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## About This Game

First and foremost, this game is an experiment in coding a software renderer. It's an engine that renders the image via CPU, without involving the graphics adapter, much like the 90's games did. I wanted to find out if it's possible to code an engine like that from scratch nowadays, and if it can run at 60 FPS on a modern PC. It was a self-imposed challenge.

Once I finished the engine, I thought I could make a game with it, an FPS like the early shooters from the 90's. I have to say I was quite impressed with them back in the day, and I've been looking to recreate them for a long time. Thus, this game is a 90's FPS. A simplistic story takes a backseat to pure run-and-gun gameplay.

On graphics and visuals: I was creating the visuals based on the imagery from my dreams. I tried to convey the mood and atmosphere of my dreams through level design. I feel like I did a particularly good job on this aspect.

I'd be happy to hear some feedback from you on my humble little game!

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Title: Autumn Night 3D Shooter  
Genre: Action, Indie  
Developer:  
Sergey Bobrov  
Publisher:  
Sergey Bobrov  
Release Date: 9 May, 2017

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**Minimum:**

**OS:** Windows XP 32bit

**Processor:** 1.5 GHz single core CPU

**Memory:** 512 MB RAM

**Graphics:** any

**Storage:** 110 MB available space

English







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Love it, reminds me Naissance. The sense of isolation and weirdness is awesome!. This game is SO CLOSE to being perfect. It is a 10 chapter escape game and, as an escape game, it is top notch. The graphics would be great except it is Too Dark in a lot of places and there are no controls in the game to correct this.

I found a bug in chapter 9 but getting Any Response from the developers is Impossible. Tried to contact them for weeks with No Response.

But, that being said, you can always start a chapter over which will reset everything and, hopefully, you will get a different set of circumstances that will let you complete the chapter. (That worked for me)

About starting a chapter over: You Cannot save a chapter once you start it. The game will automatically save the game after you complete each chapter. SO, if you are in the middle of a chapter and close the game, everything will be lost and you will have to start that chapter from the beginning when you play again. BUT....And This Is Important...Any notes that you had from the chapter that you didn't finish should be thrown away because Each Time You Start A Chapter Everything Will Change (lock numbers, key locations, etc. etc.)

Now that all of the nit-picking is over, I must say that it is really a good game. Well worth the 9 bucks that they are asking. The puzzles make sense and aren't far fetched nonsense that you would need a walk-through to finish. However if you Do Look At A Walk-Through, you will knock yourself in the head because you will immediately realize that you didn't really need the walk-through in the first place if you would have just taken some more time to....think. All of the information needed to solve each chapter is actually IN each chapter.

Take your time.

If you have an old brain like mine, keep a notepad handy.

And then settle in for a Really Good Escape Adventure.

If you like escape settings and puzzles than order this immediately. Like I said earlier: "Nine Bucks!" and I'm already over 12 hours into it.

. So in spite of myself, I ended up buying this game, as I was craving third-person action in VR. Despite the... exotic choices made by the developers regarding character models (less delicate version: half-naked anime-esque female protagonist), I actually was quite impressed.

It's a VERY mindless hack-and-slash (single button for attack, no real 'combos' to speak of, enemies are dumber than even \_\_\_\_ Warriors grunts), BUT... technically speaking, the game is stupendous. The video uploaded to this channel, I think, is for the 2D version. It doesn't quite communicate how the game looks in VR. Your VR perspective is of the "virtual tabletop" variety, and you basically watch a fully-3D scene of your character running around (with some experimentation, despite it being a static/seated experience, I found that I could actually reposition the "reference orientation" of my Vive, and then move around the play space to make it more like an isometric top-down game).

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It's unfortunate that the game itself is so technically simple in terms of gameplay mechanics, because everything else is on-point. Graphically, the simple cartoon-y artwork kept the game happily humming at full framerate while still looking great, and the presentation was awesome.

Hopefully more (Vive) developers eventually get off the obsession with making EVERYTHING motion-controlled and make games like this (although I'm not holding my breath, this game was released back in 2017). It also doesn't help, after doing some research, that this is a GEAR VR GAME! Seriously, developers, why is no one developing made-for-PC third-person games? The format works! Ditch the Bagel Blasters and make loads of money off Devil May Cry VR and stuff like that!. Okey, here we go! This game is the best underrated game here! Well, there's no action with mouse, but that's not a big of a deal! Kill everything, stay alive, complete dungen, repeat! And have nice time with this game, because you should! And btw, R.I.P my friends cat. He didn't have enough time to kill me.... This game was just utterly cat tastic. From kitty kart, to flying feline..... I just simply couldnt get enough of this furball out of my brain. The apples in challenge mode were like catnip.... The rings were just like a scratch post... I truly want to thank te developers for releasing my inner crazy cat person within such a colorful enjoyable game.

Den / den. its eh not bad. worst game ever done. do not buy at any cost. Breezeblox is a spatial platform puzzle game where you have to get through each level and onto the red end section without having any part of your orange cube go off the platform. There are different types of blocks that are introduced to make it more challenging as you make your way through the 150 levels.

As far as the positives of this game go, I feel like it was challenging and made me think many steps ahead to successfully get through a section. So based on the description it gave I feel like it delivered on what it promised.

As for the negatives, I have to say that the music and sound effects quickly got annoying and repetitive (they were also uncomfortably loud compared to anything else I would have open at the time). It's also inconvient that you only have the option to turn the music or sound effects on or off (no sliders). Beyond that, what really began to frustrate me as the levels progressed was that if your orange cube went off of the provided platforms it would disintegrate and you would have to start all the way at the beginning again. It started to feel like it was the I Am Bread of the minimalistic puzzle genre. I feel like it would've been better if they just made it so you were phyiscally incapable of going off the edge by bouncing you back to the position you were just in before you flipped over into oblivion.

So overall, I really have mixed feelings when it comes to this game, and if I could give it a neutral rating, I would. Weighing the positives and negatives, I ultimately decided to give it a cautious recommendation. I think this game is only for the very patient or those really starved of puzzle games. I finished the game 100% in about 7 hours which is a decent amount of gameplay for \$3, but even then I would maybe consider getting it on a sale because of the negatives I mentioned.. Not even funny or playable tbh, not worth 40p for 5 mins of nothing. If you're gona make a ♥♥♥♥♥♥ game at least make it a good ♥♥♥♥♥♥ game

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## **I totally recommend this game.**

It's simple and beautiful. Price of 3,99€ is not even that high. If you're Game of Thrones fan, you must try it out.. Inversus is one of my favorite controller games.

Learning the controls is easy; just one thumb stick to move and four buttons to shoot in four directions. There is a huge array of maps to play on as well, each one unique with the later ones becoming mind-meltingly hilarious. Local and online multiplayer work flawlessly.

There is also an arcade mode to play, but I have stayed to the versus mode.. A pretty good 2D Action Multiplayer-Only plane fighting game. Last time I played this, it had a low playerbase, but other than that, it's a full recommendation from me. And now it's free, how can you not give it a shot?. I thought that maybe this would be a game to spend time playing while other things download. The problem is, it's way too repetitive. I got bored about halfway through the tutorial, but I pressed on, because I thought it might get better from there. It did not. The interface is rather sloppily put together, with the numbers on the abilities not actually working, and just having an overall feel of being designed solely for mobile and then simply released as a PC game. Even the sale price I bought it at is too much to be asked for. In my opinion, the developers should either have spent a lot more time on the PC interface, or just stuck to mobile-exclusive.. The looks of this game are really cool. It's super pretty and the music is fitting while you are roaming.

However, the game just kind of falls on its face.

The combat is absolute garbage. You press X to swing...well there you go. No heavy attacks or light attacks or shielding or parrying. Just kind of swinging and jumping. I'm not even going to call it dodging because it is literally just jumping. I guess there's your off hand weapon, which is usually a ranged thing but it doesn't really do much in the line of health since your energy doesn't recharge without pickups.

The fall damage in a 2D platformer is an interesting choice the developer added..and it was stupid. I don't want to spend an extra 3 minutes going back through the platforms I just crossed so I can get back to the bottom without taking damage. It just adds extra time for no real reason it seems. That being said, I did say ♥♥♥♥ it and just jump to the bottom.

Lastly, they seemed to have jammed a base defense into this game as well but I got agitated already with the other things so I never messed with that. The crafting system is trash as well. My first crafting blueprint was for the very last weapon on one of the trees. Guess what is useless until I find more of the blueprints up to that one? Not to mention there's just so many freaking blueprints. I don't like items being locked behind RNG.

There could be something redeeming about this game somewhere, which there has to be based off a few of the positive reviews, but all in all this game just doesn't seem polished. It's close, but not quite there.. A short game, but made a big impact. You get sucked right in the story and at the end you'll want more. video

<https://www.youtube.com/watch?v=UniyimndC-U>

<https://www.youtube.com/watch?v=WIKIQfCfiU>. Crashed a lot for me.. Visually it's a bit trippy but wasn't blown away with the graphics

[The controls for VR using the motion controls aren't great in this game.](#)

[If the controls were better then the combat might be more fun.](#)

[Selecting different weapons wasn't obvious, they just seemed to select themselves.](#)

[It has potential, but I didn't really have that much fun with it, so have refunded it.](#)

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