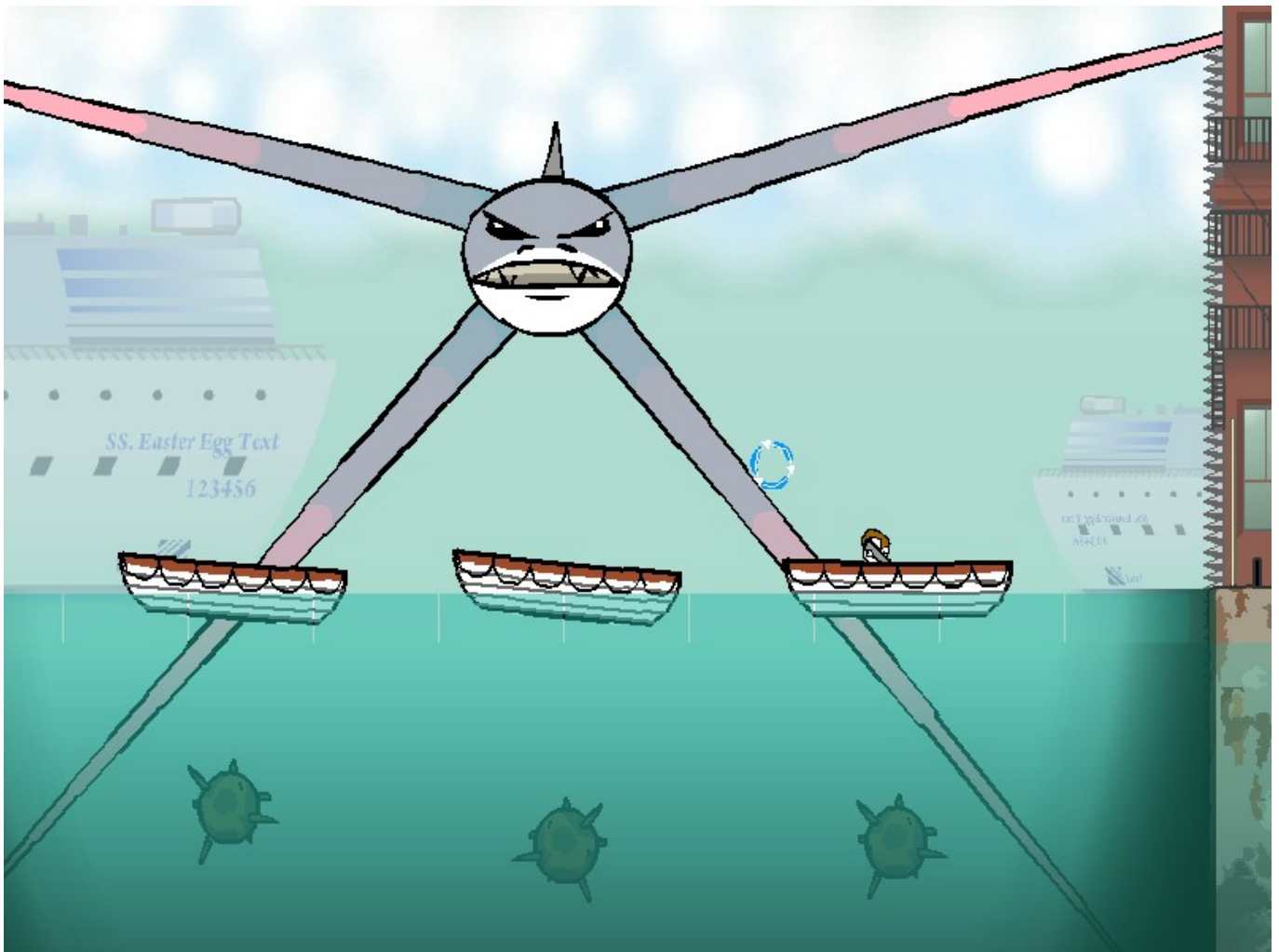


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## Project Glitch Hacked



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### About This Game

Have you ever wondered what it would be like to work in the booming industry of video game development? Do you have great ideas for the next 8-bit hit? Are you able to develop game concepts into fully fledged products? If you answered yes to these questions, we here at Game Dev Inc. (GDI) think you would be a perfect fit for one of our Beta Stage Play Tester positions!

Keep reading to find out more.

Job Description: Some say that being a Play Tester is the easiest job in the world. Here at GDI we do not pay our Play Testers to have fun with our games and sit around all day long. You must be diligent in your playthroughs, providing a keen eye for little details, things that most people would miss. Types of glitches you will be responsible for properly identifying include but are not limited to:

- Questionable Physics / Collision Detection errors

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- Painful Graphical anomalies / Visual artifacts
  - Silly Logical errors
  - Horrendous Frame Rate Issues
  - Obvious mistakes that are just flat out wrong
  - And many, many more.

Upon locating and identifying any of the above mentioned glitches, you will be expected to file a B-#420 form or a Bug Report. Bug Reports must be thoroughly documented and well written. See Position Requirements for more info.

Position Requirements:

- Excellent observational skills and perception of details
- Highly experienced with video game concepts and gameplay mechanics
- Understands the basic underlying technology used to develop video games
- Impeccable written and oral communication abilities

If you think you possess the necessary skills and experience to join our staff at GDI, apply today by clicking the Buy Now link below\*. While the position is unpaid, upon completing bug reports for all games in Beta stage, we will reward you in other means.

*\*Note: there will be a small application fee encompassing regular processing and administrative tasks.*

*\*\*Your workday will vary based on speed, efficiency, and experience, but the average is about one to two hours*

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Title: Project Glitch  
Genre: Adventure, Indie, Simulation  
Developer:  
Rithm Gaming  
Publisher:  
Rithm Gaming  
Release Date: 23 Jan, 2018

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English







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This game is horrible. The AI and movement are disgusting and the gunplay is insulting. The sound effects are an assault on my senses and the graphics are downright bad.

I love it.

10/10 nobody is safe from sin.. This is absurdly terrible.

Short version: This game is in no way optimized for the specs provided, I match the recommended by far, and it does not run well even on "pathetic" settings.

Then there is the ripoffs. The UI is not even original in the slightest sense, it is the exact settings and server menu from ARK Survival. The way the character moves is identical. The map and gathering system is identical. The only difference is that the game is even less optimized. It feels and probably is a side project from someone fired from the ARK development team, which happened to have a pre-alpha version of their code.

I have never demanded a refund from Steam, but sure as hell I did for this abomination.. **WORST GAME EVER, BUT I LOVE IT.** There isn't much to do, but I find it a fun game to mess around with. There are no bugs/glitches (that I know of) but I recommend playing this if you are looking for something new to play. Pretty fun game and the soundtrack is good.. Great start so far! I've played a lot of VR games and the mechanics these guys have dreamt up is new, fun, and really innovative. You can hand parkour around, jet around like Ironman, and even fly around like a flappy bird, amongst others. I can tell the movement system will have some depth to mastering and probably boil down to personal style/preference. I didn't get to test out a lot of the weapons on live targets but I look forward to seeing how movement, spells, and weapons will balance out. I enjoy games like Quake and Unreal Tournament where movement is equally important as shooting and Sweaty Palms seems similar but in VR.. Very intense action. Excellent value for the money. This DLC is worth every penny.. [Game Details](#)

Published by: Buka Entertainment

Developed by: Flinx

Genre: Adventure, Casual

Release Date: 22 October, 2015

Completionist Gameplay: 2 Hours

*The Big Secret of a Small Town* is a cute point and click mystery game designed to test your problem solving skills. You are a detective, and one day the Mayor is kidnapped from the stage and a scarecrow with a bloody knife in its chest is left in his place. It's your job to track down the Mayor and save the day!

As you progress, you'll piece together and solve puzzles that will show you short clips in order to learn the huge secret that the interesting little town that you started off in is hiding. The storyline is very sweet and not too complicated while at the same time being very original. You'll meet cute steampunk characters, play chess, solve maths problems, juggle chemicals and encourage a love story (and even deliver the ring!).

The gameplay itself is nothing new, but that doesn't mean there's anything wrong with it. The game itself lasts for two to three hours, maximum, perfect for someone busy and interested in a short and cute story or for kids who love puzzles. To find what you need to complete each puzzle, you'll need to thoroughly search each room you're in. While it's hard to find some pieces as they're very well hidden and can be quite small, it certainly creates an aura of challenge. Most of the puzzles are classics that

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everyone should be able to complete, though whether they take you five minutes or forty-five is up to you and your brain. The game itself has 15 achievements for you to complete, although they're not steam achievements.

The artstyle is very colourful, attractive and kid friendly. Once you complete the game, extra behind the scenes images have been unlocked for you to enjoy and further explain why each puzzle occurred. For example, one image shows the villain shooting at the Mayor, missing, and hitting a steam pipe. Later on in the game, you must block the steam coming from that pipe in order to progress. This is a really clever way of adding extra content into your game while tying it all together, and I really enjoyed it.

*The Big Secret of a Small Town* also has a very catchy soundtrack. It has beautiful string pieces and orchestral pieces strewn throughout the game to really help showcase the mood and storytelling. I'd honestly recommend this game for that alone.

Finally, the technical aspect of the game. It has two separate sliders for the music and the sound effects. The game has an option to be windowed or fullscreen, however you don't seem to be able to choose the size of the game when it's windowed. You also have an option to use custom cursors. Last but not least, you and your family can play this game without having to worry about saving over each other's progress, as this game allows you to play with several profiles.

Overall, I absolutely recommend *The Big Secret of a Small Town* to everyone from the ages of 10 and up. This is a wonderful gem in anyone's steam library and I'd definitely recommend that you give it a go.

[If you'd like to read more reviews from me, join my steam group!](#) I didn't expect it to be a long VR experience, but this is incredibly short and pretty anticlimactic. Could have had something good there. Oh well, at least it was free.. TL:DR, 5.5/10. Beautiful aesthetics and soundtrack, however it has been over two years since the release of chapter one with absolutely no word on the remainder. Currently only 1 of 5 chapters is released, and that barely occupies two hours of gameplay.

#### World Building:

The world design is pretty to look at but permits little in terms of actual exploration. The world map is very deceiving in this matter since the game is utterly linear. The lore behind the world was somewhat interesting but not at all fleshed out because the size of the play-able world was so tiny.

#### Game Design:

The character dialogue was children's book cheesy at best using standard dialogue boxes. Character animation was poor. Controls were very clunky; walking around was fine but interacting with objects using a mouse and keyboard? Forget it, took multiple clicks to get the character to interact with something. They also incorporated a way to rotate your camera using your mouse button that was very counter-intuitive, made navigating the maze considerably more difficult and nauseating. The puzzles in this game were otherwise lackluster, numbering only several.

#### Overall:

There is a good foundation to build upon here. To the studio, I hope you rehire your sound designer and music composer. The developers definitely have their work cut out. Elsewise, I hope there will be some news about future releases because I can't recommend this game in this current alpha-like stage.. This is one of the best arcade games I've ever played. It is easy to learn, but hard to master. I can spend hours in this game, playing with anyone who is in the game at the time. Everyone should pick up a copy and play today



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I havent got far but it seems great i dont think it will be too short either, it's cheap and worth it. The graphics are good, so far the story is simple to follow, the only bad thing is they dont have voices, just speach bubbles but apart from that it seems good and it's a really calm game, definetely recommended !. Ever wanted to be a navel commander during WWII? well now's ur chance. Game's graphics and gameplay are a bit dated but overall it's still pretty good and does what it sets out to do pretty well. keep away from this game its so bad at the min its not even being made right u cant play it

loot is not loaded in right and when u walking about half of the stuff is half done

on the video looked a good game wish i could get a refund for this game as i would

keep away people waste of money long way off a game to play. This was the first time I really had my whole attention putted in a VR game.

Too bad it's too short, I would gladly pay full price range for this game or something simillar if they plan to release something more or more story - wise.

This is a gem.

. Arma 3 Tools killed my family. An unexpected surprise but a welcome one. The sequel to the original Insane game. Has updated good looking graphics while still retaining most of the fun game-play of the original. Has a wide range of vehicles, upgrades, maps and modes to play with. I recommend it!

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