
Hurricane License

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About This Game

Hurricane is a 3rd person survival game in open fantasy world.

A mysterious hurricane has brought you upon an unknown world, and now you need to survive in it's hosti 5d3b920ae0

Title: Hurricane

Genre: Action, Adventure, Indie, Massively Multiplayer, RPG, Early Access

Developer:

Because I Can

Publisher:

Because I Can

Release Date: 6 Mar, 2017

Minimum:

Requires a 64-bit processor and operating system

OS: 64-Bit Windows 7 Service Pack 1, Windows 8, or Windows 10

Process

English,Russian

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I've played the game for about 20 minutes. I paid full price unlike others that received it for free. I will give my pointers as to why it has potential but not worth the price for being in such an early stage. The game is like a mix of minecraft, skyrim, cube world, and adventure. It has many things to explore but there is very little to the game. I figured out how to actually craft, gain ores, fight, but the one thing that was impossible was food. The controls in this game are pre-set and there are only a few options. Movement, interaction, taking out weapon, crafting, and inventory. That is all. I found craft difficult because although I did find a hammer from the bodies of skeletons, I could only harvest ores, stone, and logs. I could not grab the simple grab for other basic components and there are no instructions. This game could have a lot of potential but there is not a single help to it and you run around endlessly as your hunger go down and you explore until you die from a skeleton or run out of food. In the end, I actually refunded the game as it seem it is not worth the full price although it is on sale only a few dollars off. At most it should become like minecraft starting at \$5 in alpha and as it becomes more developed and more popular, increase the price. I saw this game on Imgur and the creator worked alone with over 10,000 lines of code. Good job but it needs a better way to allow feedback to expand the growth of the game quickly. Update (November 2017): The game haven't updated and haven't listen to the commuunity. The game is now on sale for only \$2 because it's doing so poorly.. spent my time jumping from a prone position and spinnin round like a helicopter bought totake off, shankin skeletons, gettin shanked by skeletons, wailing on some deers legs, un sheating and sheathing while holdin nothing and stabbin me mate, yeh had a nice time mate thicc/10. Lots of potential but the developer let it die.. this game has potential but needs ALOT of work. Not yet. I purchased this game because the video and photo's made it look VERY promising. The description sounded a bit lofty, but, I decided to give it a go. Now, from what I can tell, this game is VERY early access, so bear in mind that things may change. Pro's: Looks Promising Cons: -This is a VERY basic game created from the Unreal Engine using the most basic models and sculpting tools. It feels like it has very little to no coding, and feels VERY generic (especially if you're familiar with Unreal Engine). -The price-tag. I don't know why this is on Steam yet.If anything the developer should release it for free on his website as an alpha or beta testing phase. -Graphical Glitches (jump with your weapon out, press 'f' while no weapon is equipped) -Exploitable Terrain (Run behind a tree while being chased by a skeleton and the skeleton catches on the tree and you're free to safely pummel him to death while he stands still) -The tree's and stones don't break down while harvesting them (or extracting them). -The crafting system isn't complete and doesn't seem to allow you to craft. I had more luck finding tools and gear than I did actually crafting it. In fact, I couldn't craft at all. -No building available, no story to follow, not sure what I'm doing here. There is no sense of direction or a story line, so it's not about the experience. There is no building, therefore it isn't about creativity. There is no real survival aspect, so that's out the window. What is this game? Honestly, and I'm not trying to be rude, this game needs a LOT of work and should not be on steam with such a lofty price tag, especially since there is no word of the direction of the game and no word on what features we can expect. As it stands right now, I could purchase the texture packs from Unreal Engine, fill the world and use the tools to create terrain and drop a few box and copy this game. It's not unique, original, or even playable to be honest. While reading the reviews, it honestly feels like the few good reviews this game has came from friends or family members trying to support someone's hobby.. Very good game has just a few problems, like staying block in a wall or hit box of squeulettes, otherwise also the preparation is too long, the movement of the ax, weapons . If not this game to the future it deserves just some re-adjustments, like skeletons tracking distance, and stuffs that disappear .. i like it for how early it is.. I've played the game for about 20 minutes. I paid full price unlike others that received it for free. I will give my pointers as to why it has potential but not worth the price for being in such an early stage. The game is like a mix of minecraft, skyrim, cube world, and adventure. It has many things to explore but there is very little to the game. I figured out how to actually craft, gain ores, fight, but the one thing that was impossible was food. The controls in this game are pre-set and there are only a few options. Movement, interaction,

taking out weapon, crafting, and inventory. That is all. I found craft difficult because although I did find a hammer from the bodies of skeletons, I could only harvest ores, stone, and logs. I could not grab the simple grab for other basic components and there are no instructions. This game could have a lot of potential but there is not a single help to it and you run around endlessly as your hunger go down and you explore until you die from a skeleton or run out of food. In the end, I actually refunded the game as it seem it is not worth the full price although it is on sale only a few dollars off. At most it should become like minecraft starting at \$5 in alpha and as it becomes more developed and more popular, increase the price. I saw this game on Imgur and the creator worked alone with over 10,000 lines of code. Good job but it needs a better way to allow feedback to expand the growth of the game quickly. Update (November 2017): The game haven't updated and haven't listen to the commuunity. The game is now on sale for only \$2 because it's doing so poorly.. it would be nice to see more monsters and base building mechanics implementid into the game. I haven't played for very long yet, but here are my observations thus far: Pros: - The world itself looks very good. Decent shading, different types of buildings, and a feel that's almost reminiscent of Cube World's setting. - Easy to get started and find resources. - Multiplayer. Meh: - Not a whole lot of explanation in-game about how to get started. Using the steam guide really helps. - There isn't a whole lot to do in the game yet, but that's to be expected since it's in early development. Cons: - Combat is a bit clunky, and I have often found myself stuck in place while attacking and getting mobbed. It's a bit annoying, but I imagine that once I get properly geared up it won't be as dangerous. - Odd framerate drops happen occasionally. I have a decent computer (probably mid-tier by today's standards) and the game isn't all that smooth, but it is still playable. Overall, I think it is a decent little game, considering how much work has gone into it. I anticipate playing a lot more as development continues.

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