

Depth - SDK Download Utorrent For Android



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About This Content

This is a full suite of editing tools that allows players to create their own maps and mods for the game. If you'd like to know more and talk about the Depth Editor join us on our [Steam Forums – Mapping and Modding subforum](#). We can't wait to sink our teeth into what you guys release.

Title: Depth - SDK
Genre: Action
Developer:
Digital Confectioners
Publisher:
Digital Confectioners
Release Date: 15 Dec, 2014

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Minimum:

OS: Windows Vista 64-bit and above

Processor: Intel 2.4 GHz or AMD Athlon 2.6 GHz (dual-core required)

Memory: 4 GB RAM

Graphics: ATI Radeon 4870/5770/6770 or Nvidia GeForce GTX 260/460/550 Ti

DirectX: Version 9.0c

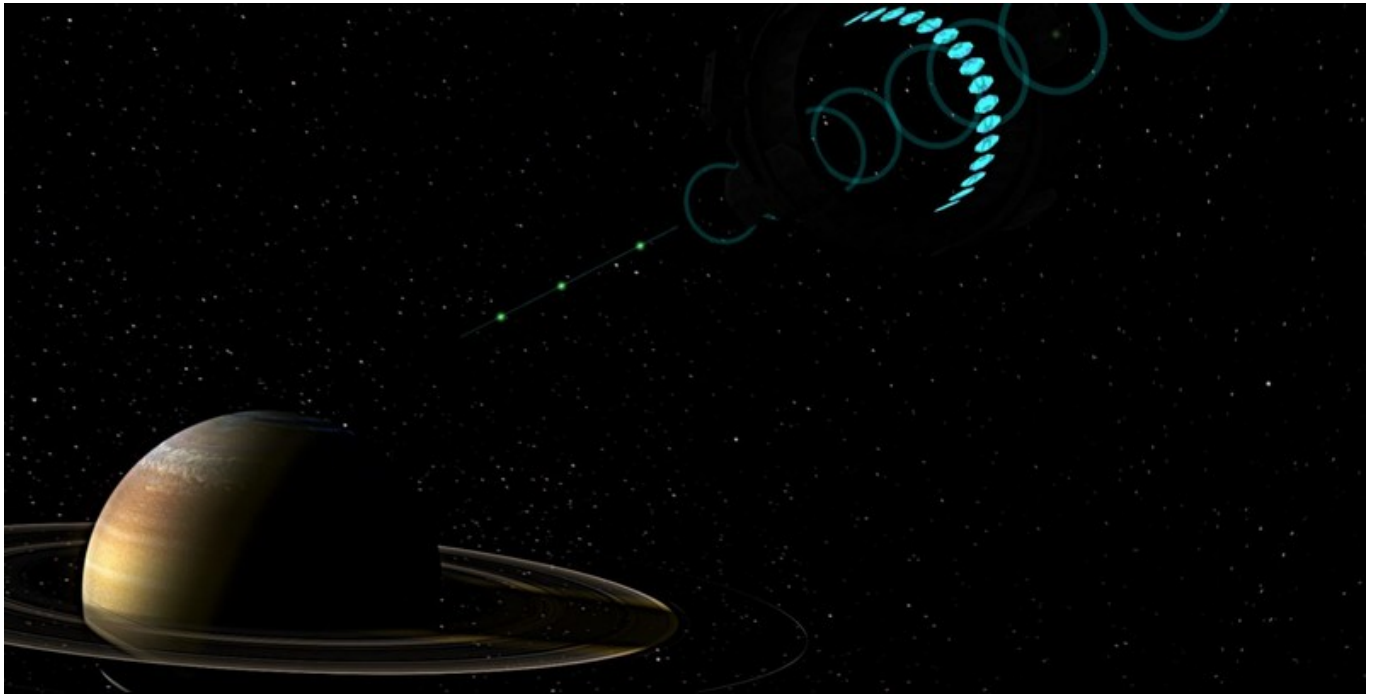
Network: Broadband Internet connection

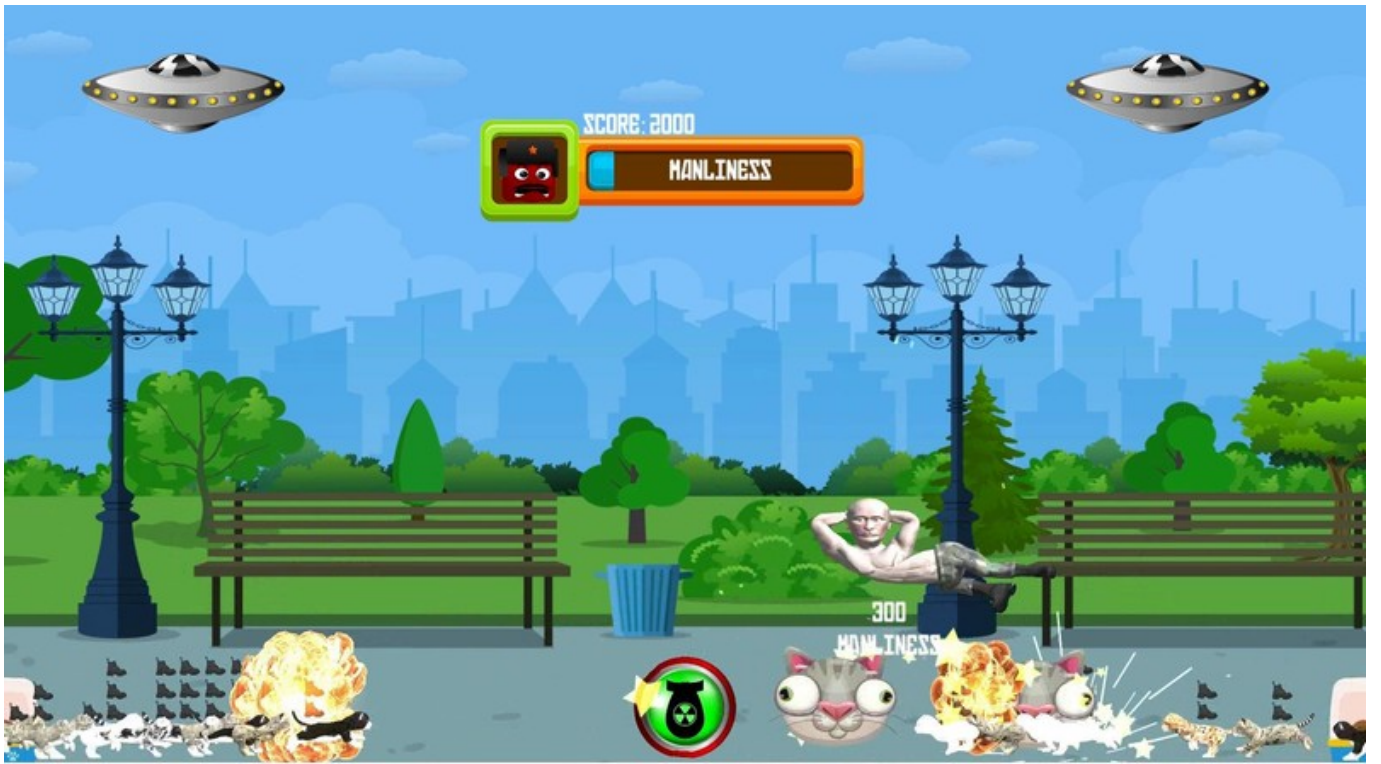
Storage: 1 GB available space

Sound Card: Windows Supported Sound Card

English,French,Italian,German,Polish,Czech,Hungarian,Japanese,Korean,Portuguese,Simplified Chinese,Traditional Chinese







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So♥♥♥♥♥♥that it's fun.. Brilliantly designed and executed shmup. I can't think of one negative thing to say about this game. Music, art, design, pacing, secrets - everything is on point. It clearly takes inspiration from games like Gradius but (in my opinion) it exceeds them in almost every way.. Gets hung up on itself often and occasionally crashes. Run it again and it will work with varying degrees of success. used to work fine but need some stability updates before I can recommend it to anybody else.. Fantastic dice drafting / luck mitigation game on top of an RPG Roguelite metagame. Perfect for lunch breaks. Played the boxed version - which was wonderful - but this is better, as it handles all rules under the hood.

It rewards clever dice combinations, which are then rewarded by juicy RPG-esque choices. Ace.. Could have been fun, but too buggy for not being Early Access. Many, many missions don't work, there's no enemies when you arrive, or for some reason it never completes even when all the enemies around are dead.

There's so much busywork. Running around, going to missions takes so long. Too much running around on stations. I don't really want to spend time looking for this or that part. Outfit ship on one end of the station, buy parts at four different vendors spread all over.

Enemy AI is terrible. Their ships are way better than mine, but they don't shoot at me enough, preferring to just run away.. i enjoy this visual novel a lot, it's worth the 1 dollar, i'll we live you thinking about your life desicions. It's a pretty good game i just finished both campaigns on the Hardest difficulty. They should have let you play as Russians. So far seems like a good tower defense game, 15 dollar standard price tag is ridiculous but for 4 bucks it's a great deal.

- +lots of towers,
- +5 levels each tower,
- +lots of special abilities that you get by levelling up,
- +4 difficulties each map
- +Interesting creep ai system, they choose the easiest path
- +Obstacles that creeps have to overcome which, if they do, make the map harder for you
- +Clear description of tower stats as you're placing, and aoe circle
- +Challenging, makes you want to keep playing
- +Huge levels

- No pause feature
- Few placement zones, may be a balance feature but seems odd and doesn't really work
- average at best graphics
- Most of the gameplay elements are incredibly cryptic and take a lot of trial and error to figure out for example; the colors of the portals the creeps come out of indicate the type of creep; some upgraded towers get multiple guns, allowing them to split their dps when they see fit
- No tower descriptions until you get into the game
- No tower upgrades from levelling

Pretty hideous production values throughout. I'm still laughing at captain iron silver or whatever, probably a placeholder but good for a laugh. Also some of the achievements are "Defend 1000 enemies." Good stuff.. I just finished a play through of this this morning. Took me about 3.6hours to complete according to Steam. It's not bad, it's not amazing. A short adventure played through two perspectives, no real fail states. Just walking around clicking on things to progress the narrative.. Pros: Easy to pick up and play, Simple mechanics, Easy badge (only 5 cards, you get 3 from drops) and the soundtrack is pretty cool. Good atmosphere, a smart robot and a cute space cat. :3

Cons: This is a logic/math puzzle game and there is no real logic to solving the puzzles. Restarting to generate another set of random numbers in hopes of getting a better set seems to be the way to win. When you finally get one that doesn't take 20 minutes to solve 1 part after completing all other parts you'll praise RNGesus. I'm serious, this game requires so much backtracking it's not even funny. RNG and blind guessing at it's finest. Don't bother buying it at full price, it's not even worth \$1.99 let alone a dollar more.

Conculsion: If you want to waste time, it would be better wasted on something else. If you want an easy badge, buy this with a coupon or if it goes on sale. I'm considering buying the soundtrack though...

Remember Xenon 2 Megablast on the Amiga? This game reminds me of the Amiga classic; the music and the difficulty. Got it for like 49c and serves as a nice time killer in between serious gaming. I bought this game for a friend of mine and myself due to a running inside joke we have with melons. We played 3 rounds online, here's the summary of the alpha stage of this game. Starting with cons.

Cons:

- Repetitive: 1 map, same waves of same melons.
- Lacking of diversity: everything does the same damage, every chuck of melon is the same, etc.
- No jumping (why?)
- Hosting problems: sometimes cannot connect, lags, etc.
- Overpriced for what it actually offers atm.

The few games we played were fun tho, it was just.. more a once-in-a-lifetime experience.

Pros:

- + Music (I found it awesome)
 - + Graphics and general art direction
 - + The developer seems to be listening to the community
 - + Regular updates*
- and last but not least
- + Melons

As much as I enjoyed the few round of play we had, I cannot recommend this game right now, due to the price tag - replayability ratio.

*I will however update this review as the game gets updated.

. This game is really really good on the vive! It's nice with a seated game for a change as well. It's really well polished and the gameplay is absolutely amazing. This is a must have for VR. For 10 bucks this is a no brainer. Get it. Choo-Choo train....

Buying a sound track is very recommended !!! Good game, i enjoyed it.

Could not stop until i reached the end of all 3 levels.

Lasted 81 minutes lol, but still a descent game for the price.

maybe the levels will be longer in the future, who knows.. One of the best games I've played in years.

The best part is that it isn't just a gimmick. A lot of games about abstract ideas are lacking beyond the initial point, often devolving into some silly high concept plot, often pretentious.

But not HyperRogue! this game implements hyperbolic geometry in a way that's both intuitive and interesting! You don't need to understand the equations behind it, the game explains itself. And the plot is as minimal as it should be, it's all about the gameplay.

Not to mention, there's a *ton of content*.

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