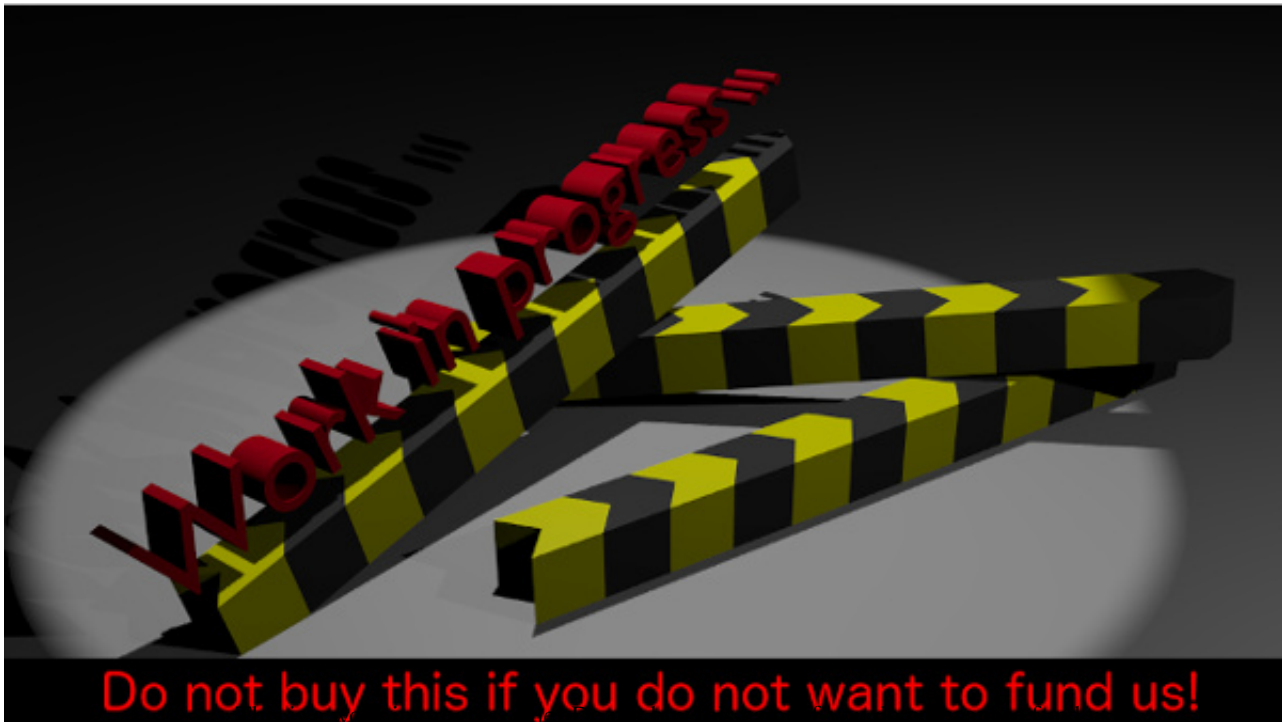

StaudSoft's Synthetic World Demo Download] [Keygen]



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About This Game



This game is an open world sandbox game. Everything in this world is already changeable. The blocks are very small compared to other games of this genre. Instead of 1 block per cubic meter we have 64 blocks per cubic meter.

What is currently **missing** (from what you might expect):

- Water simulation
- Multiplayer
- The AI is stupid and the monsters are placeholders
- Minecart or boat

What is already implemented:

- A C++ based game engine (we created our own engine)
- A lot of different block types (see wiki)
- Pregenerated landscape: You can start playing the game in seconds!
- Torches, lamps, camp fires (with dynamic shadows)
- Chests
- Doors
- Electric wires (LEDs, buttons, ...)
- Growing of plants and trees
- A bed

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- Weapons (stick, sword, pistole)
 - Grids
 - Paintings
 - Signs
 - Different types of landscapes
 - Caves
 - Fire simulation
 - Heat simulation
 - Crafting via recipes
 - Simple monsters
 - Voxel renderer
 - Deferred Rendering System
 - Day and night cycle
 - Sky rendering system (physically correct)
 - Master of materials (some blocks have submaterials)
 - And of course such things as loading and saving do work. You can also die in the game, there is an inventory. When you die you will drop your backpack.

If you unsure just check out the demo. What we should mention is that our landscape is finit and must be pregenerated. This is no big deal as the game comes with a pregenerated landscape. You can instantly start playing the game. If you create a new landscape this will take from 5min – 1 hour depending on the landscape size and your computer of course. We will not change this as we want to implement certain features which are only possible with a finit landscape.

We are a team of talented developers and artists. The main developer has 2 university degrees in computer science (a diploma and a master). The main artist has a master in biology. So we know what we are doing.

If you have the impression that in this description is something missing or if you feel the need to warn other people not to buy this game contact us. As long as you can deliver facts we will add your argument to this description.

What you shouldn't do:

- Do not insult the developers, the game, the players or others (Yes we all know that we are completely stupid, that we are garbage, that we are a shame for our university, that we should change our jobs, that this game is only a stupid clone, that this is scum, that we are lying about our degrees, that we clicked this game in an editor in two days together, that I am a college kid, that this game is crabby, should I continue?).
- Do not say that the price is not justified. You have no idea how much work we put in this project. Simply do not buy it!
- Do not give false information about this game (we see a difference in the graphics between this game and other blocky sandbox games, other couldn't recognise this difference).

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- If you talk about how bad this game is and that it should be deleted, burned or something else you should have played the demo and then say exactly what should be change. We will try to improve it.
 - Do not post something again in the forum when we deleted it.

If you do not follow these rules we will delete your comment.

We understand that a lot of people simply tried to make money with such games and then never continued the development. Originally we didn't marked it as Early Access to emphasize that you buy it as it and that you shouldn't buy this game if you are unsatisfied with the current development status. Unfortunately a lot of people saw in this cheating which wasn't our intention.

Title: StaudSoft's Synthetic World Demo

Genre: Action, Indie, RPG

Developer:

StaudSoft

Publisher:

StaudSoft

Release Date: 12 Sep, 2014

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Minimum:

OS: Windows XP 32Bit , Windows Vista, Windows 7, Windows 8 (32Bit or 64Bit)

Processor: 2 Ghz (Dual-Core)

Memory: 2048 MB RAM

Graphics: OpenGL® 1.4 Compatible Graphics Card

DirectX: Version 9.0c

Storage: 4096 MB available space

Sound Card: OpenAL Compatible Sound Card

English







I was pretty hyped to see the class 37 engine , one of my favourites, coming to TSW so soon after the Western class DLC. Really nicely done ,scenery is spot on. The textures are coming on in leaps and bounds, the buildings are looking nicer, ai traffic on the roads. Another excellent DLC. A big thumbs up!. just got the game and already like it hopping to see it better over time better meaning full game with more Difficultly levels and songs
the songs they have now are really good one IMO
although reading some of the reviews.....for what little bit they have in the game now I'd would have to say if the price where to be dropped down to about \$15 normal price i could see the value in it
but if the game does go well and more featurers are added into it and more songs then i think it would be worth the full \$20 for it. historically accurate and fun trenches need a fix for its hard to get infantry in it but overall awesome 10\10. If you liked the first game then feel free to pick this one up aswell, you'll most likely enjoy this just the same.

What they changed in this one compared to its predecessor, is that you no longer have choices in the story, rather you can select right off the bat which route you are interested in.

The story is split up to one main route, regarding the main character's backstory, 5 after stories, which tell the events after each girl's happy ending, and a bunch of short stories, mostly for just carefree funny moments.

All in all, this sequel keeps both the quality and the atmosphere of the first game, and also has some additional soundtrack, but for 30-40 hours of story I'm not sure if you should get it for the full price, maybe wait for a sale.. Like the former version Pixel Puzzles : Japan, it is not really a bad game, but it has some flaws that make it a bad experience.

Sum up of my review :

- + rotation
- + few more or less useful functionalities (zoom, tray, shuffle, switch backgroud color)
- + corrected issue with selecting pieces in Pixel Puzzle : Japan version

- slow
- crabs that appear and "dance" randomly over your pieces on the board
- no sample of the finished image
- no music (only bird sounds)
- buttons in the pond that hide pieces
- water in the ponds blurs and alters the color of the pieces

+/- only bird images (well, that's the theme of the game, so it's good if you like birds, bad if you like diversity...)

First I'm going to review its good points (in comparison to Japan version) : There is a rotation feature, easily done (right click while holding the piece), the problem is that right click while not holding the piece sends it back in the pond. This is not a big problem, but it can be frustrating. Then, there are a bunch of new functionalities added, like shuffling the pieces in the pond (which helps you locating them sometimes), zooming on the board (never used it, but it exists), switch background color of the board, and a tray on the bottom of the screen to put pieces you don't want to loose. I also have to mention the problems for selecting pieces in Japan version are fixed in this one, which is great.

Now, on to the bad points :

First is the slowness (I don't know if it is my computer, but even when I'm not in HQ, I have some issues with slow moving pieces), of course the problem increases with the amount of pieces. That sometimes made me miss my clicks.
Then, I have to mention the crabs : in the previous version, you would sometimes select crabs in the pond instead of pieces. That was a problem they fixed in this one : now you catch them to get "powers" : they will randomly appear ON THE BOARD and dance on the pieces. The idea is that you can catch them and throw them into a net on the side of the screen. When you have enough of them, you can use them to get some hints. Well, I don't really care about hints, but I care A LOT about the fact that damn crabs are dancing over the picture until I throw them out. And they will reappear 10 or 20 seconds later. By the way, you CAN'T remove them in the options, because you can't do much in the options anyway.
Still no sample of what your puzzle would look like when finished (well, there is an image that fades quickly at the beginning, but after that, you're with your memory ...

Unlike the previous opus, there is no music in this one, there are only some bird sounds in the background, so it feels a bit empty. At least the previous game was pretty relaxing, but this one is not.

I mentioned the crabs that prevented you to pick your pieces in Japan version ? Well, there are buttons in the pond that do pretty much the same thing : these buttons are the ones that allow the new features, like zooming or changing background color, but they hide pieces behind them, and when you want to click on them, you often select the piece behind instead.

I also mentioned a tray to put your spare pieces you don't want to loose, well there is also a flaw in that one : the tray appears at the bottom of the screen, and hides the top part of the pond (and obviously the pieces contained in it).

And I kept the worst for the end : The pieces in the pond are not at the surface, they're IMMERSED in it. That means that the water blurs the details and even ALTERS THE ACTUAL COLOR OF THE PIECE ! If you want an orange piece for instance, you will have to search for a brown one.. Another mōnly game to add at my gachi muchu collection. Well, I've always been more or less a fan of Spellforce games. Granted the first one was vastly superior to the 2nd one, Spellforce 2 still had some good things going for it. However... this "expansion"... yeah stay away from it. It's horrible build, has "quests" that barely work. It wouldn't be a bad thing if you could skip the majority of these quests but most of them are main storyline quests which do hinder your progression. The only redeeming quality is the Freeform Game which is also horribly bugged in some levels.

What more can I say? It's a badly made expansion and I do hope that the devs who worked on this never touch another piece of software again. But that seems to be wishfull thinking since the rumor is that Spellforce 3 is already being made. At least I know which game to avoid in the near future. A real shame the Spellforce series dies here because of this "expansion" for me.

a nice game for the office ,fun to play.. This game has been programmed really badly. Framerate issues, half\u2665\u2665\u2665\u2665\u2665\u2665graphics and a weird version of tower defense. This should be removed from Steam.. Nice Gothic inspired story about a Byronic father going above and beyond to save his daughter due to his hazy past. The villagers that are interacted with have decent writing and are arguably only slightly less dastardly as the protagonist. The story is revealed in vignettes as time passes by in-game. As the game's story and gameplay develops it becomes repetitive like all management/simulation games but there's still charm to it.

There are multiple combinations of reagents that make interestingly designed homunculi (my favorites are the Scissor and Mermaid). The music is well done for an indie title and the art style is reminiscent of Don't Starve, which is a plus. As mentioned before, there are scenes that appear as time passes and when you choose to sacrifice the homunculi. These snippets showcase the best art in the game besides the drawings of the homunculi themselves.

Despite some minor grammatocal typos I found in the dialogue for a couple homunculi, I enjoyed the different personality archetypes of the "daughters".

If you're a fan of simulation/management games, or of Gothic inspired art and writing, I'd recommend it. However, due to the repetitive nature of it, I can only give it a 7 out of 10.. Nice little game for a few hours of hidden object/puzzle goodness. The game is fairly easy, with some puzzles a decent challenge. Would have been nice for some voice acting to enhance the theme, which really is nothing to write home about, but is engaging nonetheless. Recommended to newer players of this genre. I'll give this a sideways thumb.. Really good Mod over all i cant wait for austria hungary and france to be added i hope the mod maker or makers are still making it it has good potential but you need to fix the Ai finding systme they have trouble getting in the trenches they just made. The niche is just too small; MANOS/MST3k fans need only apply. But even there it doesn't deliver a solid experience. All funny or clever references are very early. Then the gimmick wears away more and more with each cheap death after cheap death. You just end up with an unforgiving poor platforming game that is a test of your will more than anything else. Sure my will held and I conquered it, but by that point it felt more like luck than anything. Mix in controller support issues when keyboard controls are extremely unsatisfying? And yes, sadly I cannot recommend it at nearly any price. Which does indeed sadden me because I am that niche. I am the target audience. I appreciated the effort but its a firm no from me.. world of tanks 0. \u2665\u2665\u2665\u2665 you gearbox 2k

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