PROJECT G™



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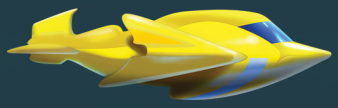
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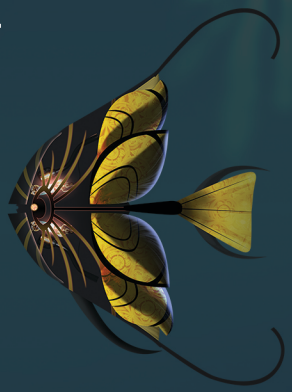
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PROJECT G

The year is 2110 and humanity depends on secret marine farms for survival. Created by a philanthropic organisation through a century's tireless work, the aquatic farms are under threat from predators emboldened by an ecosystem in chaos. Cybernetic fish-bots were created to keep this precious food source safe.



Then it happened:

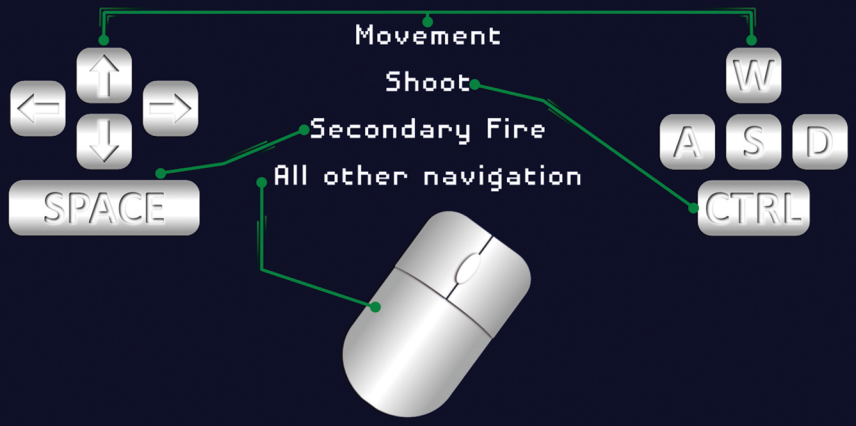


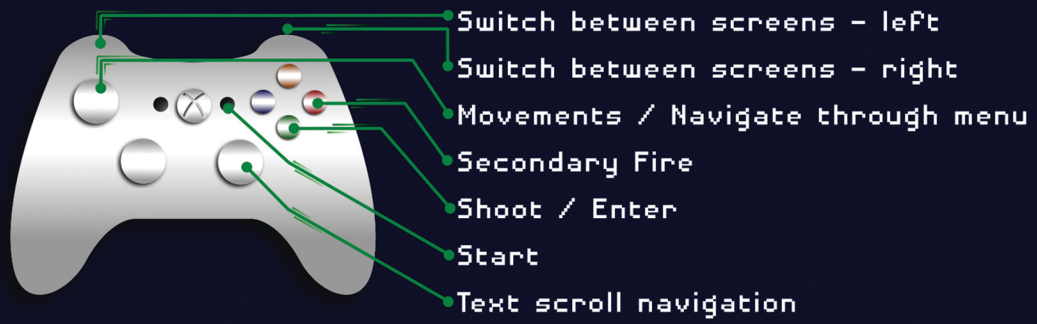
A GLITCH? A HACK?

All you know is that the fish-bots turned from guardians to enemies.

CONTROLS

Your ship moves by means of the keyboard, direction pad or stick. The main fire button shoots the ship's gun, while holding the button down auto-fires. A second button launches the ship's secondary weapon.





USER INTERFACE

SHIELD

Your ship has a shield which protects you from the worst of the fish bots attacks. However the shield weakens as you take damage, so try to dodge as much as you can. Once your shield is depleted, you lose a life. Over time your shield regenerates. When your life reaches zero it is game over.



WEAPONS



Primary fire shoots standard bullets and has an unlimited bullet supply. There are three types of Secondary weapons you can choose from:



TORPEDOES: will automatically target a random enemy.
DEPTH CHARGES: deployed behind the ship and explodes.
NUKE: times down into a huge explosive range.

There is a limit to your secondary weapon's stock, and can only have one equipped at a time. However with ship upgrades, the amount of secondary stock you can hold increases.

PICK-UPS





Destroyed enemies drop useful pick-ups. Pick-ups replenish your shield, give you another life or restock your current secondary weapon. There are also pick-ups that modify your bullet range, such as Rapid Fire (which times out) and Multi Shot (which is collected in limited increments of 50).

USER INTERFACE

RESULTS SCREEN



When you finish a Stage, you will see the Results screen. It will tell you the points you've earned, the Experience Points you've gained, obtained Credits and Materials, a Star Ranking for how well you've performed. From here you can choose to return back to the World Map, replay the level or go straight onto the next stage.

BASE



You can select and upgrade a ship, change secondary weapons and view their stats and inventory here.

ARCHIVES



You can view the Data Logs collected from the stages here.

SHOP



You can buy new ships, skins and resource packs using Credits. Credits are the currency of the 22nd century.

UPGRADE SYSTEM

When you start playing Project G, you'll initially have access to the Alpha ship in its first form.To upgrade the power of your ship (and other ships purchased from the Shop) a combination of Materials and Experience Points are needed. The Upgrade screen and ship selections are found at the Base.



MATERIALS

You are rewarded Materials by finishing stages, or by visiting the Shop and buying Crates. Materials are graded by how rare they are, and a certain number is needed to upgrade the three main components of each ship.

Each component requires a different amount of materials and are upgraded independently from each other, so it's best to plan ahead as to which components you need to upgrade first.

UPGRADE SYSTEM

MATERIALS

ATTACK: the power in each shot.

SPEED: the evasiveness of the ship from enemy attack.

SHIELD: the time in which your shield restores after vanishing, but also how many hits it can take.

ADD-ON: the secondary weapon of your current ship. In later ship models this is interchangeable with other weapon types, and stock pick-ups you get during the stage will match the equipped weapon.

Collected Materials and Crates are stored in the Inventory on the Upgrade screen. Purchased Crates may be opened here, and will reward you with random Materials. Materials can also be sold for Credits here.

UPGRADE SYSTEM

You gain Experience Points (or EXP) at the end of every stage, causing your ship to Level Up. The Levelling system works with the Materials system in that you must reach a certain level before upgrading components of your ship.



The information in the Upgrade screen will tell you which level you need to reach before you can upgrade a component of your ship. Your current Level and EXP are in the top bar. The component panels are greyed out until you reach the required level to apply more Upgrades. When reached, the components will be selectable and will show you the amount of Materials needed for that Upgrade.

UPGRADE SYSTEM

SHIP SALES AND CUSTOMISATION

You can buy new ships from the Shop using credits, and ships can be selected in the Base. Three skins can be unlocked for Alpha, Beta and Gamma. Optional cosmetic skins are available.

MAIN SHIPS

ALPHA



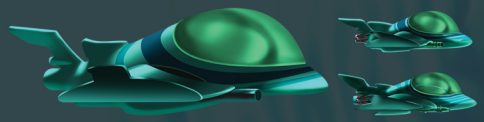
A sturdy, upgradeable machine for the most foolhardy and curious of pilots.

BETA



Its low power is forgiven for its small surface area, making it quick and evasive.

GAMMA



Barrelling through the currents, this ship can handle quite a beating.

OPTIONAL SKINS

MUSARAFT



ARGO



FISH TYPES

MARINE LIFE PROTECTION BOTS



IU 2001



AC 2006



NW 3003



ET 3040



GB 4230

FISH TYPES

FOREIGN BODY PREVENTION BOTS

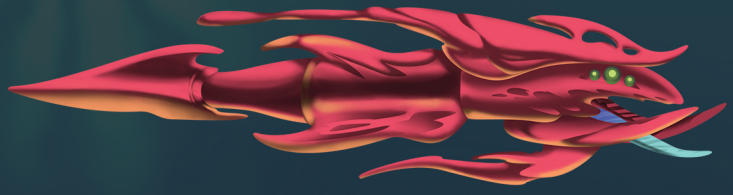


LH 4090



HS 5010

MAINTENANCE BOTS



ND 10100



CG 10200

DATA LOGS

Data logs from previous decades are floating around in protective chambers. These chambers can be shot open to release the log disk. However caution is advised these pods are in some cases extremely well armoured and may not be opened by weaker weapons systems. Also they are prone to emp pulse destruction so the use of nukes is not advised.

Once collected they can be accessed by selecting the  icon from the main menu. There are in total 10 logs in existence, collecting them will allow us decipher the co-ordinates of the final Giga Base for activation of Project G.



NOTES


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