CRAFT: Work VR Shop Download No Survey

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About This Game

We are working on a VR workshop which is connected to the physical fabrication factories. Currently we are able to produce the real object out from your making on woodturning lathe in CRAFT.
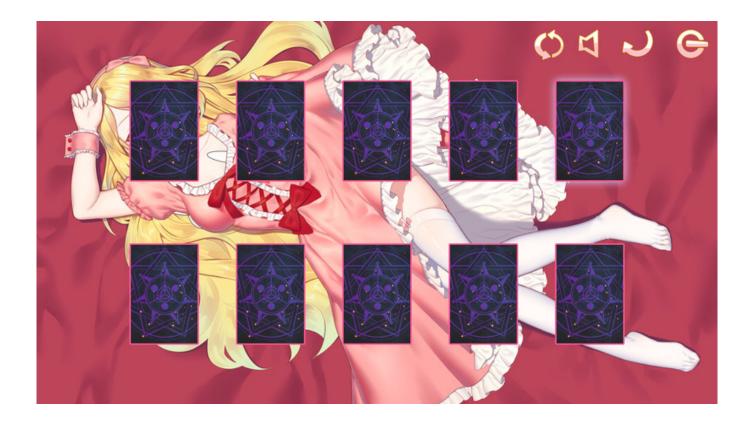
key Features

- Exploration of VR workshop. Gain the knowledge about various craftsmanship

- Craftsmanship Achievement Unlocked (Under Development)

- Gain the immersive experience of tools, workmanship and crafts etc.

- Create freely in the VR world. Get creative and have fun

- Turn you VR making into a real object via digital fabrication (Under Test)

Title: CRAFT: Work VR Shop
Genre: Indie, Simulation, Early Access
Developer:
CRAFT
Publisher:
CRAFT
Release Date: 7 Dec, 2016

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English

In short: It looks decent, but that's about the best thing I can say about it. Annoying game mechanics, poor implementation and barely 60min of content make this an easy pass. On sale the price might be fair - but you might as well get one of the several better games using the same mechanics.

In long: There is but one main **mechanic**: click on a tile and drag a line until all tiles are filled. What little variations the developers try to include just end up being a source of frustration: Some tiles allow you to cross them twice. There is no way to know in advance which tiles have this feature without crossing them once and it is required to cross them twice to beat the level. This leads to the frequent situations where you have looked at the level, laid out a path and then discover that you have to start over once the special tiles reveal themselves. Naturally this is quite frustrating. The second (and final) variation are hidden tiles that only reveal themselves once you step on them. That means it is a core mechanic to canvas edge tiles for hidden paths in the void. This is the ultimate trial-and-error mechanic and to me the opposite of fun.

Especially considering the wonky **controls**. On regular tiles they are barely passable: While fast movements work decently, sometimes the path will backtrack for no reason or you'll stop inbetween tiles (why is that even possible?) which will cause a rapid-fire back-and-forth toggle. Hidden tiles are considerably worse. They often lay out paths and it may take several tries in the same direction to take the next step. Thankfully the developers alleviate this problem by including branches and dead-ends on some hidden paths </sarcasm>. And quite regularly when releasing the mouse button after finishing a line, the game didn't accept the input and I had to start over. There is also a bit of a visual problem. Already marked tiles are denoted by small lightly-coloured squares in the center, which I find hard to see. I also couldn't always distinguish between tiles I have to fill and obstacle tiles, as both sometimes include small decorative objects.

There are 30 **levels**, which each include 3 stages. I honestly don't understand this design choice. If you stop on stage 2, you have to start the level over. And each of the 90 stages is tiny and laughably easy. I've never felt much of a sense of accomplishment and the level snippets just kept flooding by. Nothing was memorable, nothing made me pause to think for more than 3 seconds. I ended up beating the game in under 60 minutes and I took notes on the side and went for every secret tree. There is no challenge in the level design whatsoever and not nearly enough content to justify the full price. This might be aimed at very small children, because it sure is not for adults.

In terms of **presentation** I liked the visual style. The animations took too long for my liking and there are a lot of them (finishing a level spawns trees along the path, new levels assemble from tiles, etc). For some godforsaken reason the developers have included a "retro mode" option and tied an achievement to using it. It applys a horrifically ugly pixellated filter to the game, which generally hurts my eyes and renders some levels unplayable, as obstacles become indistinguishable from regular tiles. I also wasn't a big fan of the music, but the sound effects were okay. I was surprised they didn't go for a forest or nature theme though.

The **technical implementation** is woefully inadequate. No volume sliders, the exit button on the main menu doesn't work (Esc to the rescue!), no built-in windowed mode (a must for any puzzle game in my opinion). You can force the game into a window with Alt+Enter, but you cannot change the resolution or size of the window. This game is also released on iOS and it shows in the menu. The level selection is a sideways-swipe menu, which often bugged out for me and scrolled to an end when I didn't want it to. The mobile DNA might also explain the poor controls.

In **conclusion** I really have to wonder what the developers were thinking. How do you screw up a basic time-tested concept like this so badly? There is no way this is worth full price (currently 4 bucks, used to be 15!). Even on sale for -75% this is barely an adequate price for how little time you'll be spending with the game and for how little fun it is. If you like this mechanic, I would suggest skipping Forestation and buying Unium, a much smarter game with 5x the content for half the price. You do the math!. Really good game and I am enjoying it. The tense creepy atmosphere really gets to me. It's great to find a horror game that doesn't have jumpscares. Due to the game's punishing nature even rats feel like a real threat. In case it isn't clear, the movement is very much like Legend of Grimrock. You can equip an item to either of your hands, to have a light, a weapon, or other items ready to use.

Due to the procedural level generation I can see situations arising when you feel like the game is unfair, though I just experienced the complete opposite. I kept finding hidden pits in the floor that dropped me further and further down, till I reached the end with nothing on me but the starting items. Still scared as hell while going through it though.

Game is definitely worth buying, go for it. If you like horror, you wont be disappointed.. What did I just watch. Quick little

game with fantastic visuals. Good for a couple chuckles.. One of the worst tower defense game I ever played just wow
Seriously... if you dont trust me u try yourself

Graphic looks terrible
movement is terrible
Control is terrible
Sound is boring

Just wow
I got tricked by the video shiiiiiiiiiiiiiiiiit
. Awesome!
. It is in my Top 3 favorite games! The best!

But, it puts me to think what it is with the others! (Maria, her boyfriend, The Doctor, the others)

I want to know! Make the next Chapter, please!

Brainless shooter where you gun down zombies on different maps with different weapons. Its nicely made and this game is fun. Keep in mind your always doing the same thing, good for short sessions.

I would rate this game a solid 6\/10 as for indie and the Small Price... Price for DLC might be too high, but it provides a stay-away experience, where you have to BUILD A TANK (enough said) rather than dig tunnels or mess in vents. Music is different, guards are soldiers (no assault rifles and authorizations to shoot :( ), FOOD IS EATABLE, INMATES SAY!!!!!!! Even uniforms are different. Old style black and white stripes.. I freaking love this game.
Just wish I would be a better player so that I could finally reach the last levels ... practice is making masters of their kind tho..
Silver Cow Studio's first foray into an episodic visual novel. Playing upon their already incredibly compelling Time Tenshi games, this one seems to offer a little twist.

In previous games, players had to guide the protagonist Kenji Johnson along an interesting time travel adventure and navigate a series of choices to come to one of a few endings.

With this new episodic game, the story is shorter but the choices seem to be more plentiful. And that's just for episode 1. If this Time Tenshi Paradox gains enough episodes to become as lengthy as the other Time Tenshi games or to even go beyond that, it might be their most engaging and impressive story yet.

For episode 1, Kenji reacquaints the player with the events of the first two games, but as things start to go awry, you start to see some familiar scenes... with some unfamiliar dialogue.

Naturally, being an episodic game, it comes to a close far too soon. But I'm not disappointed as I was expecting a Visual Novel that would be fragmented this way. As a first piece, it's interesting, but time will have to tell as more episodes come out.

I'm going to refrain from giving this a thumbs up until more episodes come out, for now this is more like a demo, a peek at more Time Tenshi for the fans and will ultimately leave you waiting. Myself? I'm quite pleased, as I find the series to be very interesting and I love everything about it. So now, with Paradox, I feel the stakes have gotten higher. The story is interesting and I can't wait to see what Silver Cow Studio does next!!. It has a high ping.. undertale but spook

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