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About This Software

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Title: DailyVR
Genre: Utilities
Developer:
TM xR Lab
Publisher:
TM xR Lab
Release Date: 20 Jun, 2018

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Minimum:

OS: Windows 10 (64bit) or higher

Processor: Intel Core i5- 4590 equivalent or greater

Memory: 8 GB RAM

Graphics: GeForce GTX 1060/Radeon RX 580

Storage: 500 MB available space

English,Japanese,Simplified Chinese

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Glad to have this game on steam. This is on off my favorite games back when it came out. i made a creature that can only lick its balls.

i love my life. Combine Carmageddon, Need for Speed Underground, and Burnout and you get Clutch. A high-speed, octane-fueled, zombie splatterfest. Unlockable upgradable cars and a wide open city-track makes for an enjoyable romp through this apocalypse. While cars are damagable and show the effects of getting hit, it doesn't have the absurd deformation that Carmageddon offered. The driving feels solid and doesn't have that 'RC car' feel like many games have lately. The music is a good mix of appropriate tunes and songs can be skipped if they're not to your taste.. Outstanadig 3d retro game.. https:\/\/youtu.be\/1GHN4_tcfZY

Right off the bat, the controls for Freedom Poopie are floaty, which is easily the worst decision for this game overall. While they work great in titles like the original Sonic the Hedgehog series or even the recent Super Meatboy, it feels incredibly unnecessary here, as if as forced cosmetic aspect of the coding solely to rile the gamer up as more of a distraction than a nod to some of the classics that often found this more a necessary evil due to limitations than a voluntary development choice. The stage designs themselves do quickly become infuriating enough with the obstacles you need to avoid, but tacking on the sliding\/floating mechanics of the control scheme as well makes it incredibly obnoxious to play. Sadly, that\u2019s not all that attributes to irritation.

Aside violating the concepts of the adhesiveness of feces in the first place, having little control over your character with such precise landing points is as irritating as the constant fart sounds that appear at every turn. Nearly everything you do in this game is met with the sound of flatulence. Yes, it plays up the gimmick, but the sounds are simply abused to the point that even a grade school child, or someone with the sense of humor as one, will get burnt out on them by the second or third stage. Throw in floaty controls and frustrating level design, and everything about this game is purposely set up to be as obnoxious as possible to test your patience, but does so in a way that quickly has you turning off the title and walking away in thirty minutes or less.

But that\u2019s still not all! There\u2019s also the random damage distribution to contend with. While enemies like the worms dole out the kills properly, the fire seems to randomly give leniency for some reason, possibly due to coding that could use a bit of tightening. So many times I stood directly in the path of the flame and took no damage, while doing this another time around killed my poopie instantly. In one level you need to acquire the plunger key in front of one of these burners, but towards the bottom of the screen with three others above it. The random damage wouldn\u2019t be a problem if you didn\u2019t need to use levitating platforms that moved left and right in what seems like an indiscernible pattern in order to obtain that item to progress to the next stage. It\u2019s just as unpredictable as falling down from a ledge to safety, only to find a worm in the pit right below you where you couldn\u2019t look until it was too late to turn back or save yourself.

Visually, however, Freedom Poopie does look really good. Like many of this purposely designed rage inducing platformer style on Steam lately, it uses the Unreal Engine 4, which really makes each stage look as vibrant as they are designed to be disgusting given the sewar themes. There\u2019s also your choice between a steady thirty or sixty frames per second, with sixty moving along slowly and bringing out the most detail from the new engine. You can also choose from four different graphic quality settings, the maximum still not requiring a lot out of your system to run flawlessly.

Even the soundtrack to this game is surprisingly well done and infectious, though ultimately ruined by the constant stock farting

sound effects that hit from dying to selecting an option or level to play. The electronic performances don't quite match the atmosphere of the game, but it does work with the high resolution and polished graphics from the aforementioned engine. This leaves the style of music and upbeat approach of the songs feeling right at home in the dank sewers.

There are some extra things to the game to screw around with, though they are under utilized by far. One of the biggest perks is that you get a few varieties of poop models other than the standard one. This list includes a viking, Frankenstein's monster version, as well as a female one. The problem is that these skins are already unlocked the moment you start the game and agree to the terms of service. This only leaves the additional collectable in each stage, which looks like a small battery or something along those lines [I honestly have no idea what it is], though there doesn't seem to be any real reason to go out of your way and collect them. It would have made sense to pick these up to unlock said skin models, but, whatever, at least the viking deuce looks cool.

When it comes to playing with your own crap, Freedom Poopie does take an imaginative platformer approach that works in theory, but fails in execution. Between the floaty controls and constant farting sound effects right in your ears, it's like trying to get a three year old with ADHD to sit down after they had one of those giant pixy styx tubes your own parents gave him\/her in order to be "the bestest grandparents ever" because they don't have to deal with the hyperactive little♥♥♥♥♥once it leaves their place. And they know that. What starts out as a legitimately fun romp through the sewers becomes a rage fuelled migraine inducer that makes you want to shake your computer monitor like it were the neck of that little demon spawn that won't be crashing any time soon. If you can deal with this level of obnoxiousness, then you might find a little more joy in Freedom Poopie then most. Hopefully the developer will cut out some of the fart effects, tighten the controls, not to mention make the controller support work with the directional pad, as that would be a good start toward redeeming this title. There's actually a good game under all these faults, and correcting them would go a long way in making it a far better experience overall.. Don't play

It's bad

Really really really bad and boring

what the **** did I just play.

from the loading screen:

TIPS
- Remember: you are the hunter here

>> enemies always know where you are and are always ready to shoot you before you spot them.

Well....
. Another Luxor game, If I'm correct this is the 5th installment in the series.

I won't explain what the game is about again but obviously 'Quest For The Afterlife' is pretty much exactly the same as it's predecessors. The main difference is the graphics are better and this time there's some kind of story but who cares about a story in a game like this?

The game is still fun and addicting but like I've already said it doesn't do much different from the other games in the series so I'd rather would've picked a 'neutral rating' but I simply do not recommend it for the price it's being sold for.. Install > Play > Exit Game > Unistall

The quickest way to farm Steam achievements! Only purchase this game for achievements! Does not have any real gameplay!. This game is a completely illogical piece of crap that wants you to do things it then wont allow you to actually do.. When i try to run the game it gives me error message, "you need to install microsoft visual C++ 2005" so i hit yes install and when its done, it closes. and when it closes and i try to run it now it says error you need to install the same thing again. so it shows install or cancel, so my only choice is to hit uninstall but why would i uninstall something i need and its a neverending loop of this. i cant even get the game to run. refunded. A+++

This man and his young daughter have created a masterpiece.

Very accessible and charming. I like it more than Call Of Duty and Fallout.. My Spartan Assault review applies here almost 100%, you get new exotic impressive looking areas to explore and fight in, new weapons, vehicles and I think enemies, and it remains as fun as Spartan Assault, maybe the story is a bit more involved than the previous, I do notice one flaw I didn't pay that much attention to in my playthrough of Spartan Assault, and that is music missing in actual missions, but putting a playlist in the background of the Halo soundtracks and you're set.
Played a bit of this in anticipation of Halo Wars, which has been so far also great to experience for the first time.
I'm just going to quote my Spartan Assault Review now, at this price it's not bad at all.

   Full disclosure: I have already been favourable towards Halo games. Even as an exclusive PC gamer, I still enjoyed the ports of Halo 2&1, riddled as they were with problems, I worked my way through them because there were qualities I found very pleasing about the games. [And the modding was terrific!]

   I'm happy to say that many of those qualities are present in Halo: Spartan Assault as well.
   I'm talking about the general aesthetics, the art and feel of the universe you are playing in, the designers not fearing to use more vibrant and exotic colours, but combining them to truly give an alien feel to many sceneries. The maps and environments in this game have captured one of these key features of Halo, and I found myself really liking just walking around looking at the worlds you are situated in.
   Even as a top-down shooter, you get the feel that the Covenant forces still are the same old Covenants you ran into back in the first Halo, despite them being smaller figures now seen from a distance, they are crafted to evoke just the essence of our staple alien friends.
   The AI too has been made to match much of the similar elements you saw the NPCs doing back in Halo 1. With Elites running, strafing, chasing, lobbing grenades, taking cover, dodging and being more versatile than the grunts or jackals, both of whom can run away from you in fear, the jackals if you have brought down their shields and the grunts when

friends of theirs have died for instance.

The weapons are a good mix and actually I found almost all of them useful, which was shocking, even the dual SMGs felt useful as a spray and pray -type of weapon to deal with swarms of low to medium threat enemies coming at you. I think all are the original ones we have seen in the games, and their feel remains the same, though scaled down of course. I was surprised at how pleasant the effects and graphics were, this can look beautiful and impressive at many times, and seeing explosions and debris flying around too evoke me to like this as an equal to the gameplay of Halo 1 (though not perhaps Halo 2, which I found even more enjoyable, yes, I am horrible for liking Halo 2 more). The lighting and particles too, even though minimalistic because this is a minimalistic game, have been made very well and fitting to the atmosphere of our Halo universe.

The maps are short, but sweet and show a dedication to detail, the campaign is short too, but fun to replay, and the medals, assault ops and acheivements add the replayability.

When I bought this game I was nervous about how well it would play, the system requirements listed are rather high, my mediocre laptop only meets the minimum requirements (2 core 2ghz cpu, 4gig ram with shared memory intel hd graphics win 7), but I get consistently high frame rates in this game, and you can't set many settings down, only resolution, anti-aliasing, and the frame rate. So actually I could play decently this game. And rather bug free I might add.

Controls feel like the biggest disappointment - I can live with not being able to modify many settings in this game, but the way the mouse, character and camera moves are not intuitive, and you can make a top-down shooter with great controls, just look at Shadowgrounds. Well, there is still time for a patch to make this a thing of the past.

Last sorrow was that this game lacks the same epic/movie-style storytelling of Halo 1/2, it has some beautiful prerendered short cinematics between some operations, but not the same kind of adventure style, of showing our progression. Perhaps that was because this was again mainly designed for mobiles in mind, and they feared adding too intense cutscenes or longer ones (perhaps even some memory limitations or other?). Also, I am sympathetic to the makers wanting to shift the focus and show the universe from a different perspective, I just hoped that in doing so, we players could have enjoyed the depth of the story more.

But on the whole, I've enjoyed this a lot. Fun gameplay, making simple seem respectable in many ways, lovingly made graphics and visuals that border on the artistic. Here's hoping that We will get the chance to see the rest of the Halo games being brought to Steam! Also, here's hoping that 343 Industries will get the chances to continue making great games, hopefully for PC more as well!

How to use keyboard and mouse in VR to reply twitch:
What if......

DailyVR with AI?. [Update v2.0.1058] Support Ouclus and Windows MR; show/hide DailyVR icon as you like!:

- **Support Oculus & Windows MR (through SteamVR)**

- **New controller settings for Vive & Windows MR**

- **Show/Hide DailyVR icon**

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Hi!

We have a Discord now!. [Update v2.2.1124] Mode change on the tool bar. Overlay FPS adjustement.:
This update added two new features.

- **Mode change on the overlay toolbar**

- **Overlay FPS adjustment**

Mode change on the overlay toolbar. How to use your Windows Desktop in VR?:

Do you have the needs to interact with your Window Desktop?. [Update v2.2.1096] Performance improvement and HMD binding:

Sorry, we found an issue in this update. If you start SteamVR without turning on the controllers, the DailyVR Logo show/hidden feature does not work. Now the workaround will be turning on the controllers first and then run DailyVR or re-run DailyVR if the feature doesn't work. We will fix it ASAP.. Daily VR Updated:
Daily VR has been updated to version 1.0.1006. This update fixes:
1. Hang problem in SteamVR beta version
2. Upgrade demo to official version, it shows "Steam Error(V:0000065432)"

And we are working on more new features from your feedback.
Looking forward to it!

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