
DWVR Download Xbox 360 Free



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About This Game

Feel like an action hero while switching seamlessly between an arsenal of guns, swords and spells as you blast your way through murderous hordes.

DWVR is a high speed shooter that uses motion controls to put you in the shoes of an action hero. Your VR controller becomes an extension of your arm as you take aim with your gun or cast spells.

Includes many different weapons, from rifles to even a sword or magic fireballs, and many different enemies to fight.

Features:

- Unlock new weapons and missions as you play.
- Try to get the highest score possible in each mission.
- Customizable locomotion: smooth or teleporting. And more options to tweak to your preferred controls.
- Works with both Oculus Rift and Vive

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Title: DWVR
Genre: Action, Indie
Developer:
Mad Triangles
Publisher:
Mad Triangles
Release Date: 26 Sep, 2017

Minimum:

Requires a 64-bit processor and operating system

OS: Windows 10 64 bit

Processor: 2nd gen i5

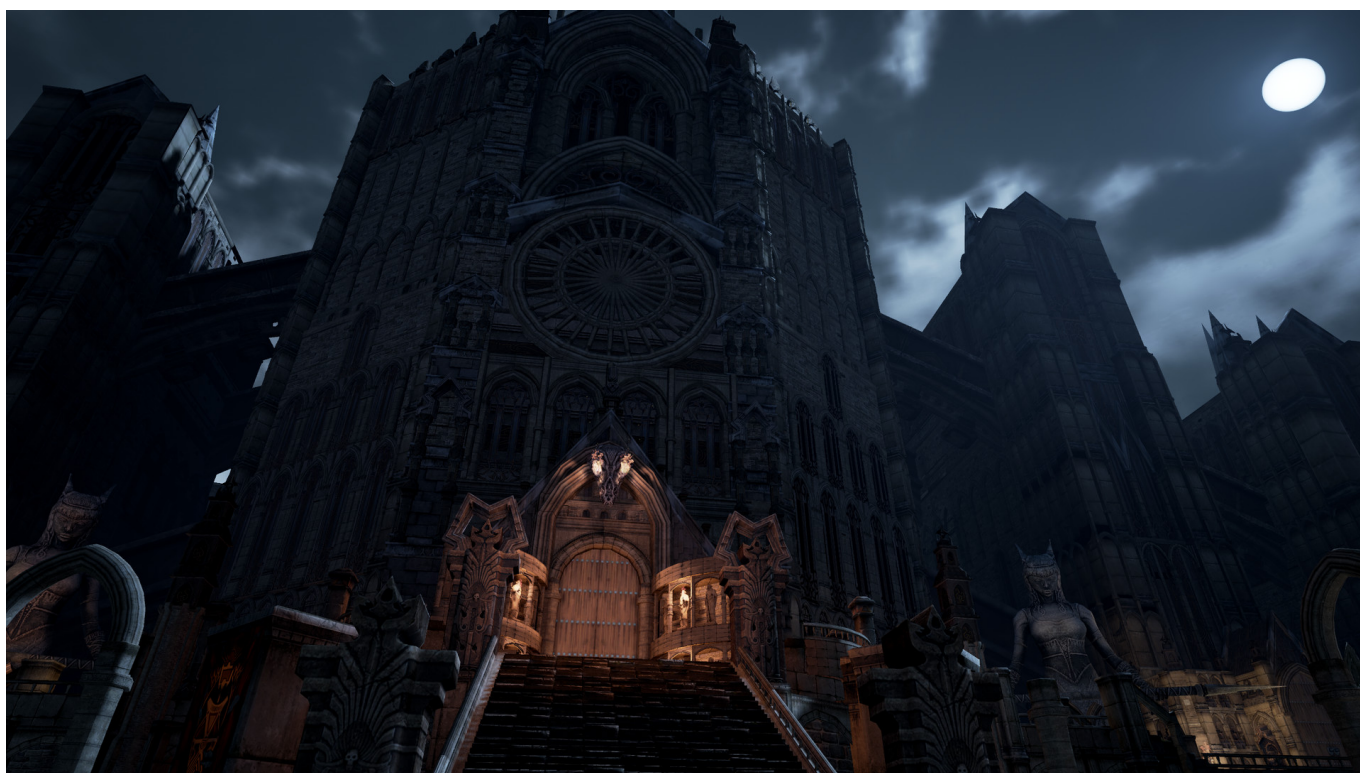
Memory: 4 GB RAM

Graphics: Nvidia GTX 970

Additional Notes: Oculus Minimum Requirements

English





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Not an easy game to handle but quite the experience as a fun free roaming wave shooter.

The game itself looks solid in its price range and also the animations do not lack in any sort.

This might be one of the challenging coop wave shooters (when coop gets implemented) that you have to take it slow and start learning a bit. By the time playing my skills for blocking fast projectiles with a sword have drastically improved :)

What you get is..

- Decent looking maps
- Good weapon design and sounds
- Small variety of enemys
- Live, Die, reapat until it's beat
- Difficulty system
- By time Coop
- Weird to control slow motion aspects

What you dont get is..

- Widespread activitys
- Inovative gameplay
- Unlockables and secrets

Iu00b4d reccommend for everyone looking to coop (still in the future) wave shooters. Only thing it lacks, to me, is couple more enemys on the screen. The waves just dont seem big enough or the spawn delay to high.. First impressions

For the sale price i got this for its an absolute bargain.

This is a really well made wave shooter with a nice selection of environments, weapons and enemies. Theres also a seperate map for target practice and a drone wave survival map similar to SPT.

Graphics are nice with a few frame drops in some places and have had the occasional crash.

Overall for an early access game I'd deffinitely reecomend it.. You don't feel like an action hero. This game is not like Doom. It's not Dark Souls. It's just another wave shooter with decent sized environments that allow you to teleport or almost full trackpad locomotion with snap turning. It's on sale now for \$8.99, is there enough here to recommend at the sale price? Short answer, no.

PROS

- + nice, large, detailed environments**
- + easy, normal, hard don't just add more enemies, they add different ones**
- + weapons do different things: melee, ranged, AOE**
- + enemies do different things: melee, ranged, AOE**
- + mini-bosses and bosses**

CONS

- bugs, after dying I couldn't select any weapon and had to die**
- no story**
- i had trouble with hit detection on sword, many times I swung and nothing happened**
- so you're supposed to be this action-hero, but usually you'll just be hiding behind cover and just finding that one spot in the map that makes it easy to snipe enemies**
- dumb AI for the most part, why do ranged enemies run towards you instead of looking for cover and trying to snipe you?**

- drones in medium difficulty in this fantasy setting? WTF?

- melee can kill anything just by swinging at them, shields of enemies do nothing, no parrying, no strategy .. when it works with the mysterious hitboxes of enemies

I just think the negatives outweigh the positives. I wanted to like this game. I was looking forward to a wave shooter where you can move around. But there's just really no strategy other than find the best sniping spot. Even the boss fights were not thrilling because of the clunkiness of combat.

Rating 4.5/10 can't recommend at sale price of \$8.99, currently it's more of a \$5 game if that, feels EA, not 1.0. Please add full sliding locomotion! I really love how the gameplay slows down when teleporting, but sliding locomotion should always be an available option. I also think the current locomotion offered in the game will take away from the multiplayer potential.

Current locomotion *teleports behind you* "Nothing personal kid".. DWVR is a solid wave based shooter apparently influenced by classic FPS games. The movement mechanic feels great, and the slowed time effect when you're choosing a teleport destination is helpful. The weapon handling is dead simple. There's no ammo or reloading to worry about, leaving you to focus on shooting and moving.

My problem with the game is the lack of content. I'd love to see at least twice the number of levels (there are only three currently) and maybe some additional enemies. There are only four weapons, but they're so diverse that I'm okay with it and you can wield one in each hand so there's a lot of interesting combinations to try. Some background music or ambient sound effects wouldn't hurt too.

Overall, it's a pretty fun game and I've gone back to it several times, which is more than I can say for most VR experiences I've tried. Some additional content would go a long way in making it worth the price tag.. Fun wave-type shooter, with an interesting use of teleporting.

The fireballs are a great touch, it's super satisfying to throw a fireball down and then just open up on a few armored guys :D

would recommend, great dev and multiplayer is coming in the future.

. Fun arena/wave shooter. Lobbing fireballs around is very satisfying, if not incredibly difficult to master (you're throwing them out like a grenade/sling).

Note: In its current state, the game is very, very much unfinished - lots of bugs, too. I some early access games are packagable as a completed game but this is not one of them. It has its problems but it seems that the developer is working hard to address them.

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