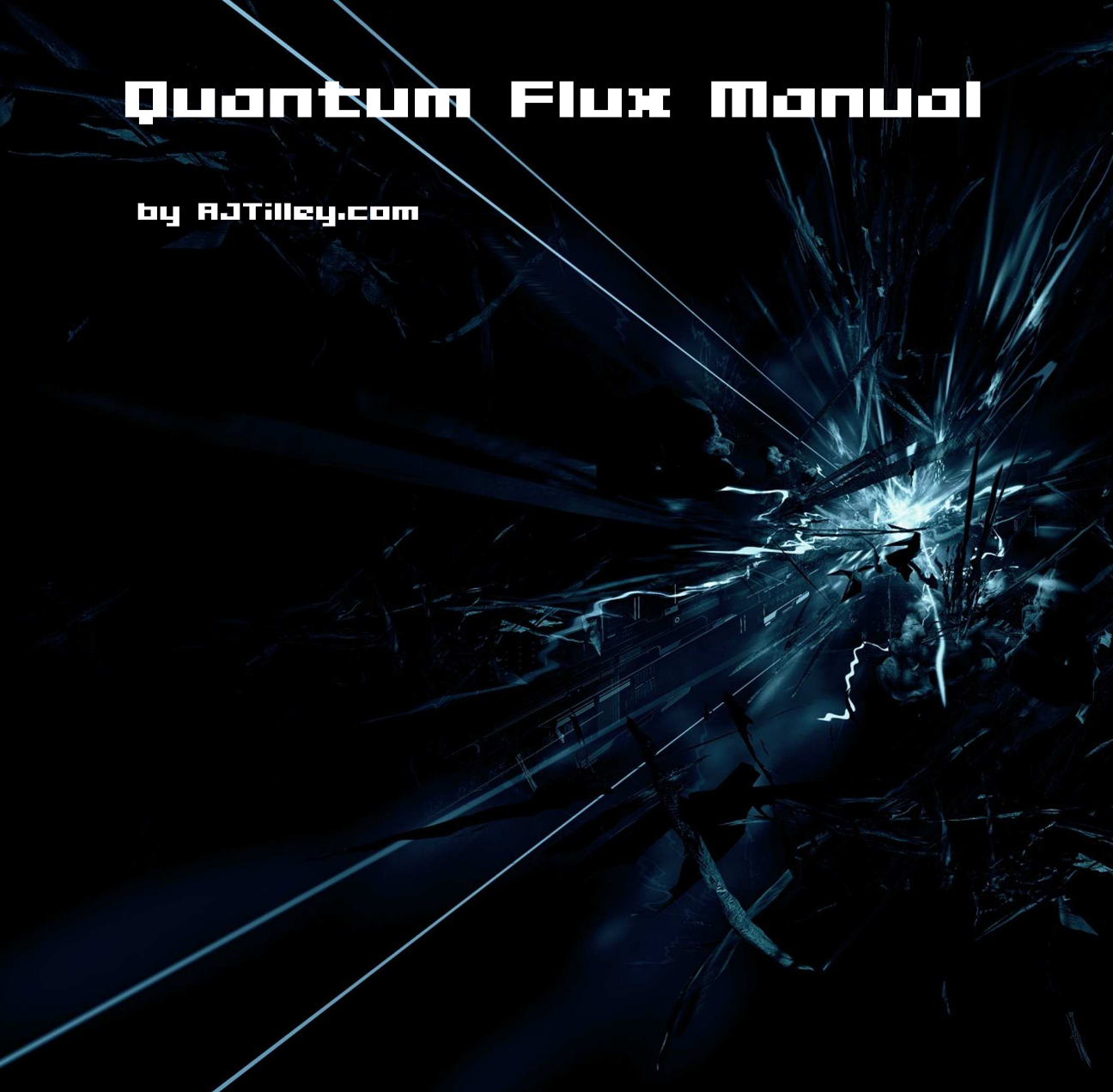


Quantum Flux Manual

by AJTilley.com



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Foreword

There are many things I could say in the foreword, but having never been great at expressing myself, I felt the best thing I could do was to thank all of the people who have backed the project since we appeared on Kickstarter back at the start of 2013.

Many of you will have witnessed the pitfalls we have encountered and the changes we have had to incorporate during development, but despite this the community has remained true and both Buka Studios and myself have been happy to work together to create this game.

So thank you to all of our original Kickstarter backers and all of the backers who have since helped us on PayPal. Without all of you this game would be very different right now, and may not even exist at all...

From,
A.J. 'Dharker' Tilley

Development

The Early Days

Quantum Flux originally began its life named Spatial Flux, but in the early stages of development the name was changed as another space game already used the same name. To avoid confusion this book will only refer to the game as Quantum Flux or QFLUX.

It is hard to say when development of Quantum Flux actually began... Full development undoubtedly started after the successful kickstarter campaign; however this was not the true start as I had already been working on the ideas that would eventually create QFLUX for over a year.

In the early stages Quantum Flux was going to be an RPG set in space, the games USP was planned to be infinite upgrades, allowing the player to gather resources on their travels and use them to upgrade your vessel.

Initial development began with a small tech demo offering the players a chance to explore a set universe in a roguelike setting. Testing however showed me this was a little more than my engine could handle so I took some advice and reduced the game back to its basic principle...

Development

A Space Exploration Game

This principle became my initial idea and I removed everything that wasn't this and began to rebuild the game once more.

I wanted Rogue-like elements and perma-death to be included within the game and quickly found that a slightly altered visual novel game style would work best for these choices.

Eventually the game was in a very basic state that meant I could bring it to kickstarter. The level of success would then determine how we would progress and how big the game would end up being.

Events were planned to be primarily text based with players making choices to determine what path they would follow with a few mini games included to keep the game interesting as a player progressed.

Development

Kickstarter

Truth be told I bit off a little more than I could chew in my first kickstarter campaign, I made mistakes and I grossly underestimated the costs involved in building a game of this kind.

These mistakes took some careful planning and some tough choices to correct, but the lessons I learned from them have stayed with me and will help me in my future campaigns and projects.

But for this game I realized a lot more funding would be required or a lot more time, not wishing to make my backers wait an extreme amount of time, I opted to collaborate with Buka Studios.

I already had a good relationship with Buka Studios and so agreed for them to take over full development, this would allow me to focus on game planning and do additional work elsewhere to raise extra funds for the games development and art assets.

After a few months of re-development and hard work we got back on track to produce QFLUX.

Development

Full Development

After some negotiation Buka came on board working side by side with me and then as I raised additional funds they took over full development.

Then for several months we worked side by side, while I directed development in the role of the publisher, Buka Studios focused on development.

With this new dynamic we were able to build the game I had imagined and began to even include additional combat features, storyline's, inventory items, achievements and other requests made by the community for inclusion in the game.

* * * * *

Now as I write this we have completed version 1.0 and are in the process of preparing the downloads for all of our backers to receive the game as a special Christmas Day release.

With the game now launched we are happy to begin to look forward to further development as we publish the game online.

Storyline

Quantum Flux is set in an uncertain future where the world is on the edge of destruction as the Earth's own sun, once a source of energy, became impending destruction.

Research however existed detailing an old colony from when mankind once attempted to explore the universe. It now rested as their last hope in a far corner of the known universe.

Humanity scrambled to find a way to safety, they outfitted the best ship of the line 'The Artemis' with stasis pods to try and preserve the last 'Earth-born' of the human race.

No sooner than the stasis pods were secured and filled with the best and brightest from around the world, than the Sun began to go supernova.

All humanity could do was watch as The Artemis fired up its Flux drive system and disappeared taking their hopes for humanity's survival out into a hostile universe.

Controls

The Artemis is controlled by the mouse, in all forms of the game, however you are also able to use the Space Bar to move forward text blocks when reading each events details.

Menu Options



? = Lists all game codes
& unlocked achievements.

Type your name or game code in the Text box.

Start Game = Begin a new Quantum Flux game.

Combat Training = Play a mini game to test your combat skills.

Scoreboard = Shows your game and combat training high scores.

Credits = Click to view

Bonus Codes

Thank you for supporting the games development. As a thanks we have created a series of special codes that you can input into the 'Commander' box on the main title screen to enjoy new ways of playing the main campaign...

MONOPOLY - Begin with 10,000 credits

KEEPTHEFAITH - Morale never drops

KICKSTARTER - Starting Player Ship Upgraded

SUICIDE - Start with 10% hull (*double points*)

SILENTRUNNING - No combat events

ARSENAL - All weapons added + Shield system

WARMACHINE - Encounter only combat events

TERMINATOR - Ship Armour increased to 200

MASTEROFTHEUNIVERSE - All Quest items at start

REBOOT - Clears all current saved game data

Flux's Future

Quantum Flux has now been released as version 1.0. But that is not the end of the story, there is still much more we wish to include in the game.

More features, mini games and stories. Better artwork, animations and greater ship control.

We are now aiming to release the game on a variety of online platforms such as steam and GoG.com as well as investigate the possibility of having the game included in indie bundles online.

Over time we hope the release will not only cover the additional costs we have incurred during development of version 1.0 but give us the chance at profits to continue the development into version 2.0 and beyond.

We are currently working on new versions of the Quantum Flux website: quantumfluxgame.com and my own dedicated website AJTilley.com.

Once the new versions are up and running you will be able to find the latest news on game updates and release information as we progress into 2014 and beyond.

Credits & Thanks

Quantum Flux was independently developed thanks to private funding from AJTilley.com and crowd funding via Kickstarter.

Between our 150+ backers and AJTilley's private funding we raised over 5k GBP.

We would like to thank everyone involved:

Creator, Owner & Publisher – A.J.Tilley
Primary Game Developer – Buko Studios
Music Soundtrack Designers – Forte Sounds

& our many Kickstarter backers,
without whom this would not
have been possible...

!THANK YOU ALL!

Backers

eustasy

Raffaele Passarelli

Mike Hanson of Psychotic Psoftware

Jorge Daniel Velásquez Nava

Lyronia

Alexander

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J. Quincy Sperber

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