Rocketeer - v1.0 - 2022
Made in Belgium, Ravels
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Introduction:
	In 2020 I started to learn 3D art and modeling with Blender. After a year of learning and practicing,
	I thought it was time to move forward. Computers, games and programming always intersted me,
	thus I began my journey in the world of game development with Unity in 2021.
	Hereby I would like to thank GameDev.tv for their fantastic courses. The idea of Rocketeer is
	based on GameDev.tv's Project Boost course. Rocketeer is my first milestone, the first game I uploaded to Steam.
	Rocketeer is - just like everything in life - not perfect, but that does not mean I am not proud of it or myself.
	I know there is still a lot to learn and I am happily going to do that. Have fun!

Controls:
	Up arrow - Give boost, this move consumes fuel as well
	Left arrow - Rotate the rocket to the left
	Right arrow - Rotate the rocket to the right
	Space bar - Shoot projectiles

Hazards:
	Every collision is painfull, that means sudden death. Well, space is ruthless.
	Launchpads and Landing pads are harmless, and how you land on the Landing pad does not matter.

Shootables:
	Golden obstacles, rocks and meteorites are destroyable for extra points.

Saving system:
	The saving system is quite basic. This is a one person game, thus every New Game overrides the original save file.
	With every scene changes the game saves the collected points, the current level and the high score of the level.
	If during the game you pres ESC to go to the Main Menu nothing will be saved.
	To save your points you have to reach the landing pad, otherwise your collected points on level going to be lost.

Secial thanks for:
	Music:
	Relax Beat - by Arulo - music is available on mixkit.co
	Sonnor - by Eugenio Mininni - music is available on mixkit.co
	Space Game - by Francisco Alvear - music is available on mixkit.co