
Outrageous Grounds: The Maze Free Download Game Hacked



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About This Game

Outrageous Grounds: The Maze is an original virtual reality action adventure. You will explore the depths of The Maze, battle your way through enemies, unravel mysteries, solve puzzles and to experience something new in VR gaming. Our aim is to give the explosively growing VR user base meaningful content with captivating visuals, gameplay and interactions.

Outrageous Grounds: The Maze is developed for HTC Vive, and works with Oculus Touch through SteamVR, but we intend to add proper support for relevant devices in the future as they become available to us.

OG:The Maze features

- Locomotion. With our locomotion the player is free to roam the play area and not be restricted to roomscale. Our arm-swing movement reduces chances of simulator sickness while increasing immersion and allowing for precise gameplay.
- Environment Interaction. The great majority of in-game objects are dynamic, simulating real world object behaviour. Tons of dynamic objects combined with our destruction system creates extremely satisfactory and fun experience.
- Attention to immersiveness in 3d and sound design
- The graphical quality achieved through the usage of Unity 5.4 and The Lab Renderer is something to behold.

Title: Outrageous Grounds: The Maze
Genre: Action, Adventure, Early Access
Developer:
Virtual Dawn
Publisher:
Virtual Dawn
Release Date: 27 Jan, 2017

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English







outrageous grounds the maze

The game should not be available for Oculus. Its so annoying to play it with Oculus. The game seems not to be updated anymore but its still early access. I don't recommend to buy it. Sad, it seemed to be good when researching in web.. Great work in progress game.....tremendous potential here. Devs are responsive. It looks great and has its own style as it reminds me of "The Lawnmower Man" or what I thought VR would be in the 90s. Having a full body is really awesome. The opening is creative. Climbing is a blast.

Locomotion does need work as my body keeps on moving after I stop. To be fair though, I am using Oculus and devs havent implemented native Oculus support yet so im sure that plays into this aspect.

In short, if you want something different (not another wave shooter) this is good and I think it will only get better.. This game has problems but they can definitley be solved

- Movement is clunky at best and impossible to use in combat (There is touchpad locomotion but its so slow that it feels like the game is punishing you for using it)
- Game lags whenever looking at a physics object, this is extremely troubling when throwing objects on the floor or during combat
- In game floor is too low to grab anything off of it
- Enemies just rub up against you until you die
- Get stuck inside walls in close quarters
- Straight up having parts of the tutorial REMOVED if you go the "wrong" way
- Game teaches you to reload on a gun that never needs to reload
- Item system feels like its intentionally hard to use

This game does do things well though. I really like how climbing works and having a visible player model is really nice, and not only that, it feels like it moves accuratley to your real body (could do with having some sort of adjustment for really tall people though). So I feel like this game could be good in the future but currently I can't reccomend.. game needs a lot of work especially with movement, and intereration. Might be better at a latter date, but for now I do not recomend.. Game is worse than the demo, looks worse and new tutorial is confusing just amazingly incompetent.. A good start to a first person shooter. A few little bugs to iron out but apart from that some good gameplay. Can get a bit dark at times (ie. Not a lot of light to see stuff). Not a fan of this style of game but found myself wanting to play for longer. Thumbs up from me.. Game is worse than the demo, looks worse and new tutorial is confusing just amazingly incompetent.. game needs a lot of work especially with movement, and intereration. Might be better at a latter date, but for now I do not recomend.. The game should not be available for Oculus. Its so annoying to play it with Oculus. The game seems not to be updated anymore but its still early access. I don't recommend to buy it. Sad, it seemed to be good when researching in web.. dont get it untill its done
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its not recomended FOR now. Found this game while looking for an exploration adventure FPS.

Played it several times over with 5 other friends.

Just loved the arm-swing locomotion(though there are some bugs).

Here's some things I'd like to see in future updates:

- Less picking up objects from the floor(Such as ammo, health and whatnot)
- Check points(It sucks to die so many times and hv to start all over again)
- Multiplayer(Really looking foward to play PvP with this locomotion system)
- Greater variety of enemies(Not enough enemies imo)
- Greater variety of gameplay mechanics(puzzles, secrets, easter eggs, collectables and etc.)
- More pockets(only 4 pockets doesn't give me enough inventory to work with)
- More Guns(A whole lot more only found a couple, and with bad feed back))
- Enemy dismemberment!

Will check later for updates...

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