RTS Creator Download Rar File

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About This Software

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RTS Creator is the easiest way to create Real Time Strategy games for Windows.

Create and publish stand alone exe's with no restrictions!

RTS Creator enables anyone to create their very own Real Time Strategy game with no prior coding experience.

With RTS Creator you can create a variety Real Time Strategy style games including the following -
•Classic
•Adventure
•Tower Defense
•Space
•2D

RTS Creator contains the following features and will continue to grow.
•AI
•Heads Up Display (HUD)
•Units
•Turrets
•Structures

- Factions
- Obstacles
- Particles
- Resources
- Weapons
- Technology Trees
- Menus
- Levels

Supported Formats

Fonts –.ttf

Images – .png, .jpg, .bmp

Models – .b3d, .gmf, .fbx

Music – .ogg

Sounds – .wav

Textures – .png, .jpg, .bmp, .tif, .tiff

Video - .ogv

Title: RTS Creator
Genre: Animation & Modeling, Design & Illustration, Utilities
Developer:
Infotread, LLC
Publisher:
Infotread, LLC
Release Date: 1 Dec, 2014

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Minimum:

OS: Windows XP
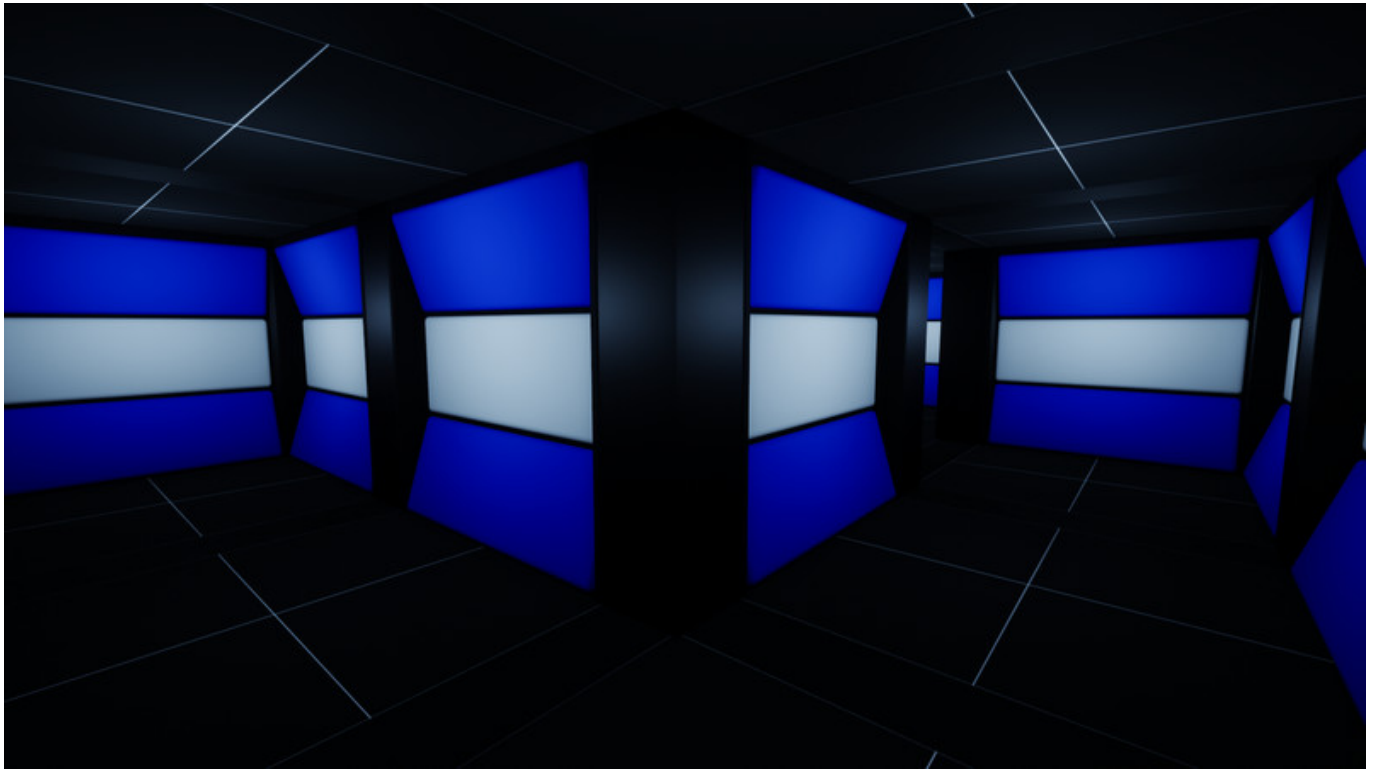
Processor: 1.6 Ghz

Memory: 1 GB RAM

Graphics: OpenGL 1.1+

Storage: 1 GB available space

English

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If i should sum up this game in one word it would be disappointed. Not because the game is bad, but because of that it had to be better than Boring man (atleast for me).

The reason why im disappointed is that i expected it to have good movement, instead we got ship that acts like it's on ice. I get that it's the meaning but, players want control and ice doesn't give control.

I also expected a crap ton of fun techs, like Boring man had. All we got was some boosting feature. I would be pleased if we could boost ourself to achieve great speed if we hit ourself with a rocket.

The coding is much better. Though i can't join any servers..

All in all i think the game is good. It just didn't live up to my expectations.

It also needs more players, lol.. I have to say I was pleasantly surprised by Subnautica, even after watching all of the playthroughs and the development stuff.

I want to start out by saying I am terrified of video game water. Not even like Markiplier's ocean fear - I have a really bad phobia of video game water, I always have, and I bought Subnautica partly to show the developers some love and partly because I thought that since I had already seen the game played through multiple times and thus knew all the scary stuff that would happen, I would be able to manage my anxiety and push my boundaries without traumatising myself. It's actually really hard to be a gamer who has a panic attack every time you have to jump into water. You know how many games don't have an underwater level? Not many.

So anyways, I bought Subnautica, I loaded it up, I spent my first 24 hours of gameplay being terrified of the safe shallows and googling the scary noises, and eventually I became comfortable enough to actually play it. That's my first big passionate thumbs up for Subnautica - if you want to just hide in your lifepod for the first little while and be scared of everything, you can. If you want to speedrun it and race to the Auroura within a couple of days, you can do that too. Whilst you do have limitations like your oxygen, you get to advance pretty quickly if you want to. The game lets you set your own pace within reason, and I love any game that does that, especially games that have horror elements. A lot of people think it detracts from the fear when you're not being shoved into the scary stuff headfirst, but personally I think it enhances it when you know there's scary stuff there and you have to brace yourself for it and face it on your own schedule.

My second big love for this game is that regardless of the speed you progress at, your progression is going to be well paced and organic. You will find wrecks and tech when it is relevant, you will find new biomes at a well-spread pace, exploration is necessary and richly rewarded, and so on. It's a bit like Skyrim but underwater in that respect - you can spend days and days of play just exploring places. This does lead to one of my few gripes with this game, however - there's no map. Yes I know there's an interactive and very very good map online, but you've crashed with a PDA that can build you a submarine from raw ore and stalker teeth, you're gonna tell me it can't drum up a basic map? Similarly I have accidentally fallen off of the edge of the world a couple of times and been harshly, harshly punished for it. That shouldn't be a thing when your pocket it smarter than you and constantly scanning your environment. But seriously that's a tiny gripe, and the game doesn't bomb every time I minimise it to check my co-ordinates, so that's nice.

Third, the visuals. Oh my word this game is beautiful. And fourth, the audio, my goodness, the music, the sound effects, everything. I have honestly just gone into this game in creative mode and planted my character in a safe area and used it as a screensaver while I did chores, it's so freaking pretty. There are times when it has difficulties loading itself, but that's understandable and actually kind of advantageous - I can see fragments, wrecks, and bases easily because they load sooner than the landscape around them, so I'm not gonna complain.

Fifth, the characters are great. You only get little glimpses of them, but you can tell that someone fleshed out every single character you learn about. They have their own distinct voices, speech patterns, philosophies, sense of humour, goals, everything. I actually have a bit of a crush on a certain character even though their entire involvement in the game is about 4 minutes of voice acting, they're just so cool. Also harking back to the second point about organic progression, you'll keep

finding little bits from other people pretty much throughout the game, and you'll have another awesome character taking over towards the end when you've run out of life pods and bases to investigate.

Sixth, the humour. I feel like it doesn't get enough credit, but your sassy little pocket momma (the PDA or whatever it is) is awesome. She'll tell you you're entering a danger zone and ask "are you sure whatever you're doing is worth it" or give you encouraging pep talks like "your chance of survival has just increased to 'unlikely, but plausible'" as you go. I love her.

But finally, and the biggest one - the story, the lore, the actual plot of the game. A lot of it is stuff you can skip if you want to, it's scannable stuff and reading, but the important things are freaking phenomenal, from Empy's first contact to the subtle yin-yang symbolism and her final message for you, the whole thing with the KV, the Auroura's mission, the time capsules and their implication when you reach the end of the game... it's all awesome. Every single second of it.

And this all sort of ties in together as well to a sort of bonus point. Yes, I mentioned pacing, yes, I mentioned the epic story, but what I can't really convey in either of those points is the way you read a certain part of the story where you've peaked the main hump of the plot, you're sent on a fetch-quest to make the cool stuff happen, you think it's gonna be tedious AF, and then you realise it's basically just outside the door of the quest-giver and you can get on and do the cool stuff after a token effort. Similarly, going from the end of the plot to the end of the game is a well-paced wind-down of resource gathering, it's safe, it's easy to access (for the most part. In my playthrough I had to build a second freaking submarine. Trust me, if you plant yours in the lava lakes, just leave it there and go back and forth. Just trust me.) and it's just long enough to bring you down at the end of the gameplay whilst also being engaging enough that you don't begrudge doing it. It's a perfect bit of aftercare after a demanding play session. It's lovely.

Overall I cannot recommend this game enough. Even if you hate water and\/or horror games, even if you've already seen the playthroughs, I still recommend it whole-heartedly. Even if it's just to show the developers some love, I cannot *not* recommend this game. Absolutely, 100%, yes, buy it, play it, love it, come back to it another time maybe. It's a phenomenal bit of game creation, even if you it's not your preferred genre.. not bad, but not my cup of tea.. downloaded but cantuse this it wont let me load anything just brings me back to the page to buy it agian. *Note: This is a copy of the review I posted on Wildlife 2*

Okay I'm gonna say it... this game is better than Zoo Tycoon 2

Immediately changes name and goes into hiding to avoid assassination from the ZT2 mafia

Before I explain why let me say that I spent countless hours growing up playing ZT complete collection and ZT2 complete collection, and for this comparison I'm referring to Wildlife Park 2 + all expansion packs and DLCs

Things I like better about WP2:

1. Animal designs are so much more realistic than in ZT2, and many are unbelievable adorable because of it (the otters!!!)
2. Animal's needs and behaviors are more realistic (i.e. needing it to be hotter or colder, interacting with the natural parts of their environment for food, water, shelter, and entertainment)
3. More animal and plant species to choose from (including oddities that can only be achieved through breeding and certain species that have color options when you purchase them)
4. Zoo IS NOT set up on a grid system which allows more design options.
5. Environmental challenges such as weather changes and temperature challenges
6. You don't have to make a zoo, ZT2 made you have a zoo entrance and guests would show up and complain no matter what you did. WP2 gives you the option to make a zoo, nature preserve, farm, ranch, animal shelter, or just a natural environment for the animals to exist in.

Things I like better about ZT2:

1. Terraforming controls are much more user friendly in ZT, however those in WP2 are more realistic in terms of how one would actually landscape and form lakes and deep water tanks
2. The sorting system, WP2 has no sorting system for anything and that can be overwhelming before you know where everything is and tedious once you do.

3. Staff didn't need their own individual buildings, nor did they have a limited range

Really in the end it all comes down to what you are looking for in a zoo game. In my case, I wanted realistic animals more than anything and a wide variety of them on top of that. However, if you want a more user friendly, child safe (I've seen multiple posts in the discussion boards from parents who aren't pleased with the realistic mating in WP2) zoo game, then perhaps ZT2 is better for you.. I enjoyed it for a few minutes, but then got bored with how repetitive it is. As a roguelike I expected a lot more variety. Feels like more like a demo than an actual game, and it's probably better suited for early access. I did like the simple story about saving princesses. It's a nice refreshing change of pace to the convoluted mess that a lot of games try to do nowadays. Overall not a fnished experience.. Module has been discontinued, and ED are offering refunds.

https:\/\/www.digitalcombatsimulator.com\/en\/support\/faq\/685\/#3303375

Do not purchase.

it took me a while to load this game , probably because my system isnt the latest or fastest .

This game reminds me of a simple version of a moba game called paragon without the indepth sceneries or challenges , Dont get me wrong its not a criticism as such just an observation.

Graphics are okay but not great. The shading of the surrounding area's is okay but not crystal clear .
It was fun to play , i enjoyed the 90mins i played , Weapons are good , Pricing really good.

If you want a cheap vr game to try , where you go around killing bots and blowing up the other side to win THEN THIS IS FOR YOU.Lasting playability is really up to the player . For me i quite enjoyed it.

skyryder

. Amazing game, really good music, gameplay and graphics! I give it a 8.5\/10 I would totally recomend to any indie fans!. it does not even render right do not get this thank god for refunds on steam. 2/10. The single player part of the game is well worth the sale price. Very few people still play the multiplayer part of the game.. great team for begginers, easy to replace gobbos , dwarves and CENTAURS!!. TL:DR:
Atmosphere is what you'd expect for a FPS horror zombie game. It's decent but nothing really new. Controls feel a bit clunky and some issues with bindings. Load screens are long. Perspective is oddly zoomed in, and feels very off. Launcher starts up the Command prompt before it starts, and recording software does not like to record it. Zombies are quite generic and slow (at least up until the third chapter). Jump scares exist.

First Impression Video:
https:\/\/www.youtube.com\/watch?v=mfnTZvlI-X0&list=PL0ChqurHdrD4GDyzfEWF1egV0jL1CVSbq&index=91

The game start out in an office where presumably we've been at work most of the day.
As we leave the office, Bam!
Zombie time.

If you've played zombie games before, this is familiar.
A jump scare here, a moaning zombie there, head shot, heat shot, head shot.
But wait! Head shots only work on certain zombies. Those which had the unfortunate luck to be of the crawling variety require 3 shots to be killed (regardless of the location).
On the plus side, I spotted at least 4 different zombie skins up until the third chapter. So at least they all aren't the same.

The biggest issue in this game is the weird perspective and controls. The entire game is spent in a weird zoomed in point of view. It's like the camera hovers a foot in-front of the characters body. Even looking around while standing still appears to have a slight orbit effect on the camera. I was starting to feel slightly sick after half an hour of it.
Also, the controls to change items are weirdly bound to the numpad. Why not just the normal numbers above the typing keys, or even the mouse wheel? Seems odd to take your hand off the controls to change between the flashlight and gun.

Audio is actually pretty decent. From the soundtrack on the title screen to small effects in game. I'm glad they spent time making that good, since sound is so very important to horror games.
In the very beginning you are treated to a short stint of voice acting. It wasn't actually that bad. But then I didn't hear it again. A shame really, I was hoping for more.

The atmosphere is also fairly decent. It reminds me at times of F.E.A.R., and that is a good thing. Parts of the environment will trigger at times, feasting zombies are always creepy, and subtle environmental ques are always good in a horror game.

Loading screen are oddly long. Sometimes taking over a full minute.
It's almost 2018. Most AAA games don't even take that long.
Perhaps a little bit of optimization would go a long way.
Also there is a whole lot of item, texture and light popping.

For $4, there is better on the steam store. Perhaps with a bit of work from the developer, this could be good, but in its current

state, I do not recommend.

. Hi All,

I have few hours playing the game, but I can say that Dawn of Man is an amazing game with a lot of room for improvement. That's been said, I want to point out some terrible bugs which need urgent update:

1. The dead. After someone has been killed, the game doesn't have any mechanics to make the people pick him\/her up and perform some kind of ancient funerary rites. The poor deads just lay there, like nothing! The humankind in Dawn of Man's prehistoric period doesn't lack of reverence to their deads. The devs should adress that issue asap.

2. Dangerous animals. For my surprise, dangerous animals like cave lions, wolfs, bears and others simply walk around (and sometimes walk through) the paleolithic "village" like they lived in some kind of paradise. I think that is a serious bug! Humankind try to be very far from such beasts. I saw a little girl, alone, simply walk side by side of a cave lion to pick some water! C'mon!

3. Lack of Hunting Coordination. We are unable to control any hunting strategy. We can only command a man or woman to hunt a specific animal, and that's it. The rest is up to the game's AI. The game need to include hunting strategies.

4. Socialization. The clan's people are incapable to socialize with each other. There's is no conversations, and at night (ok, another point: there's no day\/night cycle) any kind of interation, such as storytelling or rituals, happens. People walk around as nobody cares for anyone.

Despite those bugs, the game is really fun to play. The design is very good, and I think it worth the price.

Sorry if I sound too demanding, but I think Dawn of Man has a lot of amazing possibilities. And those improvements will give the game a fantastic boost in sales and fun.

As always, sorry my bad english.. Almost as if the Gradius creators had made a tribute to their own game and decided to make it better in some ways, as the power up collection system adds a whole new dimension to the gameplay. Perfect music on top of Perfect everything, now with selectable difficulty so anyone can enjoy.

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