VectorWave Download Apunkagames

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About This Game

VectorWave translates the traditional tower defense experience into virtual reality, allowing you the freedom to buy, place, toss, and move towers as you see fit between each wave with almost no need for menus. Each hand serves its own purpose in your efforts to build an impenetrable defense grid against increasingly difficult hordes of malware bent on destroying your mainframe.

Moving from a 2-D top down perspective in traditional TD games to Virtual Reality allows us to expand on this genre like never before. Because split second decisions and positioning matter, VectorWave's simple, yet versatile, movement and scaling system allows you to either stand directly in the action, or watch your carefully laid out plans from afar.

Current Game Features

- 21 Levels

- 20 Enemy Types

- 22 Towers

- Unique Player Abilities

- Achievements

- Global Leader-boards

- Trading Cards

Planned Features

- Level Editor

- Challenge Mode

- Endless Mode

Game currently supports the HTC Vive and the Oculus Rift

Demo Details

We included a Demo you could try before you purchase the full product.
We understand that it is important for the consumer to know what they are buying.
The demo is just a small slice of the finished game that we feel represents VectorWave well.
Many more features are included in the full version.

Demo Features

- 7 Unique Levels

- 10 Enemy Types

- 10 Towers

All music tracks heard in this game were provided by the generous Zachary Kemp.
Check out his Work Here:
https://www.youtube.com/channel/UCCNYegXEZiE4ogHVs_sdKCg

Physics and Interaction engine provided by the lovely people over at NewtonVR.
Check out them here:
http://www.newtonvr.com/

Title: VectorWave
Genre: Action, Casual, Indie, Strategy
Developer:
Fizzure Entertainment
Publisher:
Fizzure Entertainment
Release Date: 16 Nov, 2017

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Minimum:

OS: Windows 7

Processor: FX-6300

Memory: 8 GB RAM

Graphics: Radeon R9 290

Storage: 1 GB available space

Sound Card: Sound Blaster 2.0

English

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This game allowed me to "travel through time" back to my childhood. I'm fairy certain the Train who pays Putt Putt to spurt oil on him is up to no good. Wish the game would never end 100/10. It's fun, casual, and good looking...everything you want for a game...and a date :P. I one way exited into your mom. I come back to rFactor time after time because it is so solid, does it have the ultra realistic graphics...NO, but I get lost in it anyway. The long list (the longest I bet) of mods and tracks is breathtaking...

Still love it, still rack it up more than any other sim and I have ACC and PC2 and all the rest.

AAAAA Rating in my book. As medical i get infinate calls but they are all in the same place, they are the same thing. the only differnce is the player model.. Tycoon is one of my favorite genre from childhood, when i was young i had tycoon anthologhy with different sorts. So when i saw Porno Studio Tycoon in steam, it caused nostalgic reaction with smyle on my face, because of theme this strategy.
Graphic nice as for tycoon, with style, but standart for this genre. The most intersting things - is gameplay. In the beginning you rent a flat and take a shot of your first scenes, and edit your first video. Depending on the success of your movie, you wil get a sales earnings and take a chance to hire new staff thereby expanding your bisness.
If we sum up - Porno Studio Tycoon solid representative of the genre, in which you can spend hours of your free time!. I have two of the "Year" levels left, and I don't think I'm going to finish it, but I've certainly played enough to warrant a review. While I did enjoy the game in general, I'm going to have to say "Not Recommended" because some parts were fun, but many more were unbelievably frustrating.

While the description claims this is "a first person puzzle game", and the image says "Short Puzzle Platformer", it is much, much more platformer than puzzle. There are several areas where you deal with alternating lasers, and it requires very precise timing and jumping to jump over the lasers. The bigger problem, however, is that jumping feels somewhat floaty, and most of the game requires extremely precise jumping (precise in terms of where you land and in terms of timing your jump perfectly because the gaps to be crossed require the maximum jumping distance). While each level is short, if you are not a pro at platforming, you will likely die many times, and replaying the same 60 seconds over and over again because you didn't get a jump just right is not fun.

If you're looking for a puzzle game, I would generally say pass on this one. If you're looking for a platformer, I'd say pass. If you're looking for a simple puzzle game with lots of jumping and precision timing required, and you're willing to accept a high difficulty because of the timing and jumping, I'd say give it a try.

I just finished the game, and there's another reason not to recommend it for achievement completionists -- the "Thanks for playing" achievement for completing the game didn't trigger.. I only just started playing this game, but already I am in love with it. I have always wanted to play a Zelda game on a PC, and your game has that same style and feel to it. I love the crafting, controls, graphics, and the story which has already started to unfold. I can't wait to keep playing. Worth every cent.. An interesting point and click adventure set in a world where there was some sort of technological collapse following a revolt against AI. You play Agent Vera Englund, a cybernetic investigator who is sent to look into a murder in a remote Scandinavian down. Throughout the story she uses her cybernetic abilities to assist her, and unlocks more as the game progresses depending on her actions\/psychology(empathetic, analytical, or assertive).

The voice acting is good, the character sprites and portraits and really well done, and most of the background art is nice as well(some can be a bit dull, but that is part of the setting).

The story itself didn't blow me away, but it kept in engaged after a slow start. The puzzles were logical and often had multiple

solutions depending on which abilities you unlocked, and there are 3 clear endings, with a couple of variables, so there is some replayability here.. Hello :)

How i can buy this program Music Maker 2017 Steam Edition?

Please answer! Thanks :)

It's a great game (and majestic at that), but the game just feels like it's missing something.... The Game is fun, but not necessarily exciting.
It's frustrating, and can be unforgiving.

-Movement: Stationary play areas that are selected through a "menu" (don't let that turn you away, it works and you wouldn't want to have to travel between all these stations, it would drag the game in a bad way.)

-Story: Just enough in the tutorial to give what you are doing context.

-Game play: Imagine Job Simulator had an interesting baby with Elite Dangerous. Rouge, resource/time-collection/management, space-ish sim.

You are an/the Ark for human kind, but whoever planned the route sucks and now instead of chillin' on ice you have to hop from system to system; collecting resources; maintaining your ship and two probes; and scrape by with about as little luck as there are resources.

I'm happy with the sale price I got on it.
It has my seal of approval.. Worst game ever !!!. This game is quite fun, and is great graphically. It takes a bit of getting to used to with all the flashing and camera switching going on. Some parts are still buggy - for example, the screen seems to stay dark longer than it should when it alerts you that a strike is available, making it harder to locate matches. In one game, a "hole" appeared in the matching column (they didn't drop) and since I was unable to select any matches, I had to quit the game. Another frustrating game behavior is that the AI seems to want to think for you - I've lost more than a few games because it thought I wanted to use a strike rather than a weapon (cannon/slingshot/missle) when I clicked on it - it might be better to have obvious ways to activate one or the other (ex. button for strike and one for attack?).
Some of the special attacks seem useless (barbed wire and shield) since it really has no apparent effect on the actual game - shields never actually get boosted and enemies keep attacking even though they are supposedly "stunned".
All things considered, its fun, but fails to convince me that I should spend money on it.

NOTE: After the most recent update (0.250) on June 13th, many of the issues that I mentioned above have been corrected! The game feels much more balanced, and what's happening with strikes and attacks are well labeled. Its a much better playing experience now!. Für die Deutsche Version, bitte nach unten scrollen, danke.

English:

As shown, I have only spent little time so far with this gem, but I think I have made up my mind far enough to give it a thumbs up.

The game will appeal especially to fans of abstract board games, puzzles and solitair games. The idea is based around making the best of each situation, using the given tiles on board, the dices you throw each turn and the individual goals for each level. It will award people who are good in planing ahead and are a little creative. Brain-wise I found it pretty demanding. There is an interactive tutorial and a link to a You-Tube video explaining some concepts to get you started. You will still have to do some trial- and error though, but I did like this exploring side of the game, trying to learn the mechanisms by yourself and how things work together.

The further you will get, the more it will count to make the best out of every single move, as the goals become quickly quite demanding.

The developer seems to be a nice guy and is interested in feeback, so I'm sure the next update isn't gonna be far.

Some negativ issues as well:
- I have encounterd once some graphical glitches in the tutorial missions and only there. I was not able to reproduce it. So probably it was some very rare event. I have contacted the developer about it already and he will look into it.
- It's strictly English only. That might be a problem to some.
- The music won't set you on fire probably.
- I can't say if the game will become repetitive after 15-20 hours. Right now it's very exiting and I can't wait to give it another

try.

Deutsch:

Ich habe bisher nur wenig Zeit mit dem Spiel verbracht, allerdings gefällt es mir bisher, so dass ich mich entschlossen habe eine kleine Empfehlung auszusprechen.

Das Spiel wird sicherlich insbesondere Freunden abstrakter Brettspiele, Puzzelspiele und Solitärspiele zusagen. Es geht im Prinzip darum, aus dem Würfelglück, in Kombination mit den Begebenheiten auf dem Spielplan und den gesetzten Zielen eine individuelle Strategie zu erarbeiten. Gefördert werden die Fähigkeiten Planung und (ein wenig) Kreativität. Nach so einem Level, dampft einem ganz schön der Kopf. Das interaktives Tutorial bereitet einen in drei Stufen auf das Spiel vor, ein You-Tube Video gibt es auch dazu. Danach kann man loslegen, muss aber am Anfang mit einigem an "trial and error" rechnen. Ich selber fand es aber spannend mich mit den Details der Spielmechanik vertraut zu machen und wie alles zusammenspielt.

Je länger ich das Spiel spiele, umso mehr offenbart sich mir die Tiefe des Spiels. Es geht ums optimieren jedes Zuges. Über einzelne Levels wird der Spieler in immer anspruchsvollere Ziele herangeführt.

Der Entwickler ist sehr engagiert und ich bin mir sicher das nächste Update kommt bald.

Negative Aspekte seien auch erwähnt:
- Im Moment habe ich vereinzelte Grafik-Bugs festgestellt, bei denen die Wüfel auf dem Spielplan nicht richtig dargestellt werden. Allerdings konnte ich es nicht mehr reproduzieren. Kann also sein, dass es eine Ausnahme war. Der Entwickler ist auf jeden Fall informiert und interessiert.
-EDIT: Bisher stellten sich die Grafik-Bugs nur im Tutorial dar. Im Spiel selber keine Bugs bisher festgestellt.
- Die Musik ist relativ eintöniges gedudel (zumindest für meinen Geschmack), ich habe schnell die Mute-Taste betätigt.
- Alles ist auf Englisch, dies mag für manche ein negativ Punkt sein
- Bisher unklar ist, ob das Spiel nach 10-15 Stunden anfangen könnte sehr repetetiv zu werden. Bisher ist es noch sehr packend.. I'm giving this more of a mixed-to-positive recommend.

Writing this at about 4-5 hours in. I like the dense-ness of the ideas: most battles and stages don't feel wasted, there's a bunch of neat twists and small additions to the gameplay with each level. The interface for the level select is neat, as is the ways in which the overworld and in-battle statuses interact. Graphics are clear and mostly understandable, there's a lot of nice graphical polish all over the place here.

That being said, I don't find the handling of difficulty scaling to work particularly well: some levels are fairly unforgiving - think a one-life Mega Man stage, which will completely restart you even if you're 20-30 minutes in and die. It does not help that sometimes new ideas are introduced at the end of stages, giving you one chance to mess up before losing all of your progress. Some of the ideas in the later levels felt obtuse in their more difficult iterations (SquidNet and Egg(?)Net come to mind) - I wasn't sure whether I was winning by luck or not.

I think checkpoints or even mid-stage saves could have helped a lot in this respect: the game seems to be turning into more about learning about these neat tricks and using them, but the context in which they pop up is extremely stressful and so I think that diminishes the game in that respect.

Being able to mark nodes on the maps (not the battle screen) would have been very nice: I think you're really at a disadvantage with this game if you're unable to store a lot of visual information in your head.

Battles become stressful at times because of the aforementioned, the music can become grating at these moments (though for the most part it's fitting).

I can't help but wonder if a keyboard interface for the game would have worked - I find myself wishing I could navigate level selects and battles by using keys rather than having to mouse and click all the time, and it got annoying when replaying stages to have to keep clicking for dialogue to pass.
. I've used a lot of game engines in my time. Unreal, Unity, Game Editor, Love2d and out of all of them Godot has become my favorite engine. Considering how simple it is, it's wildly powerful. Once you learn how to use it you feel like you're using a well

tuned instrument. I find myself working on features I've never made before and just *knowing* what I need to do to make them.

I'm not saying it doesn't have a learning curve. It's Scene-inside-a-Scene workflow definitely will take some getting used to. But it helps to just think of Scenes as containers for things that you can use to group stuff into one inside another scene(container).

After that you can learn to use GDscript and signals in a day. After that you're on your way to being a game dev wiz. I can't wait to see how this engine grows.. https://youtu.be/p8YhtgqWUMo

Map and level design struggle to maintain continuity scene to scene while the high encounter rate only highlights the simplistic combat.. This was my 3rd time to play this same adventure. I first played through Adam's Venture Episodes 1, 2 and 3. They didn't cost much, so I appreciated the simple game, which still was funny, beautiful and family-friendly. Those episodes aren't available anymore, instead there is AV: Chronicles - a same game with a little bit remastering. There also Evelyn's hair color had changed from blondish to brown, and episodes had moved to chronoligally "right" order.

So this one is already a remastering's remastering, or is it a remake... at first the game was good as it was, but not SO good it should've been made three times within quite a short time. I regret I didn't check at first what the game was about, still the same adventure, and now I lost three times as much money as I paid for the first version. I also noticed that the first puzzle, where you have to make gunpowder, had been simplified, and I quit the game right away.

Buy this to waste your money.