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HOPELESS SEA
(Steam Standard Version)
Version 1.1.0.1

By: Potato Cat (solo indie game dev group led by Shaoyao He)

Follow us on Discord: <https://discord.com/invite/wUNuhJy>

Follow us on X: <https://x.com/He42012He>

For feedback please use feedback sheet: <https://forms.gle/syCbLuesH7oa3tLn7>

中文玩家欢迎加入官方 QQ 群: 915158088

****** Important notes ******

* Two keyboard control methods: "WASDJK" or "↑ ↓ ←→ ZX/ ↑ ↓ ←→ CtrlSpace"

* XBOX controller works well but PS4/PS5 may not work properly due to driver issues

* All 11 levels are playable

* 4 bosses for arcade mode, spawn at level 3, 6, 9, 11 respectively

* 5 characters, 3 main weapons, 5 secondary weapons are playable, 20+ traits

* The following are incomplete and still under development:

** Local Co-op mode

** Boss rush mode

** Endless mode

** Extra weapons, character(s), enemy, traits etc.

** MacOS port

** NS port

** Mobile port

******* Controls *******

Keyboard:

Z - Confirm/Shoot

X - Bomb/Cancel

Esc - Special ability (SP)

ENTER - Confirm/Shoot

Control - Confirm/Shoot

Space - Bomb/Cancel
Shift - Bomb/Cancel
Arrow Keys - Move
ESC - Quit/Pause
F1 - Fullscreen switch
F12 - Screenshot

Controller (in example of XBOX):

LSB/DPAD: move
A: Confirm/Shoot
B: Bomb/Cancel
START: Pause

**** Known issues ****

ISSUE: Sometimes entering the pause menu and resume playing will spawn another ship or/and boss, which will eventually lead to game crush
WORKAROUND: Exit the game and restart.

Credits:

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Potato Cat is a solo indie dev studio established by Shaoyao He based in Shanghai, our aim is to provide unique but joyful gaming experience to player all over the world.

* Shaoyao He (producer, designer, programmer, artist, UI/HUD designer, sound effect, marketer)

Special thanks (in alphabet):

- * Aktain (demo gameplay feedback)
- * Chane Hollander aka. Drbosskey (demo and standard version gameplay feedback)
- * Chris Zukowski aka. Zukalos (self-publishing, marketing strategy)
- * Elleroch (standard version gameplay feedback)
- * Jupiter (STG history)
- * Lop (GameMaker knowledge share and trouble shooting)
- * MQ7145 (standard version gameplay feedback)
- * Partner, parents, father-in-law and best mates (mental support and everything)
- * Sina Weibo (2025 Weibo ACG Expo convention invitation)
- * Tony Xiong (prototyping workshop, STG history, demo gameplay feedback)
- * 丹阳雪风 (demo gameplay feedback)
- * 蓝慕 (demo and standard version gameplay feedback, convention support)
- * 木天明 (long term standard version gameplay feedback, bug report)

Contains content from the following developers:

* Steamworks extension by Yoyo Games at:

<https://marketplace.gamemaker.io/assets/10709/steamworks-ext>

Level 3 boss fight BGM

Rapid4 by PeriTune at:

<https://peritune.com/blog/2018/11/27/rapid4/>

Level 6 boss fight BGM

Chiptune War Dance by nickpanek620 at:

<https://pixabay.com/music/video-games-chiptune-war-dance-217916/>

Level 9 boss fight BGM

Raid3 by PeriTune at:

<https://peritune.com/blog/2018/11/27/rapid4/>

Level 11 boss fight BGM

Rapid3 by PeriTune at:

<https://peritune.com/blog/2018/11/27/rapid4/>

Main Menu BGM

Waiting Time by Lesiakower at:

<https://pixabay.com/music/video-games-waiting-time-175800/>

Store BGM

The Console Of My Dreams by djartmusic at:

<https://pixabay.com/music/video-games-the-console-of-my-dreams-301289/>

Also used BGM and SFX purchased from Ovani Sound at:

<https://ovanisound.com/>

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