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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.

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

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

Processor: 1.0 GHz, 64-bit

Memory: 256 MB RAM
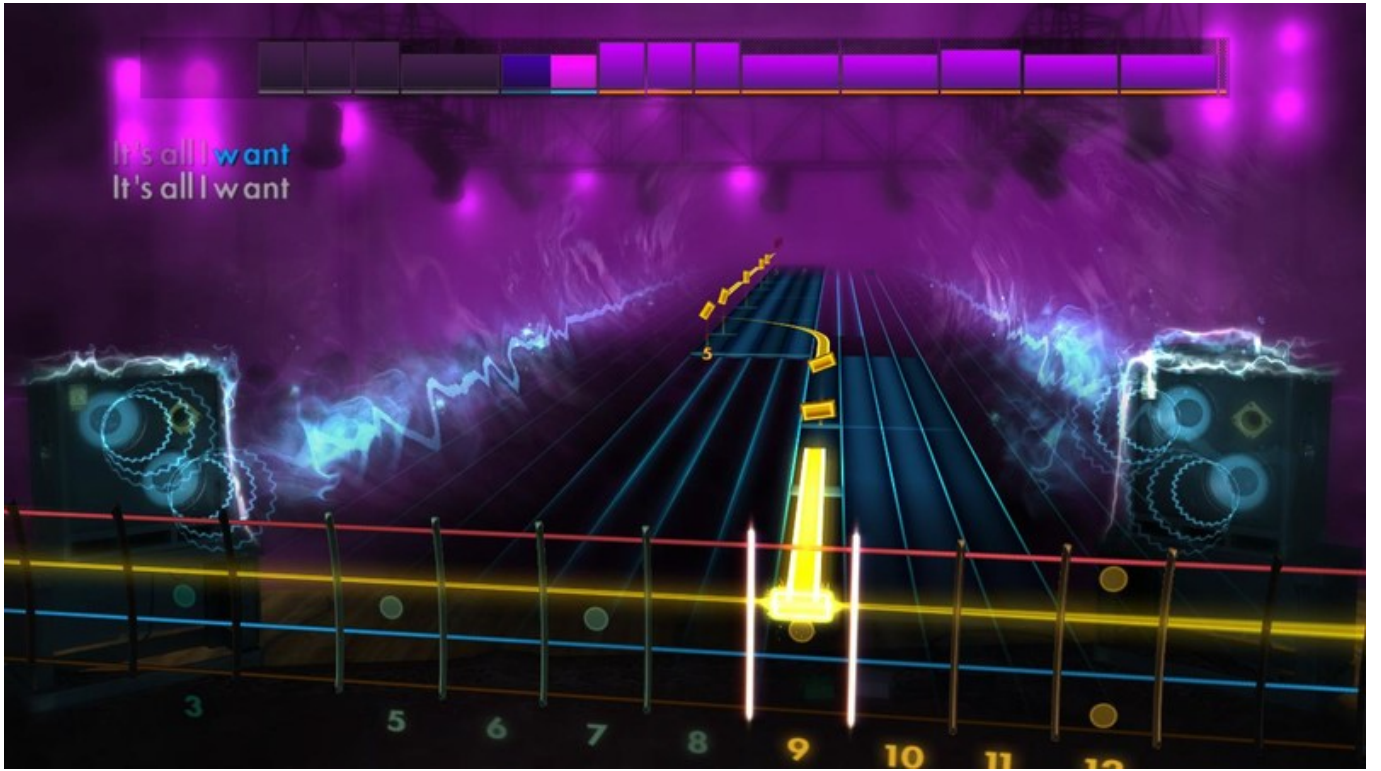
Graphics: Not Determined

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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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.
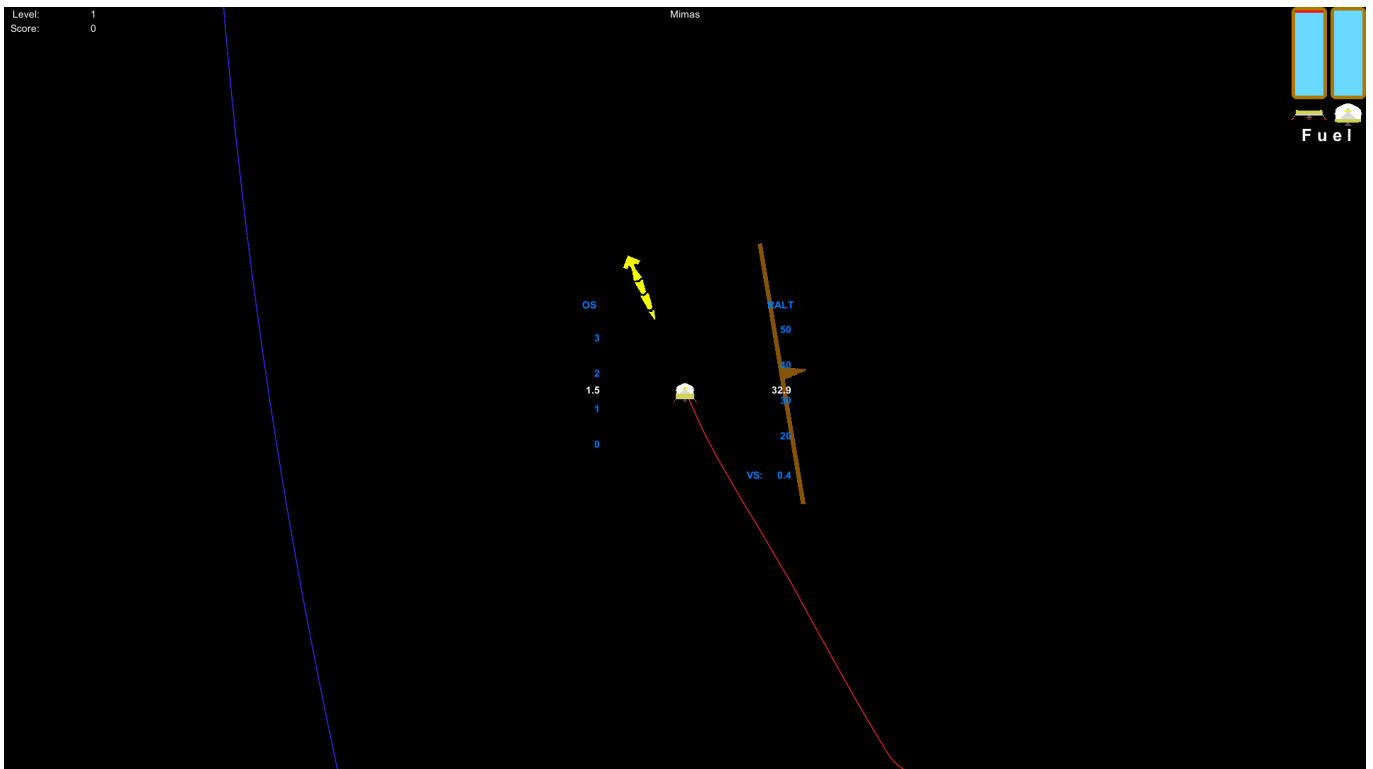
In the top-right corner, the text display of the fuel and speed has been replaced with a visual representation of how full your tanks are.
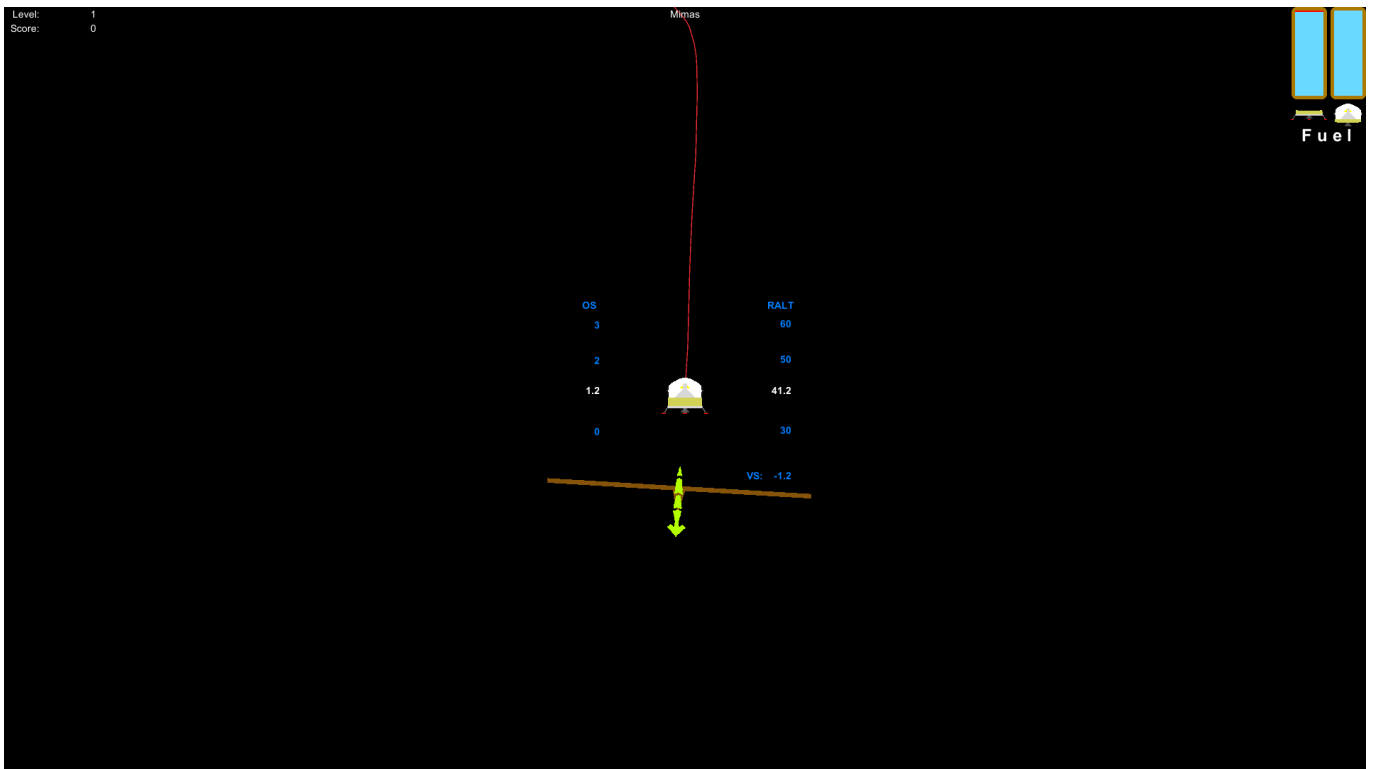
Demo of the HUD.
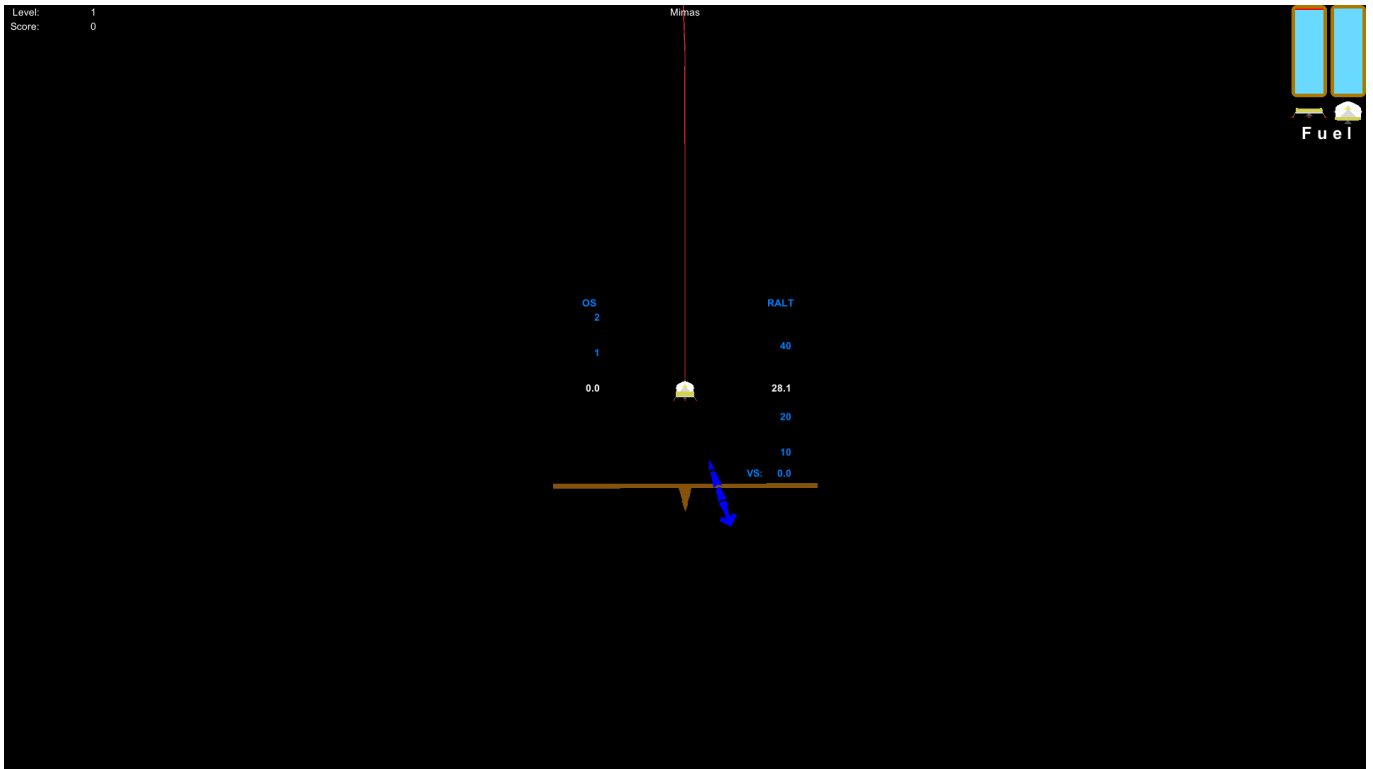
Speed direction indicator is blue to indicate a landing score of 1,000+ points.

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.. **macOS Support Dropped**:
From this day forward, Solar Lander is no longer available for macOS and I will no longer develop anything for Apple-brand products. Solar Lander will continue to be updated for Windows and Linux though.. **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.

Quicksaves. **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.

. **Bug Fixes and Sounds**:
Solar Lander has just been updated with working sound settings and a bug fix. I also noticed that the previous build didn't quite make it to the live state as I had intended. Don't know what happened there, but that issue is now fixed. And I double-checked this build just to make sure!

Sound System. **Game Overhaul Progress Report Video**:
I am currently working on a massive overhaul of Solar Lander's systems to fix a few issues that the game has and to make it easier to develop the game in the future. Here's a video about what I'm doing with the game.

https://www.youtube.com/watch?v=JDJ8Ql3kjNk. **Torque Physics Fixed**:
I fixed an issue with the torque physics that would cause excess jittering with the vehicle. This would most likely be noticeable when trying to redock with the command module. The amount of jittering due to trying to control the vehicle is almost non-existent now.

As a side effect of this bug fix, the retro RCS thrusters (and possibly the main engine) are now far more effective than they were before.

This issue is not related to any jittering that you may experience in the later levels of the game. That is caused by the Unity engine using 32-bit physics and the planets late in the game being so much larger than the early planets. The 32-bit physics is also why I scaled the planets and vehicles the way I did.