Find-Life EP1 Crack By Irfan Doggar

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About This Game

This is the first episode of the Find-Life game. This game is very small and simple to play. The game takes about 25 minutes to play. The player walks in first person. The game does not have buttons to say to click here or there, because inside the game there is a ball that is a smart computer and tells what you have to do. He speaks many things, takes good notice of what he has to say. The game has ambient sounds, some songs. 3D models are very simple in LowPoly. The purpose of this first episode is to start many episodes with little adventures that linked will make a story.

I do not like to sell cat by hare, so:
To be honest, this game is very small, very simple, but I think it's very cute and with some imagination.
Thank you all.

Title: Find-Life EP1
Genre: Adventure, Casual, Indie
Developer:
João Fílipe
Publisher:
Find-Life
Release Date: 12 Jan, 2019

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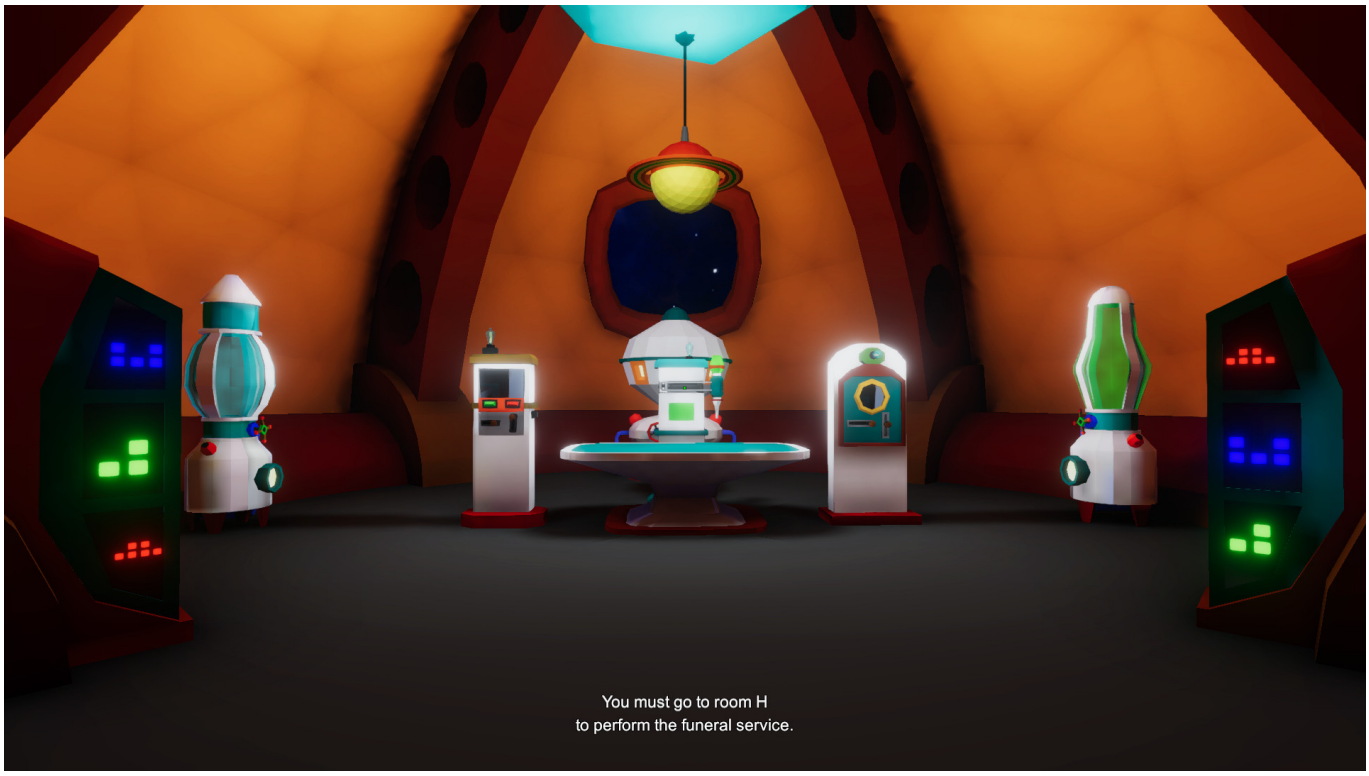
English,French,Italian,German,Simplified Chinese,Portuguese,Russian,Arabic

Mr. Fílipe, head to your room,
room Q.

NATION
Drª Sara
She's dying.
Use the table defibrillator on the side, fast.


You must go to room H
to perform the funeral service.

TL;DR : A short proof-of-concept that is light on gameplay but full of potential, in my opinion.

So I'm mostly giving this a recommend not because the game is good but because this is a promising first step for a new developer. The premise is a bit cliche as far as sci-fi goes. A ship is sent into space to find life and stuff goes wrong. But the presentation and telling is different enough to not be boring or eye-rolling.

Personally, it's the simplistic art style that I liked the most. It's all custom-made assets and backgrounds as far as I can tell and it's all very cohesive. It's also very colorful which is a nice change of pace from most other space sci-fi games.

It's a very short game and it mostly consists of going from room to room and doing what the computer says. Not a lot of opportunity to explore or change your experience. It's mostly a demonstration of what the developer plans to do. If these episodes become longer and allow more player interaction (i.e. puzzles, dialogue trees, flying through space, I dunno), this could be a fun little series.

https:\/\/www.youtube.com\/watch?v=uJQNd5Rl7yk. TL;DR : A short proof-of-concept that is light on gameplay but full of potential, in my opinion.

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