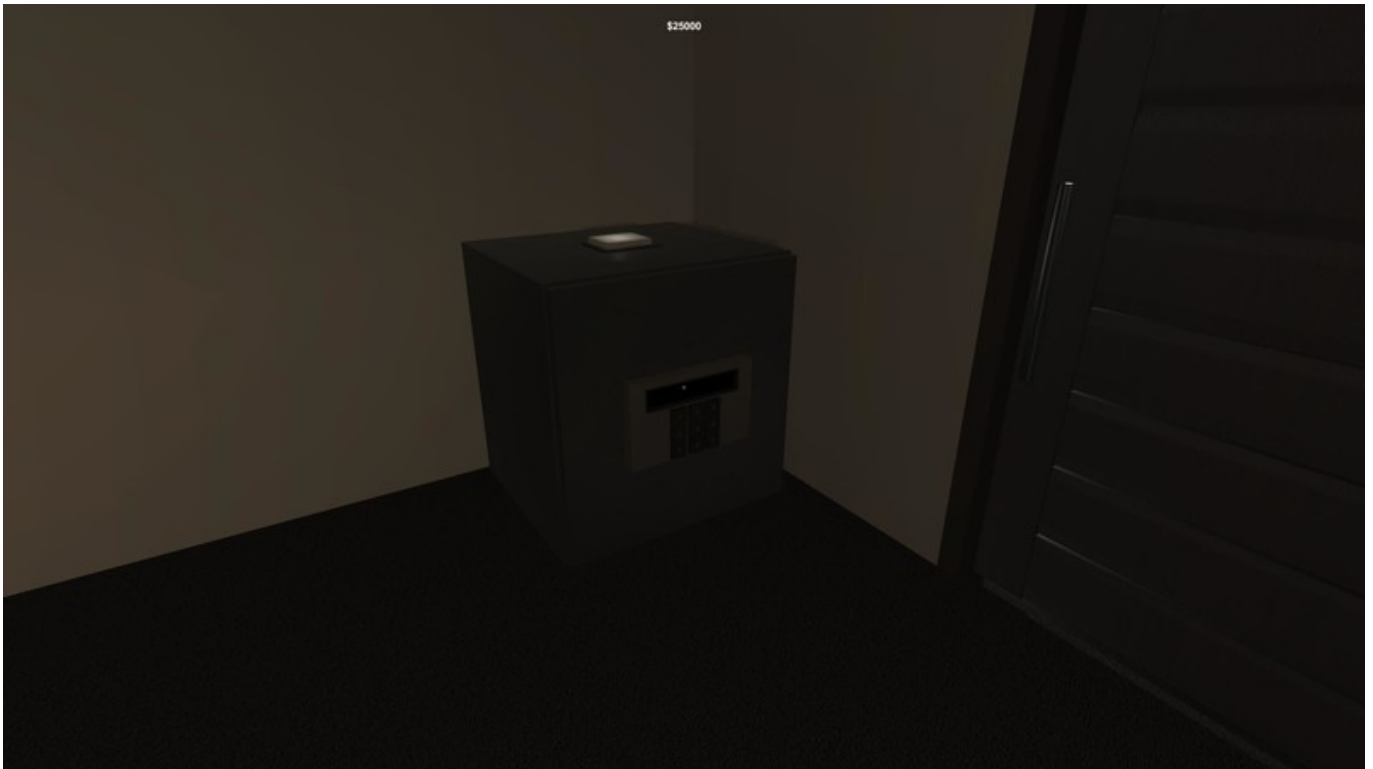


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## Solar Lander Download]



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## About This Game

Solar Lander a 2D space lander that simulates orbital mechanics and the conservation of angular momentum. Players fly around in an Apollo-style lander, land on the surface of a planet, and then redock with the command module to advance to the next level. You start out in orbit around a planet and docked with the command module. It is your job to make a safe landing on the surface of the planet, then get back into orbit to redock with the command module. Each planet has it's unique characteristics based on real life planetary bodies with procedural terrain generation. Because this game takes place in space, there are no engine sounds, or any other sound that cannot be heard from inside the cockpit of the vehicle.

All of the game's mechanics are simulated with a full physics simulation that runs 1,024 times per second! This makes the 2D simulation very accurate and very realistic. There is no arbitrary rotation rate or acceleration. As you use-up fuel, your maximum acceleration will increase and you will be able to change your rotation rate more quickly. Even the exhaust from the thrusters are physically simulated and can affect both you and other objects on contact.

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Title: Solar Lander  
Genre: Casual, Indie, Simulation, Early Access  
Developer:  
TChapman500  
Publisher:  
TChapman500  
Release Date: 16 Oct, 2017

a09c17d780

**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 7

**Processor:** 1.0 GHz, 64-bit

**Memory:** 256 MB RAM

**Graphics:** Not Determined

**DirectX:** Version 10

**Storage:** 65 MB available space

**Sound Card:** N/A

**Additional Notes:** Needs Testing on Lower-End Hardware

English







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### **Achievement Experiments Have Started:**

I'm publishing an experimental build of the update early to begin working on achievements and stats. As a result, you will see "Developmental Build" in the lower right hand corner of the screen. This build is a small portion of what I want the next update to be because I am trying to implement and test achievements and stats.

Stats added (but not necessarily implemented) include things like the number of times you've crashed, the highest score you've obtained during the game, and a few other surprises.

Most of the achievements are (theoretically) implemented already and I'll be working on implementing the rest of them quickly. Please provide feedback on how the achievements are working (or not working).

A few closing notes: The command module now has an AI that will kill its rotation, there's a click sound for changing the HUD mode (mostly as a sound test right now), and the new undock, staging, and kill rotation mechanics have been implemented.

As a bonus, I changed the command module and ascent stage textures to show where the docking ports are. Just line up the pixels almost exactly and you'll be redocked.

Also, I would like feedback on how to improve the achievement thumbnails. Particularly the one modeled after NASCAR's disqualification flag. If anyone sends me a 64x64 image for any achievement, and I use it for that achievement, they will be listed in the game's credits.. **Linux Version + Steam High Scores + Update Notes:**

There is now a Linux version of this game available (x64 only) for testing with the demo coming soon. The Linux version has not yet been tested on any Linux distribution.

Steam will now store the best score that you have achieved on Solar Lander and display it on the "High Score" leaderboard. The game still stores your high scores in a local file, but that will not count towards the High Score Leaderboard. The old system is likely to be removed.

### **Other Update Notes:**

- Kill rotation toggling timer increased slightly.
- Achievement for Landing upside down Implemented.
- Achievement for first successful redock no longer requires you to land before hand.

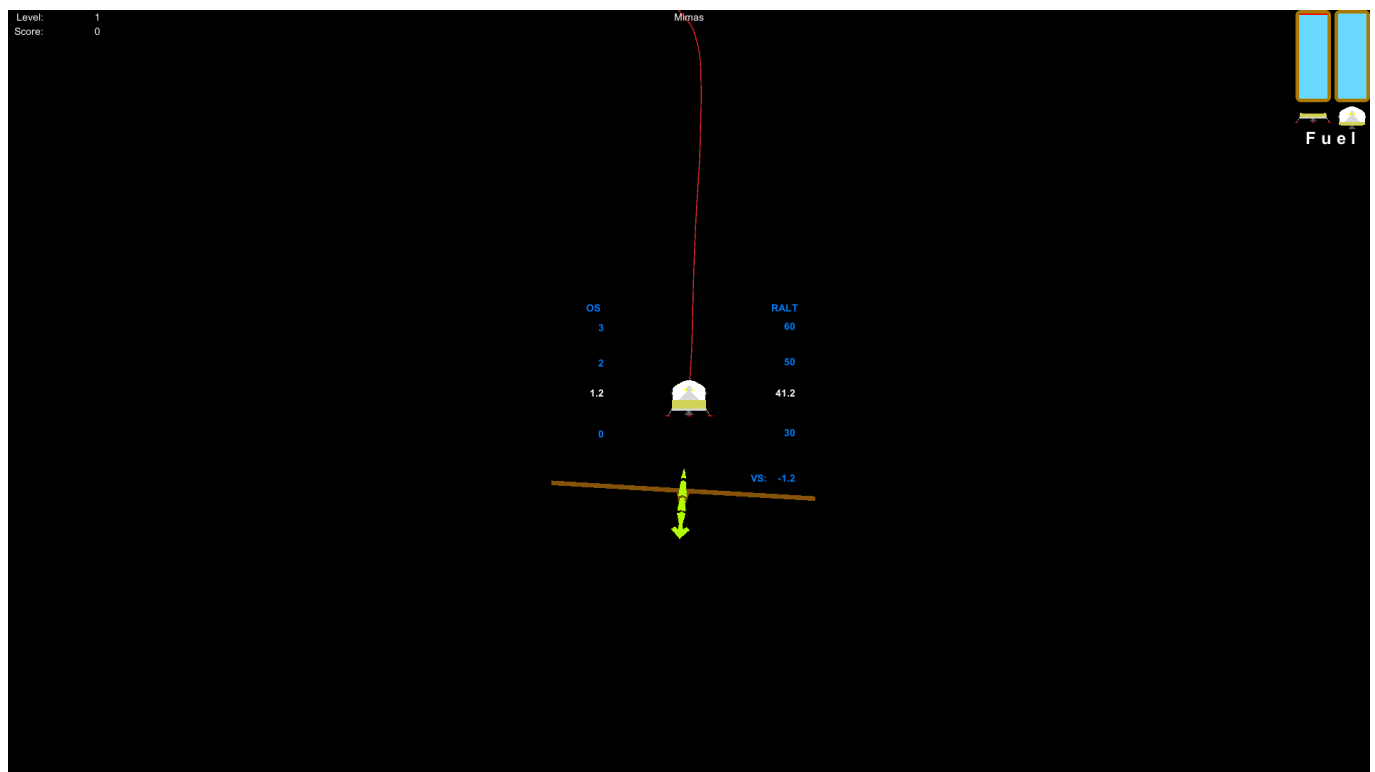
### **. Aesthetics Update Preview:**

Over the past week, I've been working on improving the aesthetics of the game. Here is a list of changes that I've made so far:

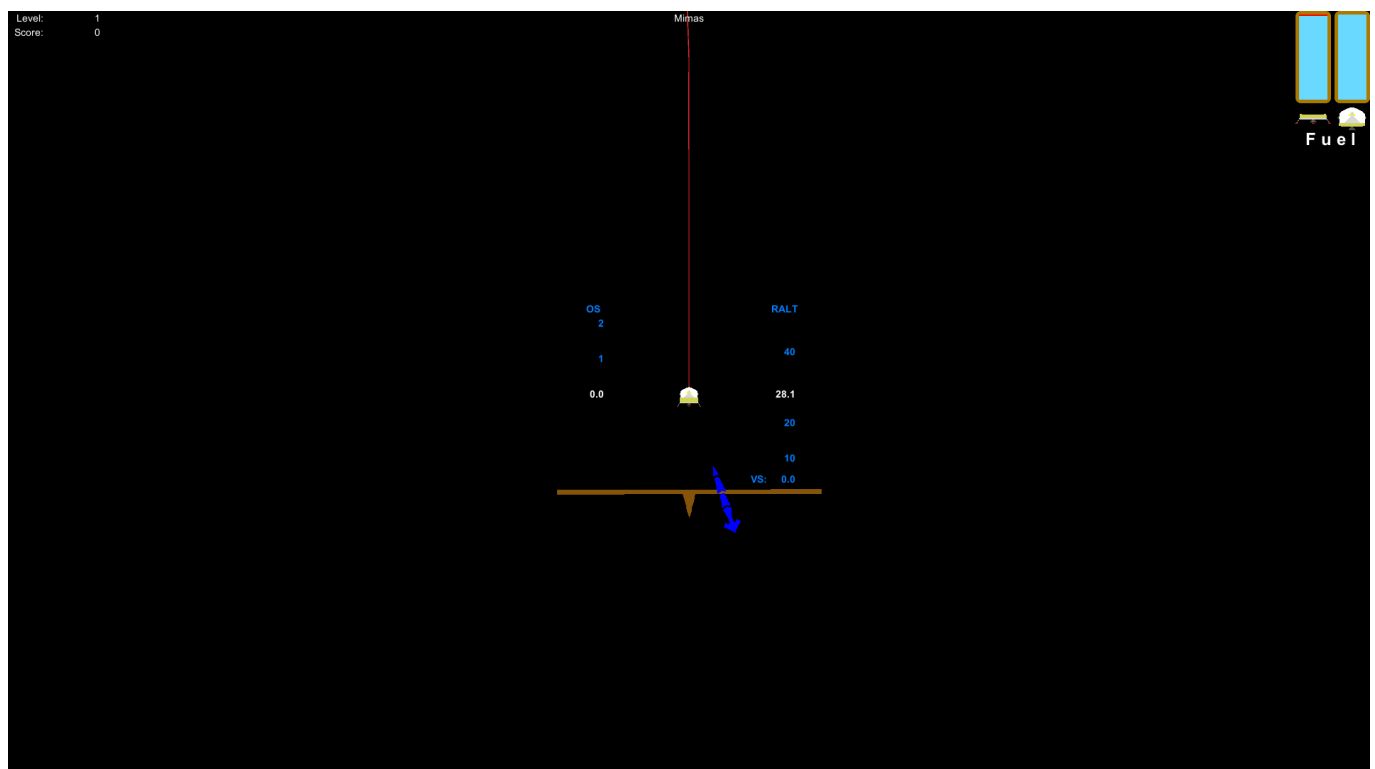
I've added a HUD-type display for orbital speed, altitude above ground, and vertical speed. The HUD also shows where the vehicle is going and which direction is straight down and level with the horizon. The velocity direction indicator is even color-coded to let you know if you're going to make a safe landing.

When the update is released, you'll be able to toggle between surface-relative and command module-relative speed and distance displays.

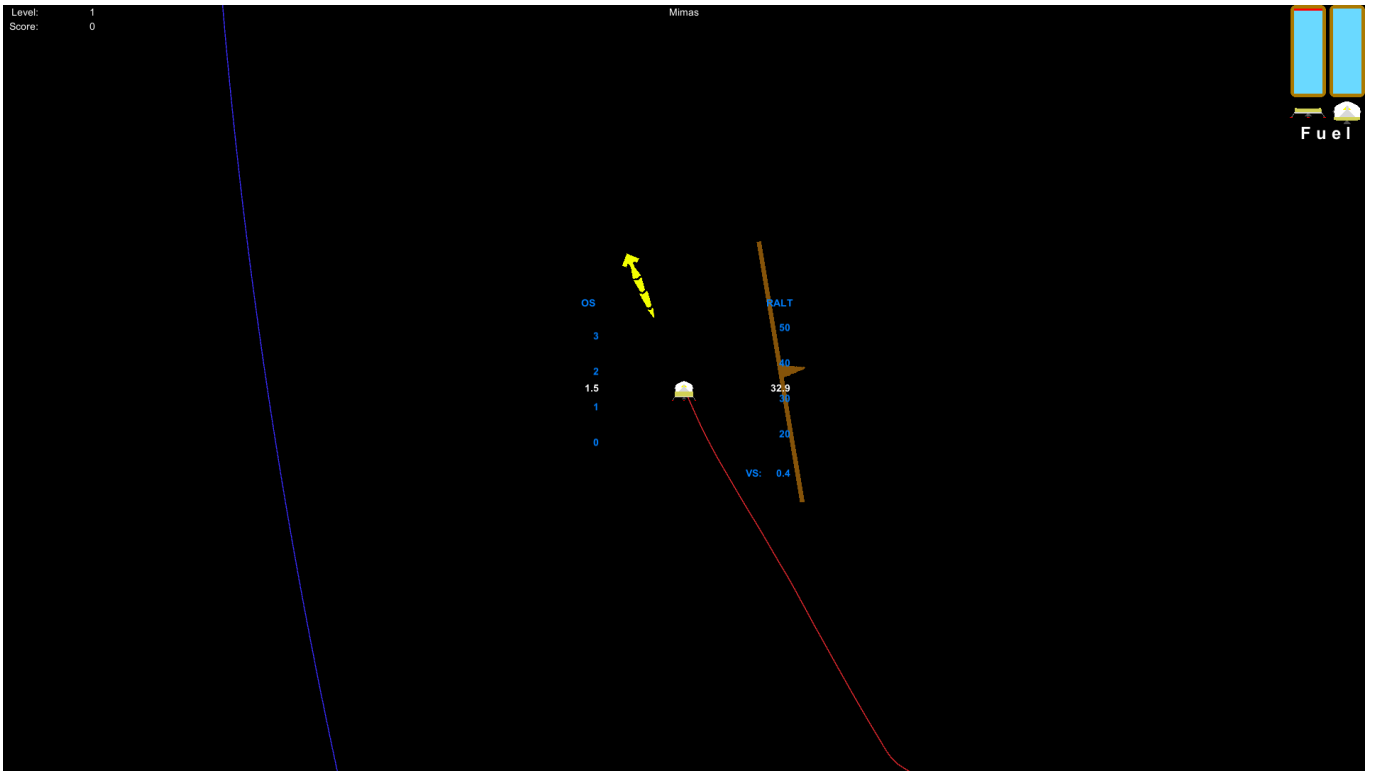
In the top-right corner, the text display of the fuel and speed has been replaced with a visual representation of how full your tanks are.



Demo of the HUD.



Speed direction indicator is blue to indicate a landing score of 1,000+ points.





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Level:  
Score:



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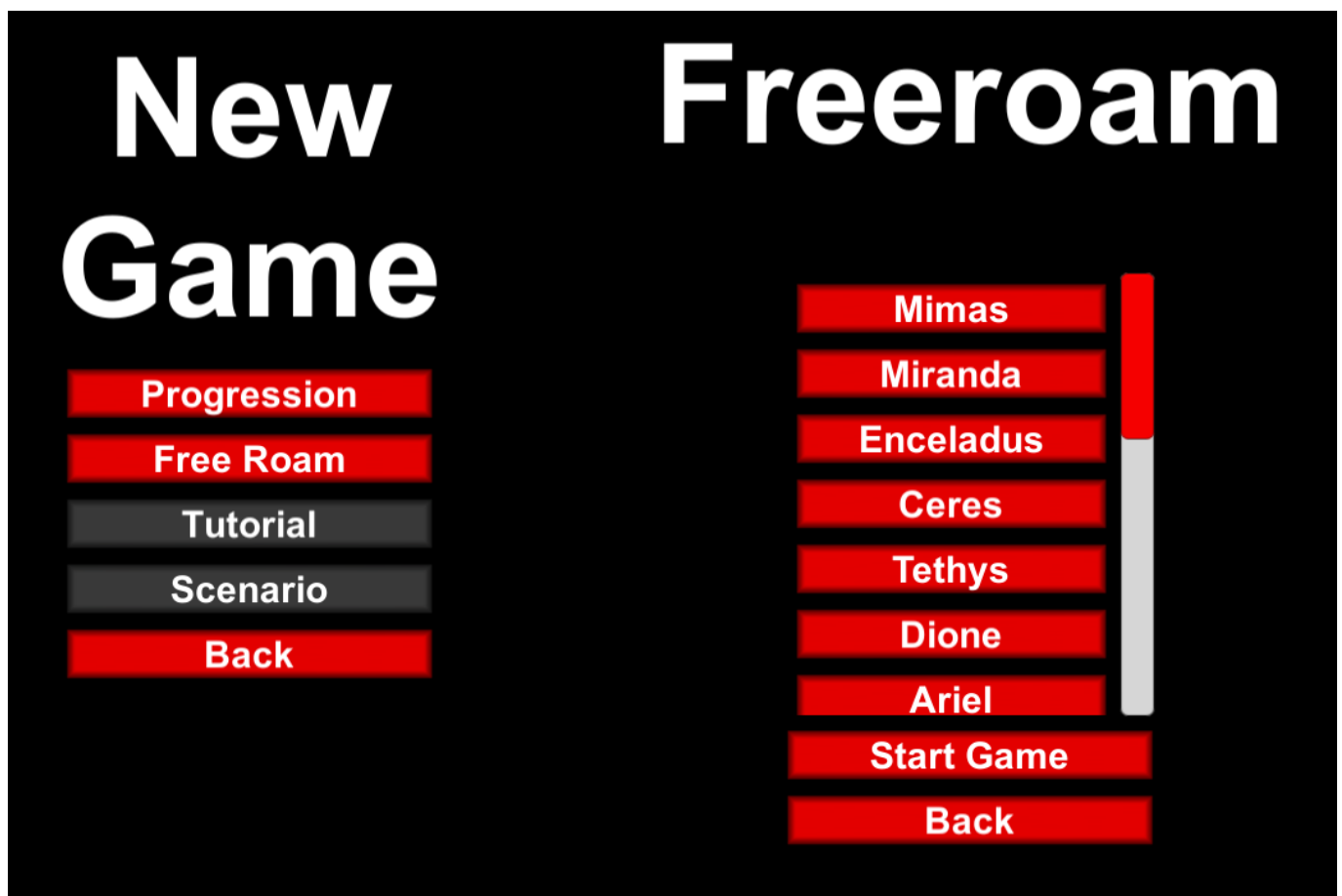
Speed direction indicator changes color as you accelerate. Red is bad!

What is shown here is subject to change by the time the update is published. I'm also working on improvements to the in-game menus and the various screens that the menu items take you too. There will be a dedicated help screen and a new settings screen.. **Time Warp Update Released:**

Time warp and pause have been added to the game. Both can have their controls configured in the settings screen. The Time Warp will increment and decrement by a factor of 1x. Time warp will start becoming ineffective at around 10x normal speed, but may vary between systems. Just to make sure you don't lose control over the vehicle, all controls except camera zoom are disabled while in time acceleration.

Other Additions. **Freeroam Update:**

The freeroam game mode has been successfully implemented. This will allow you to start a new game where you visit planets in any order that you want, provided you have at least reached that level in the Progression mode. The same framework will be used to create tutorials and scenarios.



On top of that, there have been a few performance tweaks and bug fixes. One of the bugs that have been fixed is the one that reverses a few of the controls. I don't know when this bug was introduced, but when I discovered it, it was top priority and I thought I had fixed it in the previous update but I was wrong. There have been a few other bugs that have been fixed along the way.

For the next update, I intend to focus on adding some more sounds, some dialog, and maybe some background music to the game.. **Quicksaves and Performance Optimizations:**

I'm still trying to figure out how to get the Command Module AI to get back into orbit if you manage to get it out of orbit, but in the meantime, I've implemented some new features and increased the performance of the game.

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### Quicksaves. **Aesthetics Update Is Live:**

The first major update to this game is out. This update mostly provides visual enhancements to the UI, starting with the main menu. Everything is now big and centered on the screen.

There is a new Help screen to replace the old help information on the main screen and gives a bit more detail about the various parts of the UI. The Help screen will be updated as needed based mostly on player feedback.

There is a new settings screen that allows you to assign keyboard and joystick button inputs. These settings are saved so that you don't have to reassign your buttons every time you start the game. There's also an option to reset to the default settings. Due to some limitations in the Unity engine, axis assignments are done via a dialog box that now comes up before the splash screen. The axis assignments are "X Translation", "Y Translation", "Rotation", and "Throttle."

The graphics settings are currently set using the same dialog box to set the axis until I get a better system in place. Cockpit sounds and developer commentary are coming soon.

The in-game UI has also been greatly improved. There is now a HUD that gives you all the information that you need to land and redock. A button on the top center of the HUD allows you to change the HUD mode between surface-relative and command module-relative information. At the request of one of the players, the HUD now has a horizontal speed indicator.

The default controls have been adjusted slightly to allow you to separate the main engine from the vertical translation thrusters (there's an option in the settings panel to change this back if you want). You can now use your thrusters to assist your main engine or cancel-out some of its thrust.

The major control differences is that you must now hold the stage/undock buttons in order to maintain thrust, and that the keyboard/button inputs now instantly go from 0 to 100% and back when you use them. This is a consequence of me overriding the Unity's default input system.

The screens to view and submit your high scores have also been given a visual update. And a screen has been added for those who complete all the levels of the game without crashing.

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