
ReSizE Download For Windows PC



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About This Game

ReSizE is a new single player game. Set in the mysterious C.T.O.D. Laboratories.
Complete all workout and get gummy bears.

In each level you need to kill the training drone. All that can your weapon is to enlarge and reduce objects. So you need to solve a puzzle to complete a workout.

FEATURES:

- 30+ levels, with an estimated gameplay time of ~6-15 hours.
- Challenging and unusual puzzles.
- Original music.
- The voice Actor of the protagonist is the same as in the Gordon Freeman

Title: ReSizE
Genre: Action, Strategy
Developer:
Compot
Publisher:
VI Games LLC
Release Date: 12 Oct, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

Processor: Intel Core i3 4300 or better

Memory: 4 GB RAM

Graphics: NVIDIA GTX750 or better

DirectX: Version 10

Storage: 7 GB available space

English,Ukrainian,Russian,Polish







Saying the game is rough around the edges would be an understatement.

When the final credits show: "To Be Continued...", I think rather not.... An irritated game.

Many of the indie works of puzzle games made in ten years have inspired by Portal, and this game is also one of them.

The problem occurs right after startup.

This game starts in a resolution of 1920x1080, which my monitor does not support.

and I can not change the setting even if I try to change the resolution.

I can not set mouse sensitivity and keyboard setting.

Although mouse sensitivity was not a problem by default, no consideration was given at all.

Other discontent...

I am dissatisfied with the action action, often fail with the jump action.

Chattering happens when you shoot a gun trigger in a row.

Failure in game design is a lot use of jump action (it is called old-type action),

Movement of elevator is extremely late or fast and irritated.

Unnecessary parts (perhaps the purpose of confusing players)

The difficulty difference is intense. There are strangely simple scenes.

Also, there are scenes that make heavy use of jump actions or do not need the Resize element in the first place.

It is difficult to understand the operation when pressing a button. For example, it is unclear whether it is necessary to keep pushing, or if it is pressed once it will be in the ON state.

Weird BGM that makes me feel uncomfortable.

Easter eggs not funny.

Can not access each chapter (level).

In this respect, probably the creator is designed so that it can only be thought that it made more than stressing the feeling, rather than having the player enjoy it. And even if there are some elements like that, we should prepare thorough tests beforehand and prepare the game balance, but I can not see such feeling.

Japanese--

Portal

1920x1080

1920x1080

1920x1080

Portal

Portal

Not a single "puzzle" makes you think. And did I mention that puzzles don't involve resizing stuff at all? I guess I have. Here are some ideas for you, developers. I came up with them in about five minutes when I woke up in the night to go to the toilet.

1. Size affects weight. When I step onto a button, I'm told "You're not fat". Apparently, a teeny tiny cube is fat enough. Why not make it possible to press a button with a big cube, but not with a small one?

2. Let's say there are magnets and/or floating platforms. The magnets can attract small cubes, but not big ones, and a platform sinks if you put a big cube on it. Cuz it's heavy. Yeah.

3. Or there are some systems that you have to balance using cubes of various size. To make it more difficult and interesting, let's say cubes don't weigh 4, 8 or 16 pounds/kilos, but 4, 10, 18, I don't know. Something like the water riddle in Die Hard 3.

4. Or, for instance, there's a platform moving horizontally with a cube on it. It goes through a series of obstacles. A small cube can fit into a hole, and a big cube can push away something that blocks its path, cuz it's heavy, remember? And you have to resize the cube accordingly from a distance. It would be fun, I guess.

If you spend a bit more time developing actual puzzles, you can do better than that. I hope.

And yeah, the optimization. I can't say I have the most powerful PC in the world, but, for example, one of the recent games, the one that involves killing Nazis, gives me stable 60 FPS in FullHD with average quality. ReSize can't even provide 30 FPS with the lowest quality possible in 1600x900. I would understand that if you had developed your own engine, but it's Unreal Engine you're using, so wtf?

Anyway, for all of you who consider buying this game 2014 don't. It's so not worth \$7 I paid for it.. Absolutely not worth the price.

A lot of the puzzles are skippable.

The puzzles themselves aren't hard, and by god that end level is just so boring. I don't care about spoiling this game for you, so here goes: you fly in this spaceship for around 15 minutes through these barely visible green rings, and then after doing this you will see this planet, and stare at it for around 4 minutes, because you're moving at mach -3.

There are some numbers in front of the planet for some reason and they do count down at roughly 1 unit of whatever per second. It started at 626 or so and ended at around 400, so about 4 minutes of staring at this planet. Then you crash, not even being close to be near it yet, so the units doesn't make any sense, and that's the end.

Hopefully there won't be a sequel, but this game has the guts to say "to be continued" after you've crashed, so hey, I know what I'm not buying!

So about those puzzles. Almost all of them are skippable in some form. I discovered that by not wanting to go on those hyper slow elevator platforms that they want you to ride. Overall not a fun game. Might be fun to speedrun however, but that's it.

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