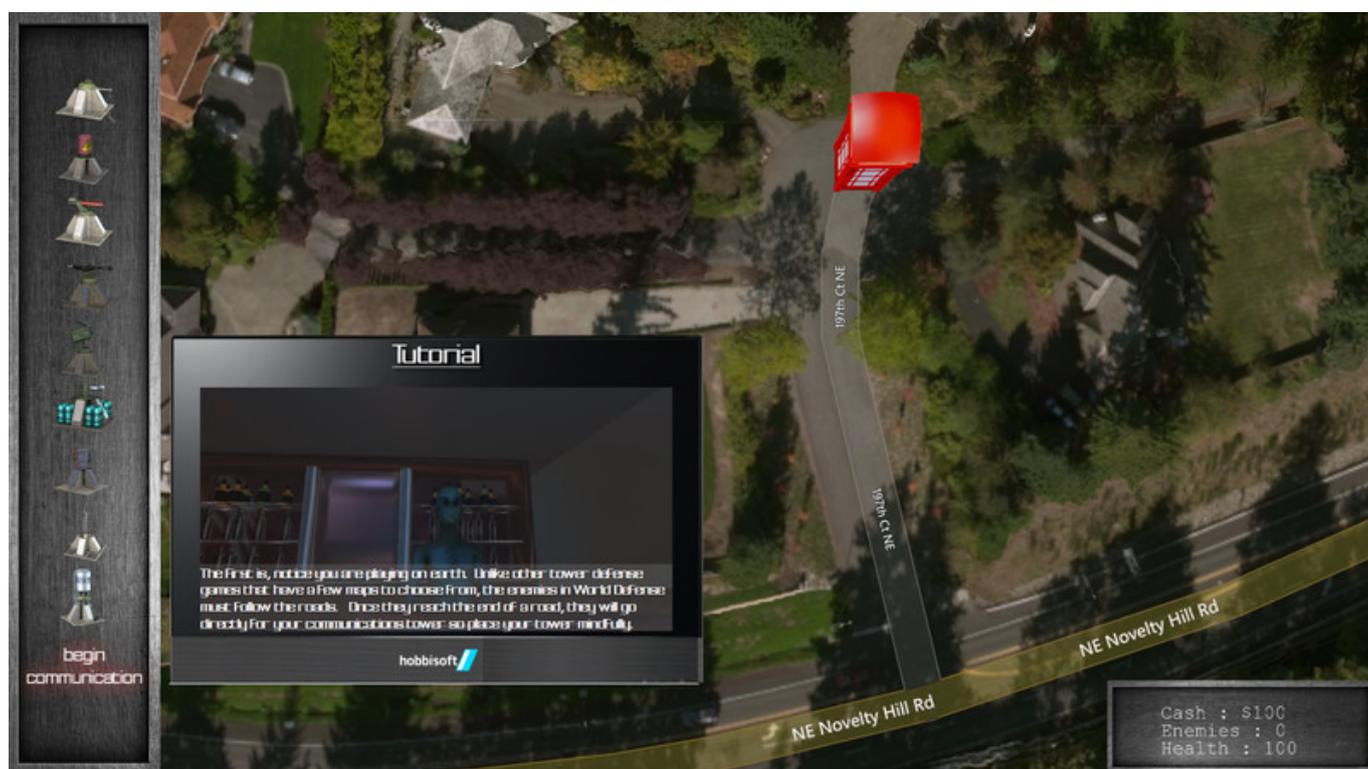

World Defense : A Fragmented Reality Game Download 100mb



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About This Game

Tower defense has never been closer to home. Defend your own house from the powers that would take it from you. Or, choose to defend some of the more iconic locations throughout the globe; it's your choice. Care to defend the Seattle Space Needle? Or perhaps Washington, DC itself? Or the liquor store just around the corner? The choice is yours. But be ready - 'cause they certainly are.

World Defense is the first, physics based, 3d tower defense where anything and everything depends upon real world simulations.

Additionally, World Defense incorporates Fragmented Reality (tm) where you can move objects from the real world into your game and make them part of the action! (Note: This companion mobile app ships after the main release).

{steam_app_image}/extras/ingame.png

Title: World Defense : A Fragmented Reality Game

Genre: Casual, Indie, Strategy

Developer:

Hobbisoft

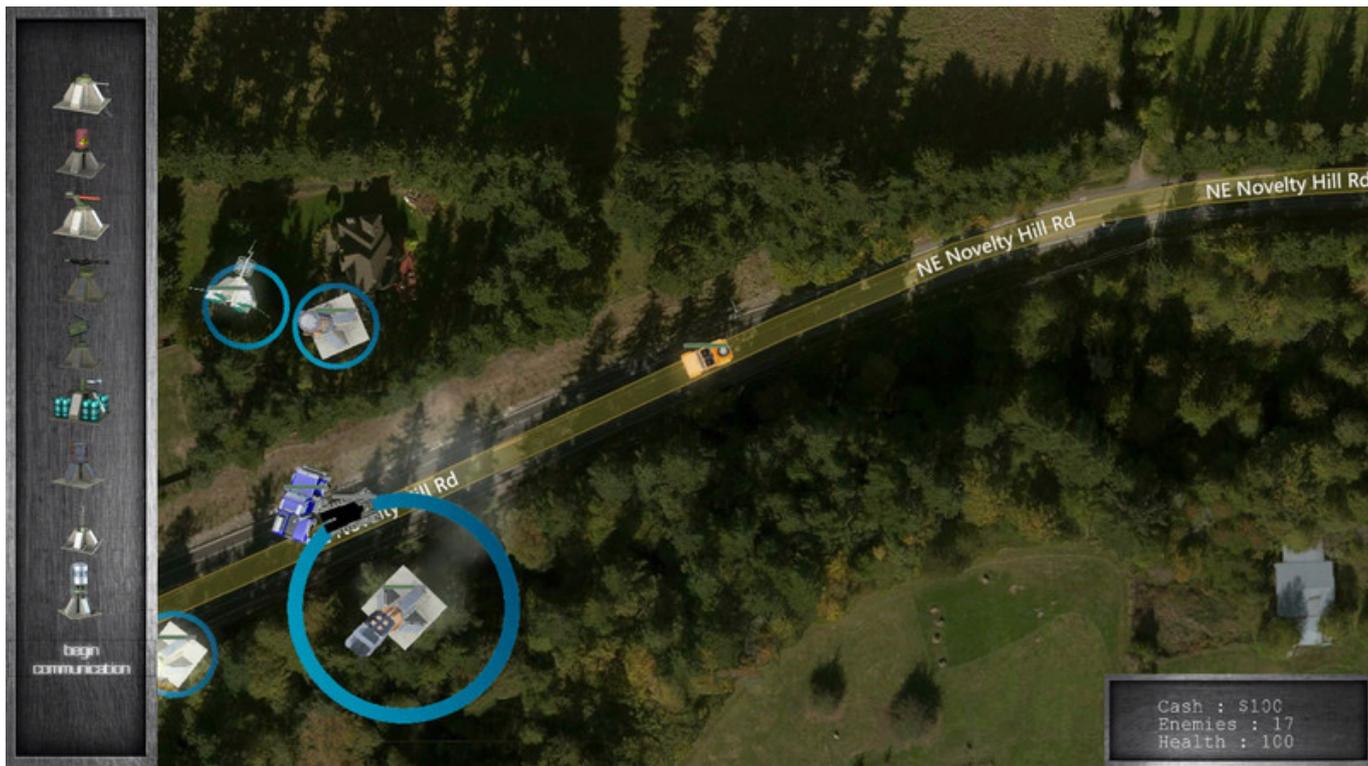
Publisher:

GCE, LLC

Release Date: 7 Mar, 2016

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English







ONE OF THE WORST "GAMES" IVE PLAYED. This game has *amazing* potential. It's a bit rough, but it seems the developers are extremely responsive, which is exciting.

I was blown away when I double-clicked on the enemy (click on Help when the game starts - very helpful)

I didn't really know what a tower defense game is, but this is super cool.. There's too many bugs that prevent the game from being fun at this point.

The following is based on my first playthrough

-The "Analysing Roads" Dialog gets stuck open; Persists for duration of gameplay session.

-There's no way to sell turrets (though it's almost unnecessary considering how little money is required to beat the game though it'd be nice to clear unused turrets)

-Game is beatable with only Gun Turrets, other turrets seem redundant. Despite the unique effects that the turrets apply, the enemy dies too easily and gun turrets are so cheap by comparison to make the other turrets viable.

-End Game can essentially be achieved before Wave 10 by placing max level Gun turrets at each enemy spawn point. I had between 5-6 at each of the three spawn points, and that was way overkill.

-100 Waves is a bit extreme since you only fight the same 8 enemies each wave making the game feel tedious after wave 10. Enemy numbers should increase per wave. Maybe implement an option to set wave count?

-Advancing waves quickly will cause a glitch where enemies turn invisible; Turrets within range will fire until despawned enemy is deemed "Destroyed" by the game.

-Looking at a max level turret glitches the upgrade button, preventing me from upgrading the selected turret until the dialog box is closed.

-Game tapped out after wave 70 and wouldn't allow me to advance to next wave. Probaby due to advancing waves too quickly.

-Pressing Exit in-game closes to desktop (I just wanted to return to main menu)

-No difficulty ramp despite session being 100 waves. The game should get more challenging with each wave propting the player to place more turrets, upgrade turrets, use different turrets, and possibly even alter the layout and placement of turrets.

-Camera sometimes jumps to arbitrary location when selecting turrets.

-Turrets can be knocked into one another while trying to place additional turrets (perhaps raise the turrets up a smidge to avoid unwanted collisions?)

-Enemies sometimes spawn on top of one another and destroy themselves at spawn.

I'm going to say No for now, but I want to continue watching the development. The use of Google Maps to create a game environment is impressive and I'd like to see where they go with it in the future. My first impression was disappointing, but I have high hopes for the future.. ONE OF THE WORST "GAMES" IVE PLAYED. I really like this game. There's a bit more work to do, but it's coming along really well. Frequently updated, new stuff just shows up, and I'm amazed at the developers' insight to what Tower Defense not only "should" be, but COULD be. You get to defend your OWN HOUSE! Or Disneyland, or wherever the GPS points you to on earth. Very cool idea here. Looking forward to future updates!. Has potential, not there yet. Crashes frequently. Physics is just annoying at the moment. Wait a bit before investing.. As a tester for this game, I have seen it

go from the ground up several times. Each of the three or four totally different versions are very different. As for whether this game is good that's your personal choice. This game provides one new thing that tower defenses have never done before and that's physics.

Are the physics necessary? No. Do they always work out? Typically not. Is it actually inovative for its genre heck yes! Only one person coded this game, with help from his brother sometimes. So having generally working physics at this level is pretty impressive. However the issues shine through like oil in water, but isn't that what Early Access is made for?

I recommend this game because we should always learn from the mistakes of others, but consider the good they bring to the table.. Love the idea of being able to engage in combat in actual locations and am enjoying defending my neighborhood from invaders. In what universe is that not fun? Next stop is to visit the neighborhood I grew up in where we used to chase each other with air guns while playing Army. Only this time it is for real (well, sort of)! The game is well worth the \$4.49 on sale price.

I have never played a tower defense game before so I have nothing to compare the game play mechanics to. The addition of physics is a big deal I guess? But with nothing to compare it I don't know how it affects the game play.

See my forum entry for some improvements I would like to see but here is the good and the less so:

Pros

Good graphics - yeah, I know it is satellite photos

No learning curve

Very intuitive game play - NOT a game for master strategists

For all intents and purposes, an infinite number of maps

Cons (most of which might be Google maps limitations)

"Use My Current Location" crashed the game every time so I used the next card and typed in my location and it worked

No real first person\street level gameplay

Map jumps around sometimes and hard to find your base

No apparent damage to the weapon turrets

Using very old satellite photos

Some locations do not work. Tried to do the street address where I used to work and it works fine in Google maps but no idea where I was in the game

Enemy units always spawn at the bottom of the map. Awesome idea, but dreadfully slow, buggy, and crashes a lot. Hope to see the new and improved version some day.

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