Space Orb Activation Code [hack]



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About This Game

Story

Space Orb is a game about "Bib" Bib is an orb that travels the universe to collect resources for his home planet. In his adventures Bib has to overcome a lot of different obstacles to find the space energy he needs to activate the portal for the next location. In his adventures Bib comes across a lot of amazing locations and different types of planets.

Gameplay

The player controls the orb and has to navigate the different levels with a special gravity system. The levels gradually gets harder and as the player progresses more objects and obstacles is introduced to the player. The objective of the game is to collect space energy. When enough space energy is collected the portal will be activated and when the player moves through the portal it will take the player to the next level.

Modes

The game will include several modes.

Adventure mode: This is the main mode were the player will have to get through the levels that gradually becomes harder and harder.

Extreme mode: In this mode the player have a limited amount of lives. The player can choose between 1, 5 or 10 lives at the beginning. If the player uses all of his lives it's game over. (under development)

Fun mode: This mode is currently on the drawing board. This mode will be similar to adventure however the levels will include different good/bad powerups. These will make it more fun and interesting to get through the leves.

Title: Space Orb

Genre: Casual, Indie, Early Access

Developer: Outdoor Gaming

Publisher: Outdoor Gaming

Release Date: 6 Sep, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows XP

Processor: Intel Core2 Quad Q9000 2GHZ

Memory: 2048 MB RAM

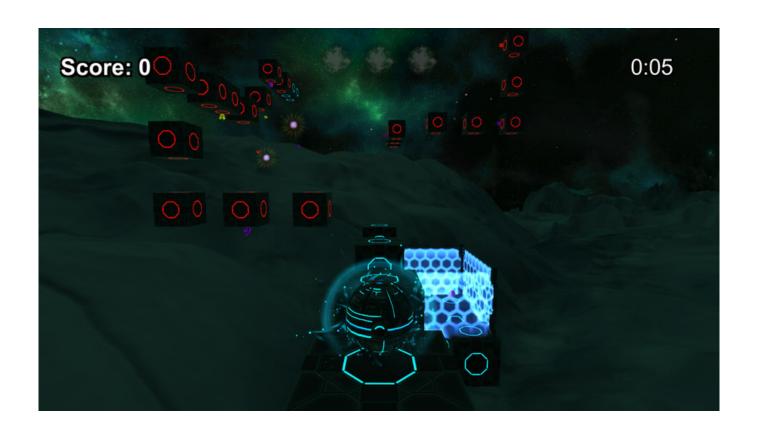
Graphics: Geforce GTX 460

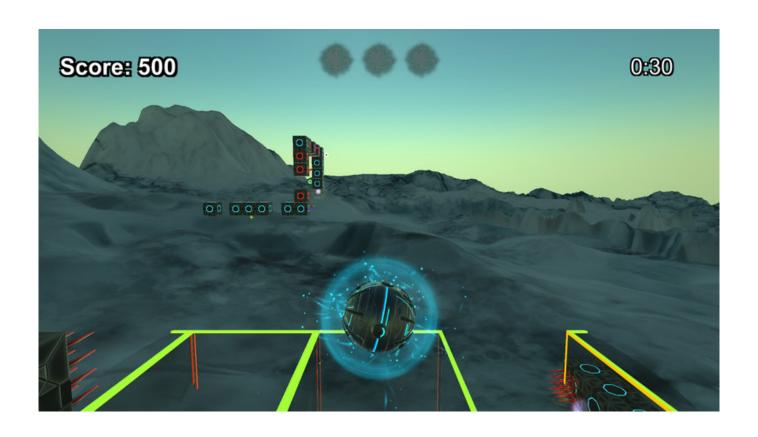
Storage: 10 GB available space

Sound Card: N/A

English







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In general, the idea of \u200b\u200bthe game is quite interesting, but there are big flaws that need to be improved.

- -It is difficult to watch on the boot screen, because of the blurred background.
- -Sometimes the game just hangs for a few seconds (by choosing ultra settings).

I would like to be able to look at the map far from the top, or at least make a minimap, because sometimes it is difficult to understand where the player is going.

As for the dynamics of the game, in my opinion, when controlling the player and when reviewing the level, the camera moves too abruptly. Is it possible to make camera movement smoother?

Managing viewing angles is not very convenient, I advise you to add camera control with the mouse.

Red cubes that disappear have no feedback. Therefore, it is not clear exactly when the cube will fall. It would be possible to make the cube flicker in red to let the player know that something will happen soon.

It would not be bad to add the "restart level" function.

I also strongly recommend adding tips to the player if he cannot complete the level for a long time, as frequent failures and long loadings screens cause apathy. By the way, about loading screen - it eats up a lot of gameplay time. I hope in the future there will be no loading screen after each death, but respawn.

The game can be played, but it requires improvements.

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