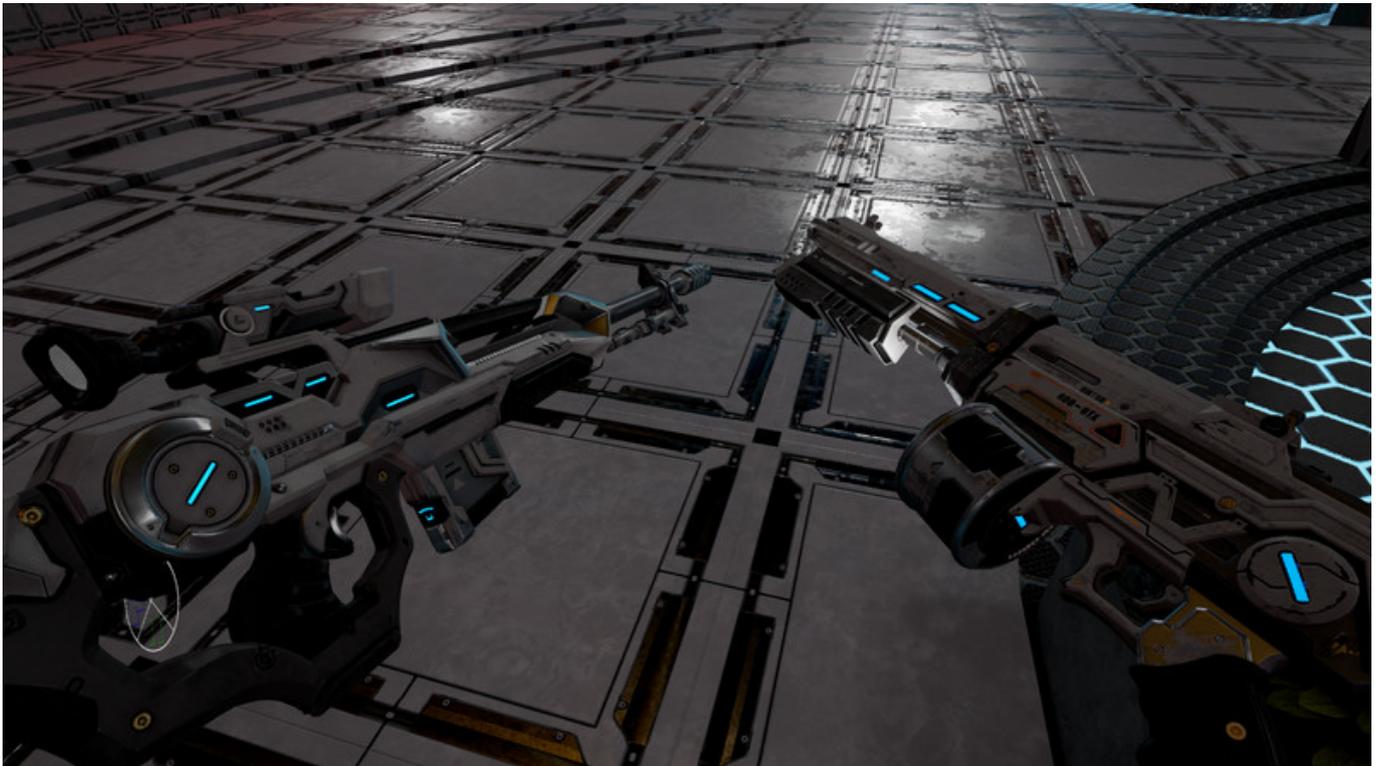

Star Phoenix Download For Mobile



Download ->>> <http://bit.ly/2JnzTAU>

About This Game

Star Phoenix is a cross platform multiplayer 1st person RPG shooter (multiplayer support coming soon).

In Star Phoenix you are in the driving seat to explore the Star Phoenix and uncover the mystery behind its falling. You are the last hope for the Star Phoenix and its people, will you enable the Star Phoenix to rise from the ashes?

Find and upgrade weapons, collect items, level up your character and defeat bosses in this sci-fi RPG adventure.

You find yourself alone on a derelict space ship following a long hibernation, awoken by a unknown character hiding in the shadows. The goal was to find a new habitable planet to stave of the extinction of life, now you desperately scramble to find weapon to protect yourself and save anybody who may still be sleeping on board the Star Phoenix.

Currently Star Phoenix has 3 levels. The 2nd level is procedural generated. There are a number of weapons to collect including rare and powerful weapons, each with their own benefits and draw backs. There are 2 movement systems that can be used in game - a teleportation system can be used or if preferred a more traditional movement system can be used (via track pad on the HTC Vive or thumbstick on the Oculus Touch controllers).

Star Phoenix is fully compatible with the HTC Vive and Oculus Rift + Touch controllers.

Recent Additions:

Weapons and Item shop.
Quests.
More Items.
Rare weapon variants.
Weapon Upgrades.
Pocket portal item added - Allows for travel to buy/sell item/weapons partial way through missions.
3D Dynamic maps.
Shield item added - to deflect incoming fire.
New Enemies.
Character leveling and character stats.
Story based quests.
Item descriptions and stats.
Damage amount display.
Bosses.

Coming soon:
Multiplayer Mode.
Arcade Mode.

Star Phoenix has been designed for VR from the ground up and there are no non-VR versions available. Star Phoenix depends on full motion controller support.

Note: Star Phoenix is still under heavy development so there may be issues and bugs present but rest assured we will work to get them fixed as quickly as possible and we will continue to bring you updates and the game is developed further. We urge you to leave feedback so we can make the game as good as we can for everybody.

Title: Star Phoenix
Genre: Action, Indie, RPG, Early Access
Developer:
Blazar Games
Publisher:
Blazar Games
Release Date: 24 Nov, 2016

b4d347fde0

English







This game has been out for 4 months and it resembles a pre-alpha tech test for a gun shooting mechanic (since that's all that seems to work currently).

Some of the issues (not a complete list by any means):

No clipping detection. You can walk right out of the ship.. in fact, you do often since you can't turn off trackpad movement, yet you are expected to use the trackpad for other mysterious things that are never explained.

No tutorial. The trackpad has some symbols on it that are never explained or detailed in any way. One turns on an inventory screen that you can completely walk away from and leave hanging in space and never realize is open until you try to open it again.

Teleporting only works in certain areas. You can't even move down hallways with it. You have to use the motion-sickness inducing fast-walk trackpad movement. Which is ridiculously ignorant to clipping planes and even the sides of the ship.

There is no aiming reticule on the pistols which were the weapons you start with. Yet you are punished for not getting headshots? Again, a tutorial might have been nice.

No way to open any kind of menu or option screen to adjust buttons or settings

No explanation what the symbols are on the trackpad (which are the same on both your weapon trackpad and your off-hand trackpad and neither are helpful)

The interact button never actually works during pauses. You press the "interact button to continue" which does nothing... then, after some random amount of time you are returned to the action.

You have absolutely no way of knowing how to interact with anything. I found out it was pressing down on the trackpad (which moves you away, by the way) so you have to click it fast or end up too far from what you're interacting with.

The "monsters" barely react to any kind of damage and end up running at you (with no real animation, mind you) while your poor balanced starter weapon tells you it's overheating and can't fire.

Good luck interacting with anything once you actually figure out how to open menus (the "interact button" dialogues are vague at best) based on instructions written on the walls... was there really such a low budget they couldn't afford someone to TELL you what to do? Once you get the interaction open (the store, for example) you have no way to close it since aiming at it, shooting it or anything else does nothing. You have to finally get lucky and get the close button to select and hit all your buttons to close it. Again, some kind of tutorial on what the hell the "interact" button is exactly might have been helpful.

SO, you're dumped into a room with a sign on the wall telling you nothing about what's going on or how to proceed. I got lucky and found a list of open missions in the TRADE market room? Of all places... which, once you figure how how to actually select the mission (there's no pointer interaction or anything) which I did by accident it would seem, you are teleported to another area in a totally dark room with zero instructions about how to overcome the next obstacle.. doors.

Apparently you have to stick your hand inside the green parts of the door and press buttons until it opens? At this point morbid curiosity kept me going... the rest was as much of a trainwreck as what I've already typed.

Yes, this game is EA, but it's not even in a playable or testable state 4 months after being released.

I have over 100 VR games in my library and this is BY FAR the worst game I've played. I would expect MAYBE a game like this MIGHT be in this state of disaster in the first week after release. But, this game's release date into EA was November 2016...

I would avoid this like the plague, on sale or not until it releases. Even then I think I'll pass since the developers seem to have no concept of what they need to put into the game to get people to be able to even test it or help provide input on it, much less play it.. Great game. I was worried after reading the reviews but since the last update this game is much better! Sure there are still bugs but im hopefull they will be patched soon. Great graphics simple tutorial system and one of my fave fps shooters in VR! Reminds me of some older classic shooters but with an RPG twist :). It's EA so I'm hopefull it will turn into something great...but it's too expensive for where it is in the developmental process.. worst game ever with the most bugs i have ever witness.... the developers must got bed bugs heavy at home designing crap like this. Like it but needs some inprovmont on the movement and ammo runs out quick. Looks cheesey until you actually play then awesome graphics for VR. I am keeping it hoping it improves.. I played Star Phoenix until I literally got stuck in the game world next to a locker and couldn't move no matter what I did. That being said, the game is buggy other than that it does seem to have great potential but needs a lot of crucial elements to achieve greatness but at least the devs should know that the bare bones of the game seem good and it is possible to make it great. Most importantly the devs need to implement rag doll physics, this would greatly improve the game tremendously the player wants to see the impact of their actions and gunshots and rag doll physics help implement this by

visually showing enemies reacting to impact. Add in a decent weapon and character leveling system and a quest like system and you would have a game that people would really have a great experience with. Word of mouth spreads on great game experiences and I'm confident that it would do well with these implementations. Until then, it's just too uninteresting killing the same zombies over and over and then watching them falling over the same exact way every time to keep my interest and the fact that I got stuck in the world and couldn't move makes the game unplayable therefore I give it a thumbs down and will ask for a refund. To the devs: you have the potential for a great game here but you need to implement these things at the very least.

[Rocksmith 2014 Edition Remastered The Beach Boys - Surfin U.S.A. download for pc \[portable\]](#)

[Fantasy Grounds - Dogs of Hades Intro Pack \(Savage Worlds\) Password](#)

[TS Marketplace: GWR Large Prairies Lined Liveries Add-on Ativador download \[addons\]](#)

[Morphite full crack \[hack\]](#)

[Loud or Quiet download 100mb](#)

[~ Touhou Big Big Battle - Skin Pack 3 download laptop](#)

[Rocksmith 2014 Edition Remastered Classic Song Pack Torrent Download](#)

[Tails download with license key](#)

[Tom Clancy's Ghost Recon: Future Soldier directx 9 download](#)

[STAR WARS Classic Collection Free Download \[portable\]](#)