

## Notable Features

Even though we tested the game as much as we could, a few things still remained unsolved. For example, we have to get rid of the distracting Harman banner at the beginning of each environment. This can only be done by paying a license for Adobe AIR, which at the moment we don't afford.

Next, we wondered how someone could possibly break the game.

We realised that if someone messes with the source files, the game would crash. Then, we realised that's the case for any game and there's nothing we can do about it, it's a natural thing.

The game is protected from most failures that could occur during any type of input. One thing we didn't have time to take care about was the edge of the universe. However, we considered that space is the last frontier, so why bother about the space's frontier itself. If you travel for long enough, you'll find the end of the space, where there is nothing. You can't get that far, though, because the time will reset after 5 minutes.

Also, we know that for now, the game is only supported by Windows. Making it run on Linux or MacOS is possible, but it requires extra work, which, for the moment, could be put in simply making the game better.

Now, let's get to the cool stuff.

- The ship design is based on the 1972 Dodge Charger, a spectacular car. To make it more space-likey, it was mixed with design features from the ships in Chicken Invaders, the most popular space game we all know. Even the engine sound was recorded from a real Dodge Charger engine, and we mixed it to fit the game.
- The space bar literally has a keyboard space bar in the logo.
- The calendar that stays stuck at the same day is a hint for the time loop.
  - The time reset during 19 January 2038, at 03:14:07 is a reference to the Year 2038 problem, when systems which measure Unix time stored in a signed 32-bit integer will fail.
- All of Oevr's culture is cheese-themed. Oevr was inspired by La Vache qui Rit. "Oevr" is actually "brie" in ROT13. The ROT13 encryption was used a lot thorough the game, and many other references to cheese can be found. Purrfr-cynarg actually translates to "Cheese planet". Ubyr translated to "Hole", and a few lines of dialogue from the radio can actually be translated with ROT13. The GPS bar code, DA24632C, is the ROT13 equivalent for "spacebar", and Oevr's location code is ROT13 for RADIOLOG.
- If you go straight down-right at an angle of 45 degrees, you'll get to a black hole. It makes times pass 30x times faster.
- If you got up-left at an angle of 45 degrees, you'll find a cute round-shaped object that spins in a majestic manner.



- The -1Hz frequency on the radio is an interesting thing to think about, as a frequency can't be lower than 0Hz.
- There are over 20 women to see on the dating app. The name, Tinbar, is related to Tinder.
- Radio True, Radio Da, and Radio Nu, were all made to remind teens about the period we all used to play GTA on our computers, as most of the music comes with a hint of nostalgia from back then. The other two radio tracks are there just for the fun of it. We don't have copyrights for all the tracks in the radio. However, we consider them unrelated to the game, because everyone is free to listen to background music while playing. They do not bring anything new to the game progress.
- If you quit the game using the X button on the phone, your location and current state is saved for when you'll open the game in the future.
  - Except for the credits screen, the time will reset and be tracked no matter the environment you are in. This required extra attention and care.
- The compass itself required 3 hours of work. The angles are extremely precise, and every pixel was drawn by hand. The inner wheel, behind the two front rings, is actually programmed to spin according to the difference between the angles of the upper rings.

- You can easily do drifts with the vehicle, due to low external forces in space. Even more, when you are out of the ship, you spin even harder. If you want to have more control of the spin, just press the down arrow, or S, and drifting will be slowed.
- The ship reactors actually have lights that turn on when you enter the ship. The smoke and the “jet pulse” also behave a little bit differently when you get in the car, because the engine revs up.
- There is a parallaxing effect (objects further away move slower relative to the viewer). Therefore, you will notice how the space background seems further away.