# Final Presentation

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Game overview

- Dystopian future, lower class on garbage-covered earth, upper class in space
- Your job: operate a space elevator, bring goods to space
- Defend against space pirates trying to steal your cargo
- Physics-based combat: Grab and throw enemies into each other using elevator's mechanical arms
- Equip secondary arm modules for alternative damage options
- Keep elevator running by refueling and repairing battle damage
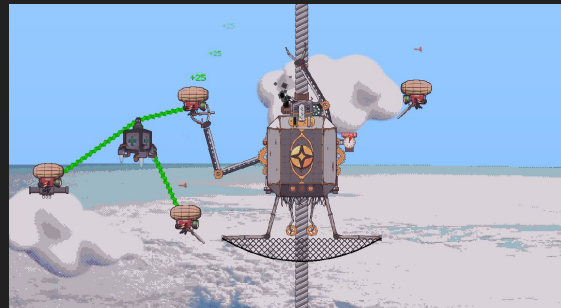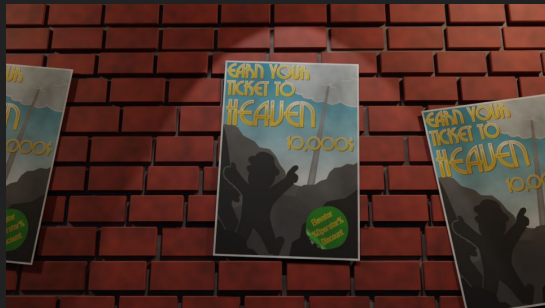
Changes since alpha

- All previously mentioned pre-playtest changes
- Random level variation: night levels with rain & thunder
- New enemies:
  - Laser drone (start spawning in space, shoot 1 second long laser bursts)
  - Health support box (heal nearby enemies)
- Toggleable controls label while controlling arms
- Tutorial videos can be rewatched in pause menu

```
E -> Exit arm station
LMB -> Grab
RMB -> 2nd arm function
1/2 -> Select shield or module
Space -> Prepare fling
W/S -> Control item chutes
Q -> Toggle net
A/D -> Move net
Tab -> Toggle this text
```

Live demo

Thank you for your attention