

THIS IS THE DEATHPLANE DEMO.

Deathplane © Lekooliatris Games 2025

~ this version of the _DEATHPLANE DEMO_ is version 0.01 ~

note: this is specifically the PLAYTESTERS' DEMO. release versions of the demo will start on 0.0.1 as well.

do not open the data.win or we will send hackermans after you!

----ABOUT----

Deathplane is a puzzle platformer about moving the plane of death at the bottom of the level.

--FEATURES--

- Unique artstyle mixing simple graphics with nice gradients and shading.
- Full controller support for Xbox and Nintendo controllers.
- 5 worlds planned (Only World 1 is playable in the demo.)
- Good humor and story

----CONTROLS----

--KEYBOARD--

Spacebar or Z: Jump

← and →: Walk (there is no running, otherwise puzzles would become silly bc you could just cheese through them all.)

X: Move deathplane down

C: Move deathplane up

--CONTROLLER--

(Note: Xbox controllers should be plugged into port 0, while Nintendo controllers should be plugged into port 4 (or 0 in XInput). If you don't know what this means, don't worry, you won't need to worry about it.)

Xbox:

A: Jump

X: Move deathplane down

Y: Move deathplane up

Left stick or D-Pad: move

Nintendo:

A: Jump

Y: Move deathplane down

X: Move deathplane up

Left stick or D-Pad: move

Triggers can control the deathplane as well. Just remember, "R" for "Raise" and "L" for Lower!

--PLAYSTATION CONTROLLER NOTES--

This game is set up to be playable with DualShock 4 and DualSense (PS5) controllers plugged into port 4 (DirectInput). DualShock 3s might work as well. Certain things may not function correctly with PlayStation controllers.

Controls:

Cross: Jump

Square: Move deathplane down

Triangle: Move deathplane up

Q: My controller connects and works. You said it didn't. What's up with that?

A: If it works, great! It probably gets detected as a Nintendo controller due to the way GameMaker controller support works. If so, Square might act as Cross, and Triangle as Square. I can't fix that lol

--GENERAL PLATFORMER BASE--
Peyton Burnham

--TITLE MENU BASE--
Peyton Burnham

--LEVEL TRANSITIONS BASE--
Peyton Burnham

--SAVE SYSTEM BASE--
Peyton Burnham

--PAUSE MENU BASE--
Mark Alexander
Peyton Burnham

---All of these were worked on, tweaked, and have had extra features added to them by me (koola). Everything else made by directly and entirely by me.

Enjoy the demo!

KNOWN ISSUES FOR PLAYTESTERS' DEMO

- Moving the deathplane in certain spots in a level can cause the character to shake rapidly.
- Pressing 1 on the keyboard in the main hub will move you to World 1.
- The settings menu text is uncentered

AI GENERATED CONTENT DISCLOSURE

- Certain areas of the game's code were written by me, edited by AI, and further manually edited.

This includes:

- Door logic
- Certain internal timers

(most of this was written in August 2024 lol; ive been working on this off and on for a while now)

Gaming