Readme

Please note a few things.

While it would be easy to add music to the levels, I just didn’t get around to it. If you hang around in the main menu you’ll hear a theme though.

WASD and the arrow keys are for movement. The player movement is a bit anaemic.

Spacebar fires the gun.

The bullets are meant to have negative mass, so that you can “pull” crates around.

Enter should take you back to the main menu.

The in-level events are all very similar and don’t do much, but they are there.

New events can be added on the numpad. 5 = spawn new enemies. The other numpad keys alter the gravity.

Esc still quits the application.

The sound filter should reduce volume according to distance, and then stop it entirely.

The bullets kill both you and the aliens instantly.

The aliens kill you instantly if they touch you.

The purple tiles have upwards-facing gravity.

Being on a ladder makes you immune to gravity.

I’ve got an intractable problem with the physics, so it may still be broken when it gets to you.