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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
- 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.

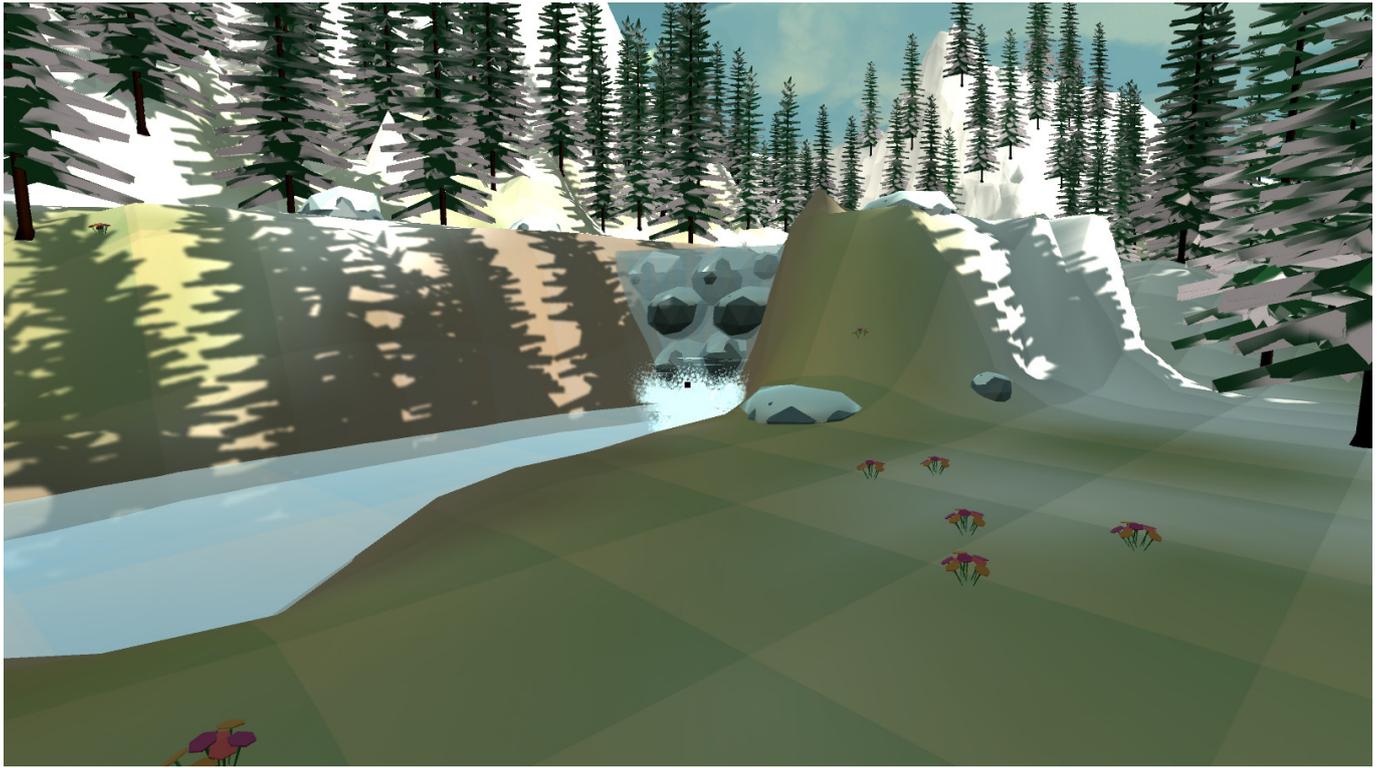
**Note: there will be a small application fee encompassing regular processing and administrative tasks.*

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

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

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English





Generic System 3

Cloud Kingdom

BETA



GDI™

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All this might not have been much of a problem if I found the game to be consistently funny, but most of the jokes fell flat. I suspect this is because they were centered around the game being buggy - which was totally expected from the beginning, thus didn't violate my expectations. These gags were usually too predictable to be funny - follow instruction, bug happens, follow instruction, bug happens, follow instruction and so on.

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While the pricing is a reason to keep expectations low, being led through short levels, where instead of a victory screen the reward is a bug report, does neither feel satisfying as a game nor as a testing simulation. Also the graphics make me motion sick.

This could have been good. But to get there, one would need to create the whole game anew.. Not really what the game promises : Your job is not to 'find glitches', it more about 'to find glitches that are planned to be found'. But somehow not in a bad way. There are still "unplanned" glitches that don't matter with which you can play a bit though, but the game is indeed about 'the common glitches you would have to deal with as a dev' as if you would make a list, and let the player experiment this list. To sum up : the game isn't what you expect by reading the description but it's still quite interesting or more like a reminder if you're also addicted to find glitches in the games you usually play. Disclosure: I know the author of this game, slightly. Ran into him recently and he mentioned he'd written a game; I asked to playtest it. He offered to give me a free copy; I declined and bought one for \$0.99 through Steam.

I like the idea of minigames-within-a-game. I love the premise of finding purposeful glitches. As it currently stands, it's more of a few minigames with great graphics than a single coherent game. Read on for details.

I tried clicking on the receptionist, the fountain, the pictures, some of the extra doors, some of the people and objects upstairs, and the two empty desks and the empty conference table upstairs, in the hopes of being able to interact with them; nothing. Would be really cool if some little stuff happened in the process, especially funny things, whether or not those things end up affecting the game as a whole. More texture. More things to discover. Suggestion: once the player gets upstairs, let them choose

one of the empty desks to sit at; once they click on the computer (any part of it), then switch to a job-assignment screen and tell them to go to the end of the room and watch the video; then come back here to their terminal after each bug-testing run.

My favorite part of this game so far is the landscape in the trees-and-cows-and-mountains section. I love the openness and the layout and the fun feeling. Very pretty and colorful. Nice textures. Leaves probably wouldn't be falling randomly from a blue sky, but they look nice.

I didn't like how scripted (to use someone else's review wording) the action was. Yes, I could wander around at will a la Minecraft; no, I couldn't try things freely a la Minecraft. I didn't like being assigned specific actions to do until a glitch showed up. An improvement to this would be to have a list of things to do (vacuum leaves, put apples into basket, sweep) and several tools to choose from, and let the user wander around in any order and see what happens when they use the "wrong" tool to do something. It's pretty enough to want to wander in for a while - and I'm wondering what that bench up on the hill is for. Loved the look of the fountain. The glowing gold was neat but random - would be better if you could collect it here and use it elsewhere (like in the mine, or with the cows). The dirty fountain was funny.

My least favorite aspect thus far is the extremely slow movement. Felt like I was plodding along instead of moving at a normal pace. This was especially annoying when trying to vacuum leaves, as I couldn't get anywhere near leaves before they hit the ground.

I figured from the beginning of that section that it'd likely be vacuuming cows instead (as the glitch) but my first few attempts to vacuum a cow (or a leaf, or a tree, or anything else) did nothing. In fact, in that section I was doing nothing until after a few minutes a cow-vacuuming was finally successful, which was boring :(The zombie apples were funny but nonsensical - and as a programmer I can see the appeal of showing a self-counting bin - but this bit would be even funnier if you were to feed apples to a cow or a horse or if the bin were to change and look zombified at some point. Take the humor a step further.

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Would like to hold off on my recommendation until the author has had some time to revise and improve it. I know he's somewhat new to this field and I can see he has a lot of great ideas. I really did love the fields and cows and the humor in that whole part of the game. So - great start; it has a lot of potential. Please first speed up the walking(!!!!!) and add some more variety/flexibility and I think you'll have something. As it is right now, it's not quite a recommendable game yet - feels a little too incomplete and disjointed. But very close. Update and improve it a bit and I'd feel happy recommending it.. Not really what the game promises : Your job is not to 'find glitches', it more about 'to find glitches that are planned to be found'. But somehow not in a bad way. There are still "unplanned" glitches that don't matter with which you can play a bit though, but the game is indeed about 'the common glitches you would have to deal with as a dev' as if you would make a list, and let the player experiment this list.

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