Robosoul: From The Depths Of Pax-Animi Download] [torrent Full]

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About This Game

strategic gameplay elements and stealth mechanic.

Discover a story about a family that set out to colonize the planet Pax-Animi. Play as Daniel, the son of two scientists who loses his mortal body and whose consciousness is transferred to the planet's mainframe network. Become Robosoul!

Robosoul is an easy to play but hard to master game.

You play as Daniel in a computer simulated world, from there, you can enter the real world as Robosoul, a powerful robot, to fight in the war against the shadow-aliens.

- Explore the real world and the simulation completely at your own pace, both worlds are different but are connected in many ways
- Overpower the enemy AI with your own army of robots and capture cores to gain energy and power the simulation
- Find and use blueprints and recipes to craft, build and plant
- Unlock gates to discover new areas, find new weapons, new blueprints and progress through an epic storyline
- Unique technology, Robosoul is developed completely on the custom made WorldAxis3D engine
- Use the ingame level editor to create your own adventures

Title: Robosoul: From the Depths of Pax-Animi
Genre: Action, Adventure, Indie, Early Access
Developer:
WorldAxis3D
Publisher:
WorldAxis3D
Release Date: 9 May, 2019

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Minimum:

OS: Windows® 7, 32-bit

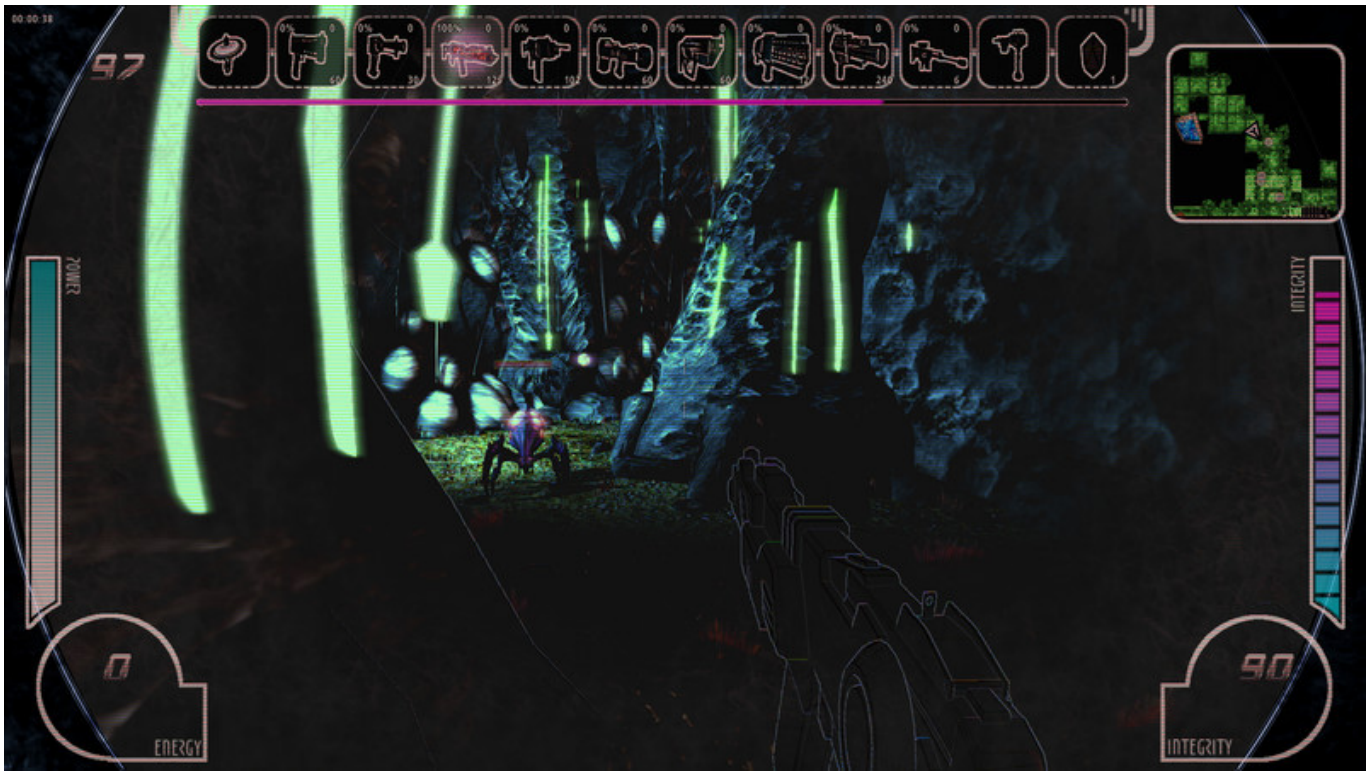
Processor: 2.0+ GHz Dual-Core

Memory: 2 GB RAM

Graphics: Nvidia GeForce GT 710 or AMD Radeon R5 230

Storage: 2000 MB available space

English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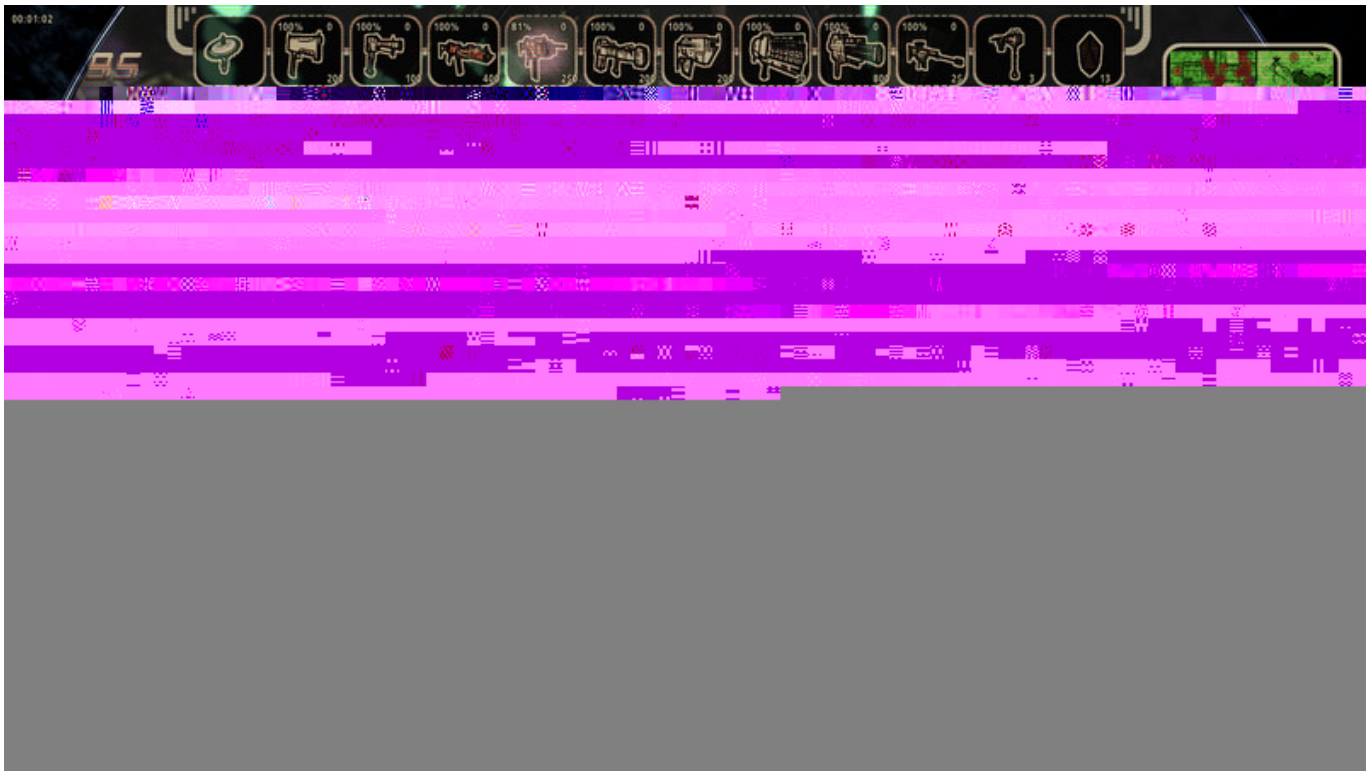

Simulation Energy
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Aquatica **DevLog: development & game story**:

Hello everyone!
Thank a lot for subscribing to our news. Today a little more detail about the development of the project and game story.

Game story. **DevLog of Aquatica Announced**:

Hello everyone!

We have announced a developments logs of Aquatica as we want to know our auditory and interest to the game. In same time it will give us a way of improvement and probably understanding how to change the game. So, highly appreciate for any feedback about our work.

You can study the Steam page to find out what the game is about, try tech demo and join the discussion on the Steam forums. Aquatica is still in early stages of development but we're making good progress. Please wishlist and check back for updates here!

Right now about tech demo:
The game was created specifically for the competition from the distributor of free gaming products. Distributor holds such contests regularly, which gives beginners and experienced developers an opportunity to test themselves in the present case.

Work on the project lasted two and a half months. Of course, in so much short time it is impossible to create an epic and interesting game, but nevertheless we managed to realize some of our ideas and present working prototype. Despite numerous bugs and flaws, the game was highly appreciated by the jury and ranked third place in the ranking of submitted projects. And all this is just 2 persons who combines the functions of a programmer, modeler, screenwriter and game designer. An easy-to-learn, based on basic scripts engine AppGameKit is nonetheless multi-platform and allows create game for both PC and Mobile.

The theme of the contest was announced - "Water". Accordingly, it was decided to make a game about the underwater world and ocean exploration. Although it is believed that all games on a similar subject are not capable of generating interest among users, but we all know that exist a few cool game in that environmental.

We are decided that the game would be from a third person, with mandatory short dialogues, from which one could learn a lot about the peculiarities of life in the Aquatic, the customs and habits of underwater inhabitants. In the process of working on the project, the plot has acquired new details about which we will tell in near future.

See you in DevLogs next time with details regarding **the development of the project and game story.**

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