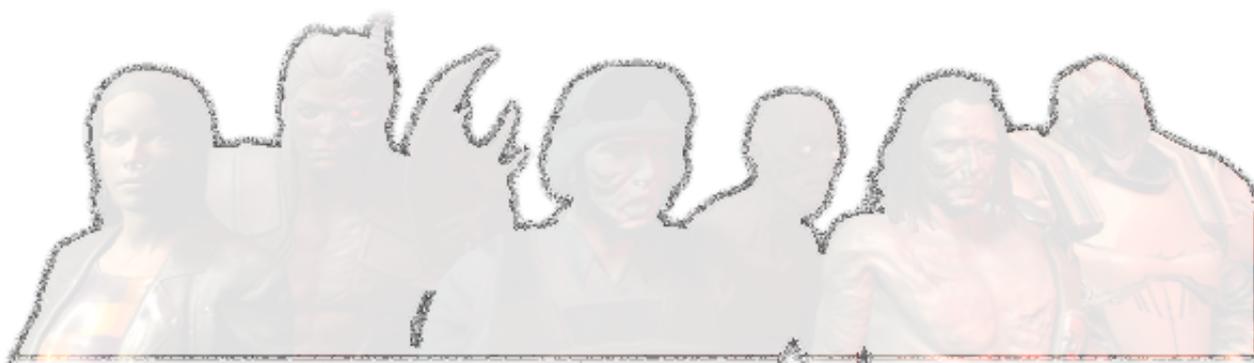

HellCrunch Download Exe File



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About This Game



HellCrunch is a First Person Shooter with a focus on run and gun gameplay inspired by 1990s classics. Battle against demonic hordes as you fight your way through a series of sci-fi, fantasy, and horror environments, while racing to uncover the mystery behind their mysterious leader!

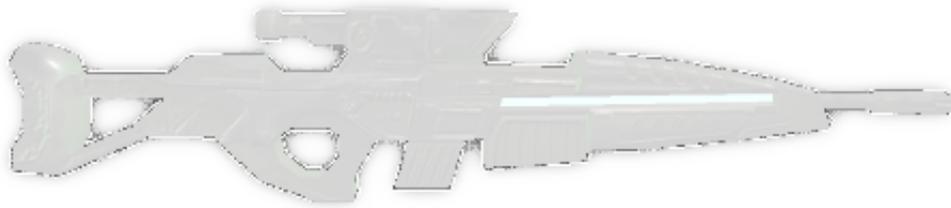
HellCrunch has been designed with a emphasis on fast-paced, brutal and challenging gameplay that rewards constant movement, accurate aim and a quick trigger finger. The levels have been designed with a focus on open environments and evocative atmospheres with each world being distinct from any of the others. Weapons range from your trusty axe and shotgun to the devastating MegaGun which emits streams of high explosive projectiles and sends your enemies flying across the map!

Story:

A mysterious enemy is poisoning the minds of humanity by entering people's minds and corrupting their dreams. As the only person who has been able resist his influence and fight back against these nightmares it is left to you to thwart his evil ambitions. To defeat him, you will need to journey through various dream worlds as you do battle with hordes of enemies ranging from zombies and wizards to futuristic SWAT teams backed up by tanks and aerial drones.

Features:

- Single player campaign full of fast paced 1990s style run and gun gameplay
- Varied environments for you to explore ranging from Sci-Fi and Fantasy to Horror
 - 5 Worlds, 8 Weapons, 15 Enemy Types, plus a variety of Power-Ups
 - Original soundtrack included in mp3 format
 - Bonus Big-Head Mode level
- The most threadbare of plots to tie it all together



Title: HellCrunch
Genre: Action, Indie
Developer:
TensionSplice
Publisher:
TensionSplice
Release Date: 16 Mar, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 (64 Bit)

Processor: 2.9 GHz Dual-Core Processor

Memory: 4 GB RAM

Graphics: Radeon HD Graphics or Equivalent

Storage: 2 GB available space

English



INSTITUTE
ENEMIES REMAINING: 9





This game is NOT an old school style first person shooter. It feels like a very generic, slow paced shooter that lacks polish.

First of all why does this game have reloading? What does this add to the game? Why so I move so slow when the gameplay is supposed to be fast paced? Where's the bunnyhopping? Also what is with the weapon balancing? The assault rifle is outclassed by the plasma rifle in literally every single way.

The assets look a but too good to be true, I'm guessing they were store bought assets since they do seem to be quite familiar to assets commonly used in Unity asset flips. I could be wrong but this is how it seems to me If I am wrong, please leave a comment correcting me on this.

On the plus side there seems to be some attention to detail and the levels seem open ended. The problem is that it makes the game difficult to navigate through and many of the empty space feels like a waste as players are slowly walking to the next area before they get a chance to kill anything, this is made worse by the fact that there doesn't seem to be any checkpoints in the level and if there are any checkpoints, they're very poorly placed as I have to restart the level right from the beginning when I die in the second area which I always do.

This game doesn't respect the player's time and feels like it was designed aimlessly. It's cool that the developer is trying to bring more variety in terms of environment and has added extra dialogue and stuff to find in post boxes but the gunplay is what matters the most and it's terrible.

It seems all the other reviews were gifted the game. I on the other hand purchased the game and have now refunded it. I'm all for giving developers a chance but if this is the best you can do, you aren't going to make any money. If this game was released for free as a test to gauge interest, I'd be more lenient but I had to pay for this game, I have to be honest and state how I feel about the game.

Here's a list of things this game needs before it is worth spending money on:

- Ability to see/edit the controls in the menu
- Checkpoints (or more of them)
- Bunnyhopping
- Removal of reloading
- Better weapon balancing
- Add a compass to tell players where they need to go next
- Weapon swapping with mouse wheel
- (If store bought) Please create your own assets or hire an artist to do them for you, these assets don't really look all that great to begin with, they look pretty bland to be perfectly honest. If they aren't store bought, I apologize for mistakenly passing such judgement but truth be told, these assets are nothing special and don't make me any more invested in the game.

Ultimately my advice for this developer is to design smaller, forget the 3d models and make something 2D with more colourful art design. If you can't do art, you really should either hire an artist to do it for you or learn how to do art yourself. Only then will your game be worth spending people's hard earned money on.. \u2665\u2665\u2665\u2665\u2665like this is why people hate unity. STOP....JUST NO.

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