
TRANSCEND Free Download

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About This Game



Transcend is inspired by the unconventional mixture 5d3b920ae0

Title: TRANSCEND
Genre: Action, Adventure, Casual, Indie, RPG, Early Access
Developer:
Ynor
Publisher:
Ynor
Release Date: 5 Dec, 2017

English

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Knock Knock. Who's There? Game. Game who? Exactly. This isn't a game; it's a paid demo. What the actual u2665u2665u2665u2665? I'm assuming this game is still a work in progress and more stuff will come out for it in time, but the way the game is made now, it might not be worth it. I would hate spoiling this game, but unfortunately this game hasn't even gotten far enough for there to be anything to spoil CONSIDERING I was still playing the tutorial when the game decided to announce that the demo was over. Why else would I not recommend? Well the fighting was actual unrefined cancer. The controls seemed like a bad hybrid of WASD and point and click. I say this because the game explains that in order to use any equipped power (such as a speed dash or spear throw), you have to use the num keys at the top of the keyboard, which you can't hotkey change at all so lol u2665u2665u2665u2665 you buddy. The game is so short right now that I could actually play the whole thing and STILL get a refund. Which I'm actually perplexed by. NOTE TO THE DEV: I figure that since I have made games in the past, however not to this extent, that I still have the qualification to give advice on how I think the game could be improved. Make the movement 100% WASD only, no influence from mouse clicks should move the character. Change the running mechanic to be when shift is held down, this is tradition in games and makes the controls feel more controllable. I do not quite understand the attack variety, it just seems to cycle through thrust, strike, and overhead. But I will say that it does not seem too important to emphasize which attack I am using, as the game never explains it but still has hud showing which one I'm using for some reason. Just scrap the idea and keep the animations whatever it is. Making it more simple would be better. Rather than hotkeying the powers to the AIDS numbers at the top of the keyboard, figure out a better way to implement the feature through the normal keyboard, or even just add a feature that lets me change the controls. Some suggestions for power controls would be making the spear throw a fire and forget method, rather than press 1, aim, fire and forget. You could just make the spear throw fire where the mouse is currently. As for the dash, it could definitely be a situational key, like double tap shift, or even pressing shift in battlemode. AS FOR BATTLEMODE AND RUNMODE, I DO NOT UNDERSTAND WHY THEY NEED TO BE A THING AS IT IS VERY CLEAR WHEN AND WHEN YOU ARE ABLE TO ATTACK AND NOT ATTACK, IT IS JUST AN EXTRA CONFUSING STEP TO BATTLING. Make the character look, strike, block, and shoot at mouse position as to emphasize the importance of using the mouse to do these things. THE WASD KEYS SHOULD NOT CHANGE THE WAY THE CHARACTER IS FACING. From there we should talk more about the story so far: Upa is our rival, but he feels more like a husk of a human being than an actual person that was resurrected like you. I feel like it was wasted to skip ACTUAL YEARS of training with this character and really dehumanizes this important character. Perhaps add a few dialogues with Upa between the text about training for years and have them talk about their past lives and how they don't understand why they have been chosen to come back to life as these people. Anyways that's all I plan on writing for now, please contact me if you want to know anything else, for now I'm gonna have to not recommend the game though.. Hidden Gem? Not to well polished? Combat is buggy and the aspect ratio feels off. Game idea seems intriguing . The music and atmosphere feels cool, 6/10 Follow my curator page here: <https://store.steampowered.com/curator/33581320-Indie-Rulez/>. Gotta support indie creators. Theres a lot of great talent out there. A beautiful game.. so far bad and blocky mechanics and really no story at all yet, also this isn't an actual game it's a paid demo whatever the hell that is supposed to be. this game developer needs to think before they put their product out on the shelf, there is no mention of a demo here in the description so it's effectively worse than no mans sky presentation wise. i will be letting steam know what this is so they can have it removed hopefully, it does nothing for their image to allow such low effort stuff sold. as for the devs statement on being a one man project with little time, maybe he should focus on that other stuff and save his efforts till the game is actually done instead of scamming people like this, it makes the dev look like the way people look at EA right now. out of 5 stars i can't give this game even one, there's really that little here right now as of this post and being this was released in dec of 2017 i don't think it's gonna get any better.. Fun game. A game you have to experience for yourself (I reccommend a headset) Great music and environment. Smooth game and fight controls.. Intro: I found this game through BYOND a game developing platform. If you are familiar with this platform you will know that few games from there look this awesome, also since the game is practically solo developed which must have cost years of work i

can't help but back this project. Gameplay: The current game is still very short with 4 chapters of stream lined story containing next to no replayability. Giving you a great experience for about 30 to max 60 minutes if you follow the story line and explore everything there is to see. Having said this the game trailer, story progression, graphics, music, inventory options and many other things give me hope that this will become an awesome and polished game. Pro's: 1: Graphics (amazing) 2. Sound (simple yet fitting) 3: Story (interesting) 4: Combat (fleunt) Con's: 1: Gameplay lenght (currently 4 chapters, expected to improve over time) 2: No full screen optimizations (offers a control + scroll option to zoom in but when doing this for a full screen you lose the ability to see the enitre screen including story line text. Also when interacting with the story text this must be done with the mouse which would be impossible if zoomed to full screen. 3: Adding onto con number 2 are setting options in general (hoping for this further down the line) Suggestion/Bugs: 1. When i starded my journey some text that was supposed to fade did not fade at all untill i restarted the game. I needed to wait before a reaching a save location. The text that didn't fade was "New". I'm not sure if this has a 100% occurance or not and it doesn't make the game less awesome. 2. i don't know if "Interface colloring" was supposed to look good in other collors other then black but from what i could tell so far i don't understand why it is an option. Conclusion: Overall the game looks great and with promise for the future.. This game is an unpolished turd. Early acess or not, this is just bad.. The story was fantastic and how the characters developed was great. The retro feeling the game gives you really hit a sweet spot with me. The first forty minutes that is available right now as of 12/28 shows a lot of promise from the developer. Can't wait to see what else comes out! I'm glad I waited until after finals were done this semester because I would've been hooked on the game and been craving for the rest of the release.. I would like to play the game because it sounds interesting, but I can not play with W, A, S, D (need arrow keys to play) and the game does it every time I move Screenshots !!! so that you have tons of screenshots. The developer does not answer or does nothing, although the game is in early access. Ich mu00f6chte gerne das Spiel spielen, weil es interessant klingt, aber ich kann nicht mit W, A, S,D spielen (brauche die pfeiltasten zum spielen) und das Spiel macht jedes Mal, wenn ich mich bewege Screenshots!!! so das man tonnen von screenshots hat.. Picked this up earlier today and am glad I did - it's a fun and visually beautiful game. It's easy to pick up and the art makes is just incredible.

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