They may be big and slow and have enormous
amounts of health or small and super fast.

Different types of asteroids

There are several types of asteroids in SEG-Space shuttle:

Regular asteroid:



This is the most common type of asteroid.

Fast asteroid:



These asteroids are small travel very fast but are pretty rare on most levels.

Explosive asteroids:



These slow asteroids explodes when they touch something.

Fallback asteroids:



This is a special kind of asteroid only found on some special levels.
They are huge and have a lot of health.

Cookie asteroids:



The origin of these mythical asteroids is unknown. When destroyed they gives
you 10 GC.

Garbage
Garbage is not asteroids and you can't collide with it.



The shop and config
Randomly between levels you may encounter an old shop with a silly name. Here you can
upgrade your equipment by paying Galaxy Credits and sometimes even repair the ship.

There are three types of items that are being sold in the shop:
Batteries:
Batteries are used by weapon to fire. The battery have a capacity in EP and a
recharge rate in EP/sec. Both of these can be seen in the shop and in the config.
Weapons:
Weapons (see "using weapons") are also sold in the shop.
Health restoration kits:
These kits restores one health. When bought the standard price increases by 120%.

The prices of the items in the shop may also vary.

In the shop you scroll through the items using your UP and DOWN keys on your keyboard.
You buy an item by pressing B and then use your LEFT/RIGHT keys to select the slot for
the weapon and then press B again. If a slot that is already in use is selected the
weapon there gets removed. You may cancel by pressing SPACE.

When an item is bought the price is removed from your GC amount.

When you are done in the shop you continue using the ENTER or RIGHT key. You then enter
the config.

In the config you have the ability to change your setup by switching the positions of
your batteries and weapons. You may also get information about the batteries and weapons
by selecting them.

You select a weapon by firing it (SPACE,W/E,Z/X) and a battery by pressing the numeric
keys (1,2,3,4,5,6) for the slot of the battery. When you have selected an item information
about it will be displayed on the left. You may then deselect it by pressing the same
key again or switch it's position with another item by selecting it.

You exit the config by pressing ENTER.

SLOW
You may at any time pay 1 GC to slow the time down by 50%. You do this by pressing the S
button. The effect will last for 20 seconds (10 seconds game time without slow) and the
time may be extended by pressing S again. If you pause the game(P) the effect will be
removed.

ACHIEVEMENTS
By collecting achievements you can unlock new weapons, batteries and ships. Read more
about achievements by selecting ACHIEVEMENTS from the main menu.

GAME OPTIONS
You can change some game options by entering OPTIONS from the main menu.
Select an option with the UP/DOWN keys and slide the sliders using the
LEFT/RIGHT keys.

Particles: This changes the amount of particles in the game. If you feel that the
            game lags you may want to lower this a bit.
FPS cap: Sets the FPS of the game. You may switch between 30 and 60 fps. Only 30
            FPS works in full screen mode.
MUSIC/FX/BUTTON/MUSIC_EFFECT/MESSAGE: Changes the sound volume for different sounds in the game.

PAUSE
You may at any time while in game press the P key on your keyboard to enter PAUSE. The
PAUSE also offers some basic help if you happens to forget anything.

FILES
The game uses two different files to save data. .ach.dat and .str.dat. Both of these files may
be copied for safety reasons. Editing the files is very sneaky and not recommended. (but
seriously, it spoils the fun :(.)

Do you want your own music to be played in the game? No problem. You may add or remove
.wav music files from the folder "sound/music". The music will automatically be played
in the game. You can also remove the default music, but there always have to be at least
1 .wav music file in the directory.

The shop names are generated using two files containing a list of words. The first file
is the first half of the name and the second the second half. These files are stored in
sound/shopName and sound/shopEnd. These ones are censored because of the pretty inappropriate
names that could be created. If you feel as if you could handle some inappropriate shop
names the old versions are stored in sound/shopName2 and sound/shopEnd2. Enable them by
changing their names to shopEnd and shopName (replace the old ones)

GLHF M8

CONTACT
You can contact me (the developer) on the email lkdev314@gmail.com if you have any
questions. If I don't respond in a couple of days and you feel that your message is
very very important you may also try one of the following email addresses:
ludkar99@gmail.com
ludwig.karlsson@minervaskolan.se
ludwigkarlsson@icloud.com

but please no spam.