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About This Game

Hardware Engineering is a simplified digital circuit design game presenting an opportunity to dive into digital engineering with ease. The game goes from the basic logic components to those of a great complexity, so that the expertise of player who has gone through the whole game is comparable with first college levels, and yet the game requires no previous knowledge of electronic design or programming.

Every new theoretical idea is first presented to you in a tutorial and subsequently practised in the near workspace. The outputs of your design efforts are tested through a list of tasks, so that there are practically infinitely-many ways to reach the next level, although some are more optimized than others. However, the more ingenious designs begin to be an absolute necessity when you move further in the game.

There are four game modes featured.

Slow-paced Tutorial and Design modes allow you to design each component they further use from the basic logic. A set of 25 (+hidden) achievements then makes your progress visible to others.

Sandbox mode gives you all components available in game with infinite workspace to create, test, debug and save whatever you want for further use or publication, and even when you run out of challenges there, there is the option of competing with other players (*currently in Alpha test phase*).

All game's components, levels and tasks are stored in a readable format to be easy to edit or create. Scripting of new components, writing new levels and tutorials as well as tests is possible using respective editors included in the game.

Please note that the game is in **Alpha and ONLINE ONLY**.

The original though was that the game would be available on all kind of devices (in various versions), and not all of them (e. g. tablets or smartphones) could bear the complexity of simulation or some other aspects of gameplay (e. g. compilation). It was a design choice made early in the development process and is currently not revertable. We are, however, planning to rewrite the code for the release from the Alpha stage.

Title: Hardware Engineering
Genre: Casual, Indie, Simulation, Early Access
Developer:
Pb Studios
Publisher:
Pb Studios
Release Date: 28 Sep, 2016

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Minimum:

OS: Windows 7 (SP1) with .NET 4.0 and Windows Media Player

Processor: Intel Core 2 Duo E4500 or Equivalent

Memory: 1 GB RAM

Graphics: Intel HD Graphics or Better

DirectX: Version 11

Storage: 250 MB available space

Sound Card: Optional

Additional Notes: The game is ONLINE ONLY, and therefore requires a stable internet connection and WMP in order to be played

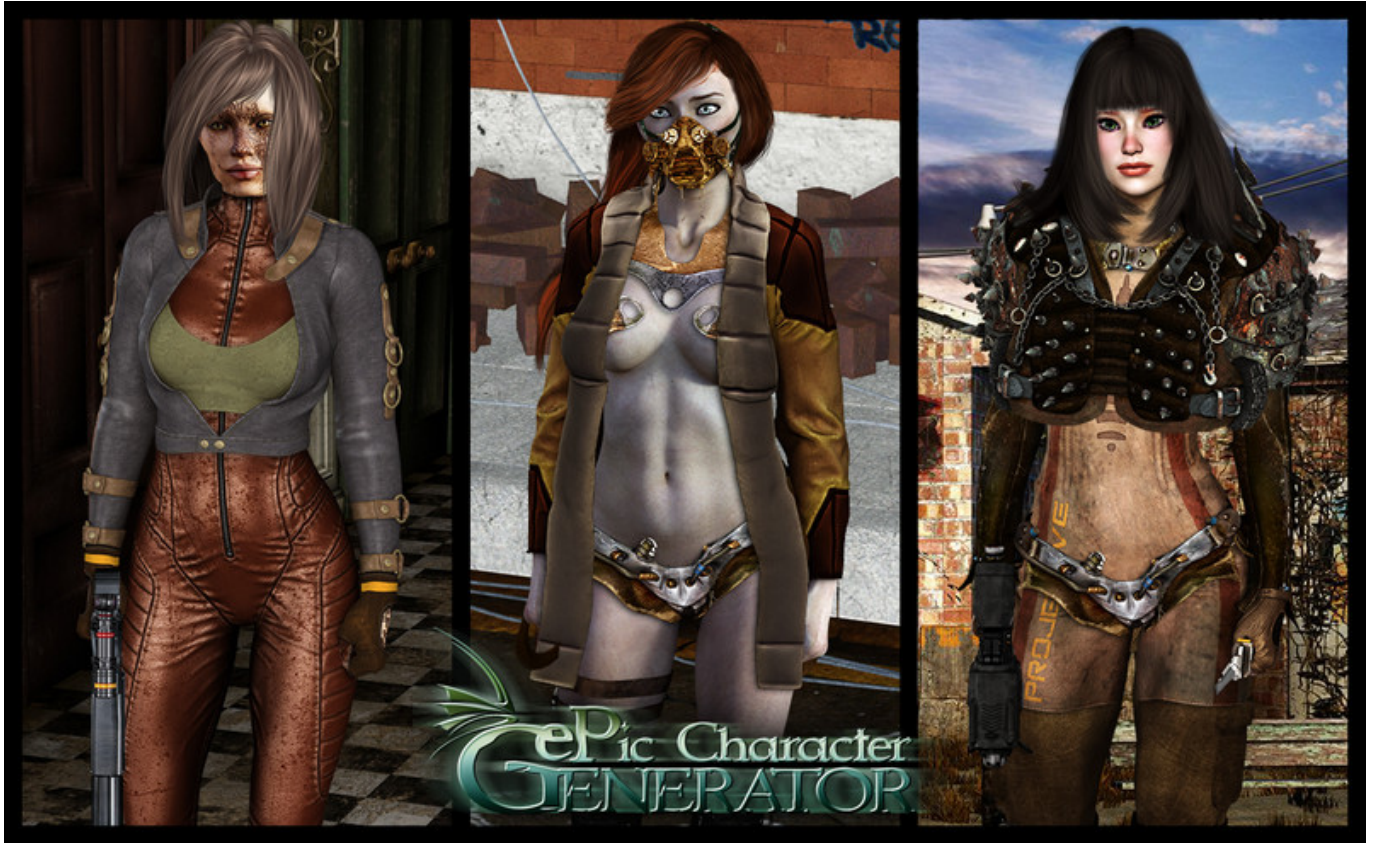
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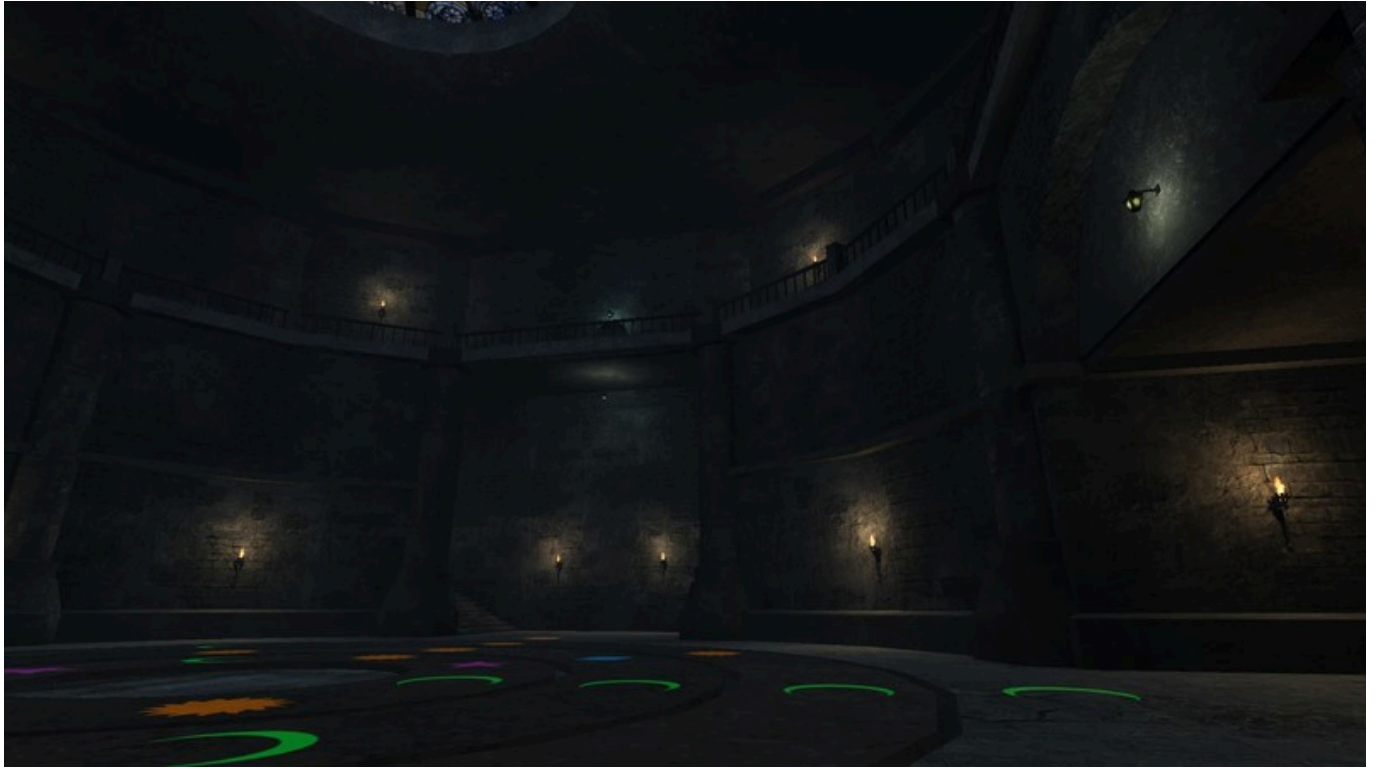
Rank: Young pup

Quest: Deliver Jolly Rover

Score: 0







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everything is bad bad ani, controls, the time, grafics baaaaaaadddd. for my computer it dos not work.
RECOMMENDATION: Good Game, if you like reading dialogues over dialogues...

The dialogues are long and well fed with text. It's good, because that is the gameplay you got. Embrace it and hope for the best right?

Each answer you give has influence on the course of the game.

The goal is to reach Earth with every crewmember still alive. But this can be tricky, if you make certain crewmembers unhappy or when you made a wrong choice of events.

You are the director of this... "Movie". The game is great, being a new game to Steam and all. There is plenty of room for improvement, but it is still far and away the best AFL management sim on the market imo.

With time, the game will only get better, hopefully with continuous game improvements from the devs.

Definitely a game for AFL fans and for people looking to sink a few hours over the offseason.

. Very loyal to the classic WC3 and SC2 mod but with its own spins and refreshed mechanics.

The playerbase is still very small and match queues can take anywhere from a few seconds to several minutes. But unlike the WC3 mod, you can play it alone against an AI.

. Seems like update destroyed the odi game engine.. i wish it was more like free rider 2 :(For a small price it's pretty good, impact is fine.

This is an interesting CYOA novella. In it you play as a ninja, just going through your graduation test, and then through a number of quests. Now, there are a lot of elements to the story that are interesting, though it ends rather abruptly.

Still, it is decent enough. Though perhaps wait until it is on discount.. The music was really good and the story was interesting enough to keep me hooked, but there is just way too much problems with that game for me to recommend it. If you buy that game, buy it on sale because it is an unfinished product.

There is a lot of bugs and some of them are gamebreaking.

- You can fall through the floor in one of the levels.
- Sometimes objects you are holding will glitch out of your hands.
- Sometimes you won't be able to go farther because the game won't let you go and you will have no choice but to quit and charge a checkpoint.

The game lacks a lot of polish.

- Enemies will appear in your face out of nowhere.
- The AI is brainless.
- Moving with objects in my hands really didn't feel natural, like they were held back by an invisible force.

The combat is extremely repetitive and I have some issues with it.

- You can hit enemies with objects but can't do hand to hand combat, except tearing people apart and it will be the way you will kill 99% of the time.
- If I hold an object, it isn't in my hand, it is just floating near my hand and it really doesn't feel natural.

Edit : I corrected some spelling errors.

I just finished the game and let me tell you the final boss is incredibly underwhelming, both in difficulty and in design.. Nice game reminds me of Broforce. The inventory kinda gets in the way when you are trying to descend down terrain and go for the kill on enemies. Also the controls are not bad just a little weird, and the stealth would stick and i would remain in stealth until hit. All in all i like it and even though i didn't play much i plan to, lets keep it going.. i highly recommend this game to casual gamers it wasn't much of a challenge but it was really fun how you could lead the pillars to battle and customize them your own way!!!!!!!. This game looks and runs like a free game that would be attached to a cereal box from the late 90s. Graphics aren't everything but even the response time after a mouse click is nearly a full second at times. The concept is sound but Cogs was released in 2009 and it looks and runs MUCH better than Plith. I love games like this but short of them completely rebuilding this game from the ground up I can't imagine it getting to a level of polish that would warrant charging for it. This game plays like it was designed to run on original iPhone 1.. Due to the low level quest requirements, and how you don't get to here till later in the game, I tried to get here for wayyy too long with no avail. Still good though.. very cool little game :). I wanted to like this game because of the cute art, but man. It's just not good.

The controls are clunky and unresponsive, but what bothers me the most are the options.

Whatever settings you turn on, the game will reset them all if you restart it.

I played windowed mode, and after dying, the game set itself back to full screen.

And finally, turning off the controller vibration does absolutely nothing - my pad still vibrated despite me supposedly turning it off.. We have the L-39 at the company where I fly. And I must say, it's pretty spot on!. Showing Tonight: Mindhunter\u2019s Incident, developed by Phime Studio, is a point-and-click, adventure puzzle game with a hint of Hidden Object scenarios. After first viewing the trailer, screen shots and the store page summary, I came in with some high expectations. I was hoping for a fun, creepy adventure in my very own B-Horror film. Instead, what I got was a gimmicky puzzle system, horribly rendered cut scenes, an unexplained, unfulfilled and poorly-told story, and a complete lack of Hidden Object sections.

You play as Nate, an avid movie-goer who\u2019s become somewhat obsessed with a new film, \u201cSomeone Ate My Clapper.\u201d In fact, he\u2019s seen it so many times that the clerk knows his name, and hands him the ticket without needing to ask. Once in the theatre, Nate falls asleep. He awakes just moments later, but not in his local cinema. Rather, he finds himself inside the movie. With the help of Gabriella, a character in the film, Nate must\u2026 actually; I can\u2019t really explain the rest of this story. Because everything from here on out makes no sense. Nothing is explained, nothing is clarified,

and nothing is elaborated upon. You're either running about, completing random objectives without rhyme or reason, or you're struggling to fathom how some of these puzzles made any sense.

But first, I want to start with some positive notes regarding Mindhunter's Incident. The art work is fairly well done. It's got the detail, depth and color to really shine. The game's concept is also great. It may lose its charm a few minutes in, but I really like the idea of getting sucked into a movie and solving its mysteries. Also, some of the puzzles are decent and fun. Not all of them, but some.

Sadly, that's all I found enjoyable about Mindhunter's incident. And it's a real shame, too, since I had such high expectations. But as far as cons go, there are plenty. Something I really must address is the Hidden Object sections. There are only three of them in this game. Three Hidden Object sections. That's it. I thought I had missed some along the way, but that wasn't the case. The game was so lazy that it repeated all three of them in the final stage. Did they not have the time to make more than three? Seriously?

Instead, you get a multitude of these silhouette puzzles. They're simple, rotate certain objects to fit a certain position, and that's it. These were a nice surprise at first, but it isn't long before they start cropping up everywhere. There must be at least twenty of these, and they all follow the same formula. Why would the devs devote so much time to these repetitive puzzles, rather than implement more Hidden Object sections? It just baffles me.

Voice acting is awful, but I can't necessarily call that a con. The game does take place in a B-Horror movie, after all. Honestly, I thought the bad acting was a welcomed addition. What I didn't find welcoming, however, were the cutscenes. They're all horribly rendered and look like crap compared to everything else. Not only that, but they're accompanied by some of the worst animation I've seen in a long time. Characters heads bounce around in a laughable manner, everyone's movement is awkward and stilted, and don't get me started on the lip syncing. It just looks bad, end of story.

Some of these puzzles are alright, but most boil down to finding an item, walking to a certain location, using that item, and then venturing out to do it all over again. They aren't rewarding, nor are they fun. And that's the key word, here. Fun. Mindhunter's Incident just wasn't fun. Instead, it was frustrating, tear-jerking-ly boring, and confusing. There are so many great point and click adventure games on Steam, and this most certainly is not one of them.

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