

Welcome to - It's no rocket science!

Your goal is to navigate the rocket from it's starting ramp into the goal.



The rocket can only go in a straight line, but in each level you will find objects that you can use to create a path towards the goal.

Some objects can be interacted with like this pink Redirector by dragging them with your mouse.



When you are ready click on the play button and press **SPACE** to move the rocket. Good luck and have fun!



It's no rocket science! is a physics-based puzzle game that comes bundled with a level editor. Play the campaign and get familiar with the game mechanics. Afterwards, hop into the editor and create some great levels to share with your friends.

The rocket can only go in a straight line, but you can use the surrounding objects to alter the rockets path indirectly. The redirector let's you turn the rocket in a specified direction, while portals move it instantly through space. Discover the many ways of the rocket and combine objects to create interesting puzzles to share with others.

As a tools programmer in last semesters Mobile Application unit where we designed, created, and published *Binger Ninja* on Steam. I learned that I enjoy creating tools that make the production pipeline easier for everyone. I wanted to combine this with some gameplay mechanics and therefore decided to create a level editor that I then use to make some levels. This shows my skills as both a tools as well as a gameplay programmer.

Features:

- Rockets
- Ramps
- Redirectors
- Levers
- Portals
- Level editor
- Saving and loading custom levels

How to share levels with your friends:

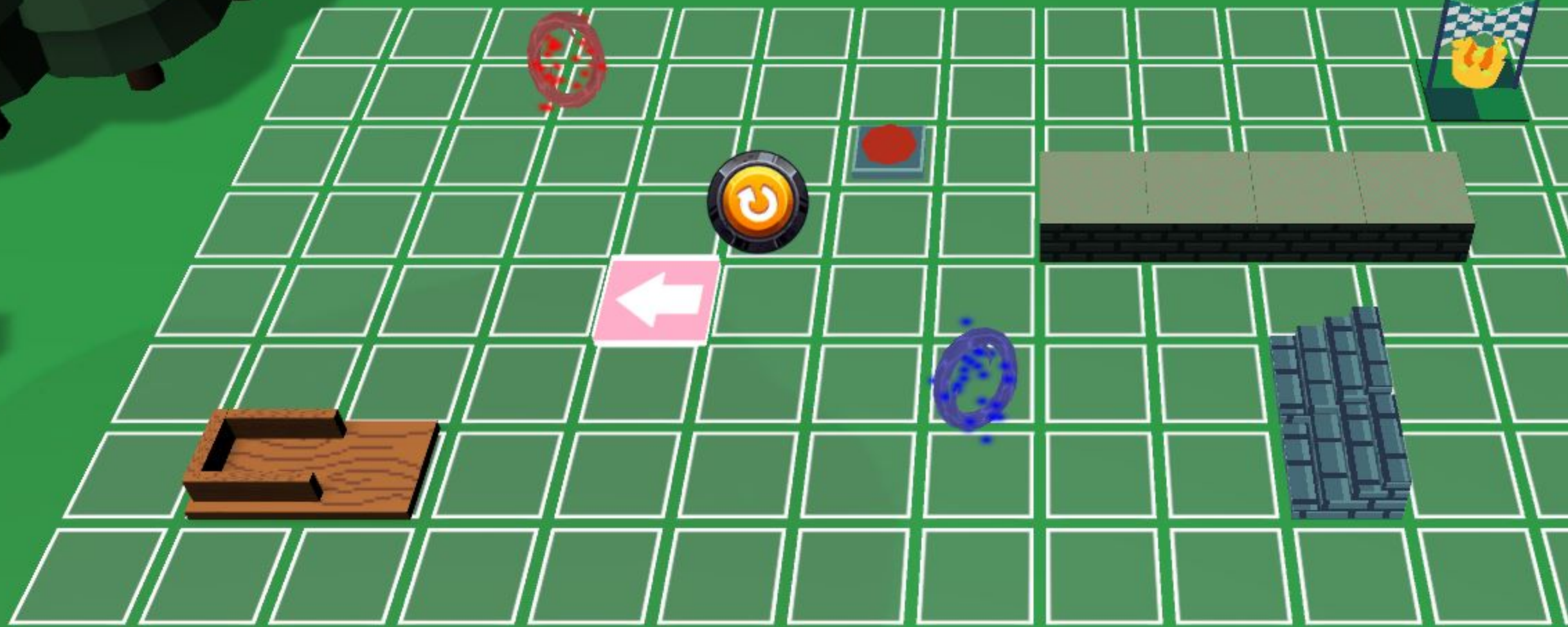
Levels are saved in your AppData folder under

`%APPDATA%\LocalLow\beemelonstudio\It's no rocket science!\Levels\`. You can copy and paste the level files from there and share them with others.

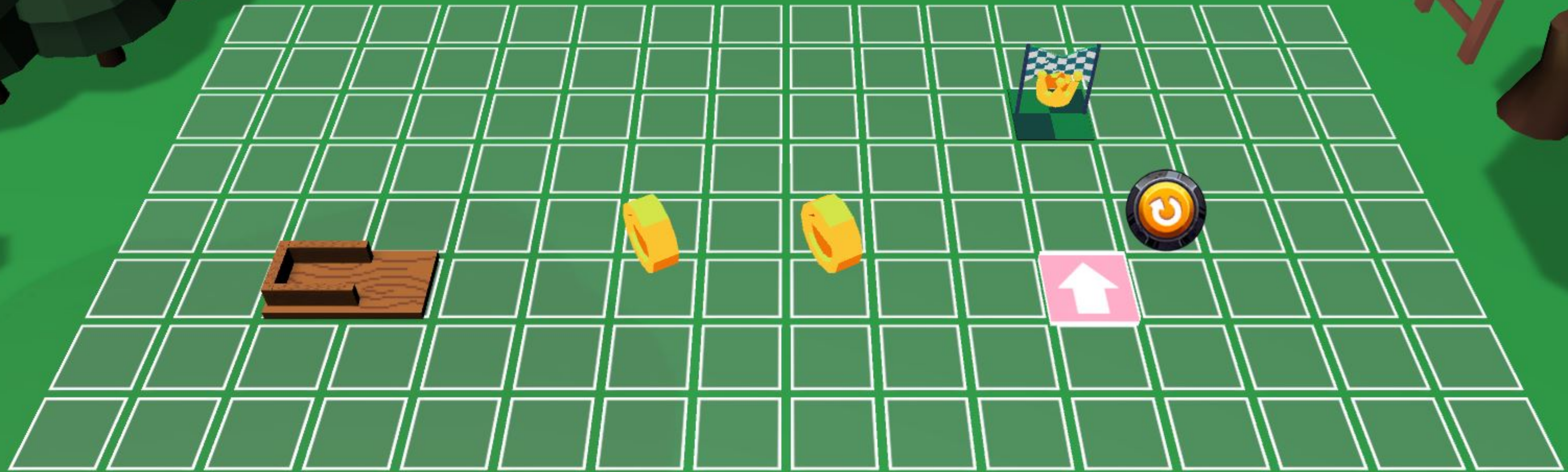
In the future, I plan to add online support so that you can upload your levels within the game and share them without sending tedious files back and forth.



My level|



Coins: 0/2



Editor

