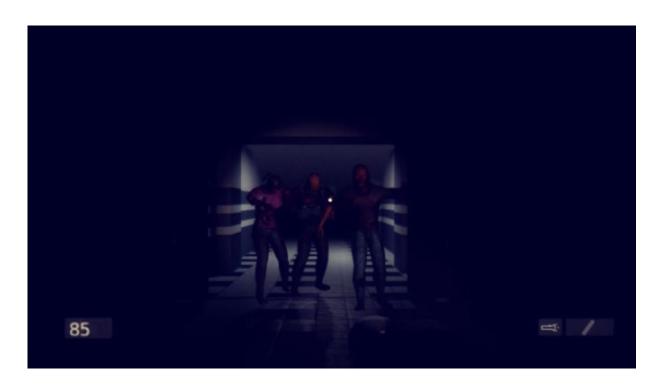OutBreak: The Escape Download] [Xforce Keygen]

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About This Game

OutBreak: The Escape is a Fps Survival Horror game, You play as a Marshall as you try to save your family While trying to escape a viral outbreak that occurred overnight in your hometown. With a small amount of ammunition and health lying around each level this Survival horror game will catch you by surprise.

Title: OutBreak: The Escape
Genre: Action, Indie
Developer:
Daimen Gaming
Publisher:
Daimen Gaming
Release Date: 28 Dec, 2017

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Minimum:

OS: Windows 7

Processor: 2.0GHz

Memory: 6 GB RAM

Graphics: GTX 280 or ATI analog

DirectX: Version 9.0c

Storage: 2 GB available space

English

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.

. - Crashes every time I go to level select
- No way to change controls
- Field of view if way too small
- Too dark and no way to change brightness
- Crashes every time I go to level select so you have to play the whole thing at once
- No way to change resolution or graphical settings
- Zombies die in 3 bullets whether its a body shot or head shot makes no difference

. I do recommend this game, but it's not completely done, like for one thing i could not find the keys on any of the chapters.. A pretty good effort, especially considering it was done by one person using the Blender Game Engine. There are many things that

could have been improved, certainly, and with more work I actually think it could have been a rather good game. However, as it is, it's still quite enjoyable - at least if you can look past some of its flaws. At the very least, I don't regret picking it up or spending roughly an hour making my way through it.. 2 jumpscares and 1 hour of gameplay 2spooky4me

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