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About This Game

Have you ever wondered what it would be like to work in the booming industry of video game development? Do you have great ideas for the next 8-bit hit? Are you able to develop game concepts into fully fledged products? If you answered yes to these questions, we here at Game Dev Inc. (GDI) think you would be a perfect fit for one of our Beta Stage Play Tester positions! Keep reading to find out more.

Job Description: Some say that being a Play Tester is the easiest job in the world. Here at GDI we do not pay our Play Testers to have fun with our games and sit around all day long. You must be diligent in your playthroughs, providing a keen eye for little details, things that most people would miss. Types of glitches you will be responsible for properly identifying include but are not limited to:

- Questionable Physics / Collision Detection errors

- Painful Graphical anomalies / Visual artifacts

- Silly Logical errors

- Horrendous Frame Rate Issues

- Obvious mistakes that are just flat out wrong

- And many, many more.

Upon locating and identifying any of the above mentioned glitches, you will be expected to file a B-#420 form or a Bug Report. Bug Reports must be thoroughly documented and well written. See Position Requirements for more info.

Position Requirements:

- Excellent observational skills and perception of details

- Highly experienced with video game concepts and gameplay mechanics

- Understands the basic underlying technology used to develop video games

- Impeccable written and oral communication abilities

If you think you possess the necessary skills and experience to join our staff at GDI, apply today by clicking the Buy Now link below*. While the position is unpaid, upon completing bug reports for all games in Beta stage, we will reward you in other means.
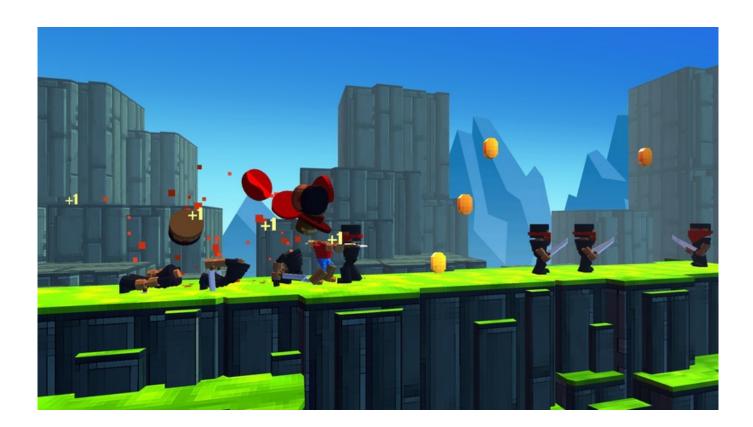*Note: there will be a small application fee encompassing regular processing and administrative tasks.
**Your workday will vary based on speed, efficiency, and experience, but the average is about one to two hours

Title: Project Glitch
Genre: Adventure, Indie, Simulation
Developer:
Rithm Gaming
Publisher:
Rithm Gaming
Release Date: 23 Jan, 2018

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English

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What to say other than awsome.
Its the first game Enhanced with the WoD gameplay elements it sis simply amazing.
Additionaly if you had LoD previously you get Reborn for free... its a Win Win situation.. So far so good, really loved this game, a lot of content, good rpg style, lovely artwork and the story it's good. It is a good game but you can play an online game for free this only offers slightly better game play
and graphics. Find some here: http://www.kongregate.com/ragdoll-games
They are almost as good, paying 4 pounds/5dollars is to much in my opinion. Instead wait for a sale and buy gmod.This game need a lot of updates to be worth it.. I've been ready for this game the moment I heard about it, and it has so far turned out better than I expected.

Currently, part 1, "I want to get out." is what's available, and it's a fantastic introduction into the game.
I haven't finished everything there is to finish, because there's a variety of choices you can make to start piecing the lore together, but I love what I have played.

Overall, I give it an 8\/10. My opinion may change as more stuff gets released but this is where I stand for now.

Pros:

-Excellent gameplay (It's not the gameplay itself, but rather how it plays out.)

-Spooky ambiance (Most of the music keeps you on edge the whole time.)

-Amazing mechanics

-Interesting setting

-Interesting characters

-Interesting lore to put together

-Greatly optimized

-Squeaky cell door

-Flying police car

Cons:

-More of a thriller\/mystery than horror (When I first saw it I thought it was going to be 100% horror, but really a lot of elements fit into it. This isn't really a con, but just for people who expect horror. Not saying it isn't scary, because I did almost

fall out of my chair more than once while playing the demo. This could change though since there are two more parts yet to be released.)

-Bland (To elaborate, everything is pretty much the same color. I mean, Mono, of course it's suppoed to be like that, it's supposed to be a "broken" game. xD
But there wasn't really variety in materials. That's probaby more of a pet peeve and personal opinion than a con, but I thought I'd throw it out there.)

So far I don't really have anything to complain about, I love every game this developer has made, and this is so far his masterpiece. For what it is, he made it fairly quickly, so props on that.

I'm ready for part 2 and 3! :D. Well, it's a pretty easy game, very linear, but entertaining enough if you got it on sale for a few bucks (6,99 euro current normal price, is too much IMHO) (I got it in a bundle if I'm not mistaken).
The biggest thing I missed was the speech, the intro and the final video do have spoken lines, but that's about it.
The story is simple but likable, the puzzles are pretty easy, and no 'dead' ends..

This is a good adventure to play as your first (in this 2.5d adventure genre), took me about 3 hours (and thats including a break and leaving the game open). If you're a seasoned adventurer you might find it way WAY too easy..

So for me to make this game a little better, they should have done voice-acting throughout.. I'd rather have bad voice-acting than no voice-acting at all..

I didn't experience any technical difficulties, I played at 2560x1440 which will give you black borders at the side, but I didn't mind, ofcourse it would have been better if it was at least 16:9 instead of 4:3..

I don't know if they did another adventure after this, but I'll certainly would play it... That's an awesome game! Must Have!
Played in 2004. Sleepless nights :))
Oh, Nostalgy...
Pity, that russian version is not avaliable :(. this is not strategy, its just figure out the puzzle, rules are badly balanced and levels set up so they can only be completed with just one particular method, add in the fact that your characters degrade all the time (they unlevel) this leads to no sense of achievement, you're not sculpting a character you can have any connection with just mitigating deteriation, no wonder it was so cheap....

This game is an orphan.. I should have listened to the other reviews about the bugs in this game. I'm only on my second task and already experiencing problems. I am unable to interact with the "Pumpkinhead", thus unable to continue further into the game. I have tried restarting, reinstalling, changing resolutions and he still just stands there bobbing his head like a newborn trying to look around. I have submitted a report regarding this problem. If it gets fixed, I may change my review. However, until then, I suggest you save your money even if it is only a couple bucks.. I like the art style, I the the story. The game is fun and the powerups make it interesting. Still a little buggy. I got stuck on level 8 (billiard room) and it was on this level that the game ate 3 of my little magic powerups and I had to restart it to keep playing. Downloaded on my mac and I can't exit the game without a force quit or taking it out of fullscreen mode. It looks gorgeous on the retina screen! but super annoying to exit. I also tried adding a new profile while playig on my mac, and was unable to type a player name. It worked again after restarting the game.

The game just came out, so there's bound to be minor annoyances and buggy things.. You have to want to play the faction and/or the campaign for it. The base game already includes all of the units and creatures as can be found randomly as neutral spawns on the map. And I dont believe there are any new artifacts or spells. You only get access to actually playing the new faction units, and the heroes that have the new faction talent tree line that is unique the faction. It's pretty good, it's pretty fun. It's not overpowered, and it's not necessary. I got it on a sale. I would recommend it if you want to play the faction or the extra campaign.. This game is a mix of RTS gameplay (similar to the Total War series) and roleplaying elements. You have a campaign map that echoes the Total War series and the battles that unfold are very similiar in control and style as well. This game is like total war with a fantasy setting and some text based role playing added in for good measure.

King Arthur II is far from perfect, but it's well worth it if on sale or in a bundle.. poor quality, overly repetitve within minutes.
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This game is so bad it wont even let me play it
11/10. As an interesting and somewhat successful adventure game, *Alter Ego is the last video game made by Czech developer team, Future Games which we were familiar from the first game in The Black Mirror series. The studio was closed in 2011 due to financial problems after the release of this last game - which was also the probable underlying reason behind the abrupt ending we have here.*

19th century, Plymouth. The city is shaken with the untimely death of Sir William, a deformed young noble with a handful of speculations running about his nature in the newspapers. At the time his funeral is being arranged, the swindler and street rat Timothy Moor comes to the city on a cargo carrier as a stowaway, apprehended by sailors. He manages to escape to find his childhood friend Brian for a job, only to find himself in an uncanny intrigue concerning Sir William himself. Following Tim's misfortune, Detective Briscol - who has just started his first day on the job, investigating a disturbance in the cemetery just after the funeral - becomes a part of the same uncanny intrigue as well. As the story progresses, our unlikely heroes will cross paths to try and shed some light into the dreadful business.

Spoilers for the following paragraph! Firstly, the storyline - being interesting enough during the game - closes up with a dark and unsatisfactory ending; leaving many loose ends which results with the unnecessary demise of our heroes. It is wrapped and misconcluded badly, with stupid mistakes on our "brilliant" main heroes' part. The last dialogue between our main heroes is misguiding and uncharacteristic, screaming out "we couldn't end the game as we intended to due to budget problems". The whole experience is as good as it lasts, but by the last 10 minutes of the game, you'll be disappointed if you'll be expecting an interesting conclusion.

Our main characters on the other hand, are intriguing and well written antiheroes rather than benevolent defenders of justice. They are successfully portrayed with their inner monologues displayed for the player, to reveal some truth to their nature aside their demeanor. They have severe character flaws, somewhat foul natures and an incredible amount of vanity; eventually resulting with their own downfall. Very humane and very well-done.

Graphics are made in AGDC, resulting in a successfully grim atmosphere with grayish colors dominating the century. Environment design is probably one of the upsides of the game, alongside an especially satisfactory voice acting with proper accents of the time. Character interactions and facial features are also appreciable. As an adventure game, Alter Ego is nothing extraordinary though. There are hardly any puzzles or actual item combinations. Items themselves are pretty obvious to encounter and gather too. As a

mystery and crime investigation game though, it sure is noteworthy - especially the parts where we play as detective Bristol: gathering clues, interrogating witnesses and trying to guess the logic behind occurrences. The parts with Tim rely on story progression rather than mystery mainly and presents loose ends for detective Briscol eventually.

If you are to keep your expectations limited, Alter Ego is a nice experience with a really lame ending. It has some imaginative ideas, good character builds and a potentially interesting story if only it would be displayed a bit more elaborately. If you stumble upon it on a decent sale, why not?

Please also check out Lady Storyteller's Curator page here - follow for regular updates on reviews for other games!. Some scenes are lagging causing the game slow down ~twice
Game itself is not good at most. Better go play some nuclear throne or gungeon.