Floatmotion Help

Ho does the game work:  
You are a sphere and have to fly through space without hitting the floating cubes. If you hit une you’ll lose a live. After 500 meters there is a very big collard cube that brinh you into a gigher Level. If you have 0 Leves then you have to try the level again and the time since the last death will be reseted to 0. Each Level is random generaded an as higher the Level, as difucult the Game. There are 10 Levels until you have finished the game. After this I recommend to Play the whole Game with FastForward, using cheats or try to finish the game as fast as possible and have a lot of fun.  
  
I have a problem who can I ask?  
Write me a mail under [nico@bosshome.ch](mailto:nico@bosshome.ch) or add [nico@bosshome.ch](mailto:nico@bosshome.ch) under Skype. I’ll answer your question alsways as soon as possible. You are always welcome to ask. I don’t bite.

How do I controll the Game:  
There are 3 Possibilities to control the Game

* With the Leap Moution Controller
  + 3D Moveing
  + The Sphere react to your hand moving
* With a,s,d and w
  + Only 2D
* With j,I,l,k,o and p
  + 3D Moveing
  + J,I,l and k are x and y moveing
  + O and p the z movement

Key Table:

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| --- | --- |
| ESC and Alt & F4 | Close the game immediately |
| PAUSE or SPACE | Pause the game until you press a key |
| A,s,d,w and ,j,k,l,i,o,p or LeapMotion | Control the Player |
| F1 or HELP | Open this Help Document |
| F2 | F2 disable all Stars in the background and you will get 3x more FPS. By pressing F2 again the Stars will reappear. |
| F5 | F5 will take a screenshot of the moment you press it and will save this into the Floatmotion main folder. |
| ENTER | Change between Time and the Distance since the Level start. Booth helps you to see how long It’ll takes until the Level Ends. Normaly a level Takes 160s (Level 1) to 80s (Leve X) and have a distance of exactly 500 meters. The Time counts since your last GameOver or the game start. So it’s possible to make SpeedRuns using the FastForward Function. There are also some glitches to (nearly) skip cutscenes using FastForward or making that no more cubes are generatet or be to fast so that on slow Computers one frame is before and one after a cube and no collisen Event is registerd. And I’m sure you will find much more. So a lot of fun for SpeedRunners. |
| Y (Z), X and 1 to 0 | Change the Level or restart the current one. This is a bit like cheating because the Game was made to be played from Level 1 to X without skipping some of them but I you like you can use this Function. |
| C,v,b,n,m and , | C: Set Live to 1 V: Set Live to 3 B: Set Live to 7 N Suptrate one Live M: Add one Live ,: Set Live to the max of 99 |
| LEFT,RIGHT,UP, DOWN, [ (DE: ü) and ‘ (DE: ä) | Move the Camera |
| CTRL or BACKSPACE | Move the Camera back to the normal Position |

Fast Forward:  
Fast forward comes From Emulators for witch it’s very easy to change the game speed. For more Fun I implemented this Function also in my program. For use this function I difined some Keys. All of this can be used together. I recommend to try to play the fol game in Fast Forward after you had finished it in normal speed. Its extremely difficult but passible. Also you are free to makes speed runs with FastForward.

|  |  |
| --- | --- |
| TAP | Fast Forward => Speed up the game 4x as long as you press the Tab Key. The 4x Schift is active then it will speed up 16x |
| ` (over Tap § on DE) | Speed u the game 200% (speed\*2( |
| SHIFT | Fast Forward => Speed up the game to 400% until you press shift again. |
| \ (left from lift Shift < on DE) | Slow down the game 50% (speed/2) |
| ] (left from Enter ¨, ! and ] on DE) | Speed Up the Game 0.1, 0.2 or 0.5 Unites |
| \ (left from Enter under ] $ on DE) | Slow down or negatively speed up the game if speed <0 The speed down value is 0.1, 0.2 or 0.5 Unites |

I want to modify your program how can I build it?  
This is very easy! You only have to Copy The Foatmotion Folder from C:\Program Files (x86 to a folder you have wrte permissions like Douments or your Desktop.