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About This Game

A girl lives in a big house deep in the woods with her father. One night, the girl wakes up alone in the house. A book is waiting for her with a magical fairy tale where she is the main character. Soon an adventure for uncovering the truth and a quest for what is real begins.

A Writer And His Daughter is a story exploration game. The game takes place in two interwoven worlds: reality and a fairy tale. Embark on a journey through both worlds and find out how and why they are connected. The game is the first part of a trilogy.

Story

In A Writer And His Daughter, story is put front and center and the VR mechanics are shaped to enhance the narrative. Exploration, puzzle solving and play is joined together with an adventure fairy tale where you are the hero.

Curiosity Will Be Rewarded

Everything in the game has a meaning for you to notice. Explore and find all the pieces of the story in order to expose the truth. Can you discover all the secrets?

Stay A While

Things are not always what they seem at first sight. You might miss clues and secrets if you are in a hurry. Clues and secrets that could save you down the road.

Your Home

This is your home. Everything you see and discover is a part of your story. Make up your own mind when you visit the two worlds. When you are standing in a room, listen to your gut feeling. What is really happening here?

What Is Your Story?

We want to know what you've seen, what you have found, and what you think. Depending on what you discover the story will appear different to you. You can find answers that nobody else could see. What is your story?

Features:

- A VR game with focus on story
- Exploration, puzzles and play drive the narrative forward
- VR interactions shaped to enhance the storytelling
- Complex worlds with lots of secrets to uncover
- Multiple levels of interpretation

Dimfrost Studio contact: dimfroststudio@gmail.com

Title: A Writer And His Daughter
Genre: Adventure, Indie
Developer:
Dimfrost
Publisher:
Dimfrost
Release Date: 2 Nov, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

Processor: Intel® i5-4590, AMD FX 8350 equivalent or better

Memory: 4 GB RAM

Graphics: NVIDIA GeForce® GTX 970, AMD Radeon™ R9 290 equivalent or better

DirectX: Version 10

Storage: 8 GB available space

English

BLESS

PREMIUM MEMBERSHIP (30 DAYS)

Premium Mount/Pet Skin, Convenient Items, In-game buffs and much much more!





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Here's a couple matches for context

<https://youtu.be/V93FI9E8Da8A>

[I bought this game on a whim since I extremely loved Twisted Metal as a kid.](#)

[Unfortunately it isn't the same.](#)

[The review is not based on its comparison to Twisted Metal. but I do admit a bit of disappointment.](#)

[The game has great ideas and is at surface level pretty fun.](#)

[The reason it gets a thumbs down for now is for the price vs. quality.](#)

[Pros:](#)

[-Decent music](#)

[-Decent graphics](#)

[-A large amount of options and unlockables that look pretty cool to get](#)

[-Its a cool idea \(Even if its been done before\)](#)

[Cons:](#)

[No keyboard support](#)

[-Terrain is barely drivable. so your car flies around randomly at invisible bumps](#)

[-AI is completely braindead and just drives into walls at times](#)

[-Aiming is difficult enough to make it not fun](#)

[-No tutorial \(Only a controller menu\)](#)

[-Beginning of game leaves you in a garage with no prompt to go buy a car on the wall. so aimlessly looking around while walking slowly is kind of frustrating. I thought the game was broken for a good 3 minutes.](#)

[-Camera angles were bad. Sometimes very bad. If your near a wall. sometimes your view is stuck in the wall.](#)

[At this price and as unpolished as the game mechanics are. I cannot recommend it yet.](#)

[This review is not final and I have hopes that the game will be worth the money in the future.](#)

[I will check for updates and review the game again when they become available.. This is a neat game. Truly loved it.](#)

[Although it has room for improvement, Farming World does provide in depth of things you can actually do. You can't drive/fly the farming equipment, which is nice. We got tired of seeing full blown 3D farming worlds, this game is like a Sim City, to where you can sell your stock/crops and get some cash. We are at a loss of worlds to fully describe this neat experience, we highly recommended for those sim lovers.. Neat little game to experience in VR. It was on sale for a few cents, so I decided to get it. Definitely worth the price I paid.. Played 18 hours, had fun but when it came time to go to bed my character was no longer in character selection screen. It just disappeared and wont let me create another character either so Its bugged.](#)

[Gonna try re-installing the game & see if that will help but I doubt it....](#)

[EDIT: Not sure if its something I did or they did but everything is fine now. FYI I did open steam in a web browser to delete the liscence thingy in account settings for Khan online \(may be nessasary or not\) it is to remove khan from library completely\)\) then installed to a secondary drive and my character is back.](#)

[I'd rather play this then WOW any day.. A strange, cringy, yet enjoyable game to pass the time. 5/10 overall.](#)

[What I liked:](#)

[Cliche plot with equally cliche characters](#)

Lovely art
Pleasant BGM

What I disliked:

Not enough characters

Not enough content

Passive protagonist

Creepy/abusive behavior at times

Lacking in overall depth

Something about the game still feels incomplete. The storylines could use more depth I'm hoping they add updates sometime in the near future.. Fun game. Sparse presentation but the boardgame-like mechanics underneath are fun to puzzle through. Be warned that the interface is challenging to learn, and the tutorial really only does a middling job of explaining things.. Do Not Buy!!!! Waste of money and broken.. A Boom Beach clone.

It is not very fun to be honest.

4/10. I'd got to start off by admitting, I've played a lot of games in this tone and style but this one has the weirdest twist than anything else I've ever played and I've played a lot of weird games. As for the game over all: it is interesting and a lot of fun. The mechanics are interesting and play upon the theme of the game very well. Though there isn't much set story it is still intriguing as you explore the levels and "characters" found within the game. Over all this game was lots of fun and I would recommend for something new to try!. this game is crashes alot and it was not good like the first game

This game is so wonderful, i tried to get every ending possible, and I wanted to see if there was any way Charlotte could have a happy end without too much sacrifice. Please make a chpt 3 or something like this!. was really excited for a vr city builder. so dissapointed in this, controls are a pain in the\u2665\u2665\u2665\u2665 glitchy and throws you all over the place. nice to see that steps have been taken to start on city builders. has a long way to go though.. Really enjoy this game. It is fairly short but is highly amusing. It feels very similar to early dragon quest/warrior games. It goes on sale fairly often and you can get it crazy cheap. I recommend picking this one up and if you like it grab the 2nd part too.. to put this in a brief and simple manner in a way that most everyone can understand, \u2665\u2665\u2665\u2665ing a laundry machine is as fun as this game. i'd much rather get my\u2665\u2665\u2665\u2665 covered in detergent than ever play this game again.

it is broken. you can glitch the camera through walls, the "dialogue" consists soley of broken english and unfinished trees. the only redeeming quality of this game is the model of the main character (which is probably a stolen model, too). the enemies are a joke at best. you can outrun them at an incredible rate. they barely hurt you and are just really weak.

i attempted to try the "kill them all mode," and the only reason why is to see if it had any reference to Metallica's Kill Em All album. I went in expecting literally nothing and was still soul-shatteringly disapointed. instantly my ears were bombarded with painful, painful excuses of music which I immidiately turned off. \u2665\u2665\u2665\u2665ing pedobears straight from 2010 started sprinting at me. i ran to pick up the gun, which leads me to my final point as to why this is probably the worst game ive ever played.

the guns are broken.
the guns are \u2665\u2665\u2665\u2665ing broken.
w h a t

you'll pick it up then check the bindings to see what number you have to press to get the gun equipped.
your eyes scroll through the options. you find the rifle label, and your eyes scroll to the right.

&.

&.

how in the name of \u2665\u2665\u2665\u2665 do you press &.

what
the
\u2665\u2665\u2665\u2665.

you try to rebind it but it instantly binds it back. its like it knows you want ot solve the problem.

just, save yourself the time and dont get this game.. For a game about exploration it does everything in its power to discourage it.

On the one hand, if this was created by one guy it's absolutely incredible. He's got a bright future in game development.
on the other hand this is a janky, slow, mess that should only be bought on sale.

Don't know how close I was to finishing the game but it just wasn't worth finding out.
Thumbs down for now but i'll be keeping my eye out for any future updates.

. Very good game!. Jet Gunner is a side scrolling run and gun shooter that utilizes a jet pack for more high flying platforming and combat. While this mechanic is interesting, and I am a fan of arcade style run and gun shooters, I feel the execution here is a bit subpar.

The jet pack works in that after jumping, you can press or hold the button as many times as you want to ascend while fuel holds out. The way fuel is handled though is perhaps my biggest complaint about the mechanic itself. Instead of having a set amount you can rise per jump, you have a fuel meter which slowly recharges when not jet packing. What this essentially means is that before or after many jumps, you'll have to sit still and wait for the meter to finish recharging before you can go again. While it's

not terribly noticeable most of the time (it recharges quickly), it still cramps the game's fast paced run and gun action a bit, and makes the jetpacks use feel a bit more limited and restrained than it should be (in my opinion).

Beyond the jetpack system, there's also a weapon system in which you can stock a standard weapon and a floating satellite (with limited use), mixing and matching the two. However some of the weapons vary in usefulness a bit too much. The worst offenders being a flame thrower with far too short range, a gun that shoots directly above and below you but not in front, an incredibly slow moving wide shot, and a missile launcher with pitiful speed and an annoying randomized aim. I can appreciate the attempt at variety in the weapons, but a few too many of them harm you more than anything. In fact, pretty much everything that's not a standard straight shot is pretty awful.

The level design doesn't make good use of the jetpack consistently enough. Occasionally, there are interesting acrobatic maneuvers, but these are a bit too far and few between. For the most part, the jetpack is just used to jump over slightly lengthier bottomless pits or other such hazards that could just have easily been solved with a more traditional double jump. Beyond jetpack use, the level design is not particularly interesting, with fairly standard run and jump layouts for about half of the game. Enemy design is a bit weak, mostly consisting of standard foes who simply shoot at you before dying, forcing a single duck or jump whilst being too static to force any kind of improvisation or quick reflex once memorized.

Boss design varies. A few bosses (the first one, for example) offer great design with a mix of strategy, reflexes (thanks to some slightly random attack patterns), and a need to use your jetpack well. But like the stages, some of them are a bit uneven, with a few snoozer fights numbering equally against the genuinely fun ones.

The game also has occasional flaws and cheap moments in level and boss design that makes the whole experience feel a bit unpolished and poorly play tested. Examples:

- On stage 1, you stand on a small moving platform over a bottomless pit, and pass under a block that prevents you from jumping. On a nearby wall, an enemy climbs up and down the wall and fires when you enter within range. If you're lucky, it won't pass by while you're under the block, or at least will fire at a height where you can duck, otherwise damage will be unavoidable if it happens to pass by at a crouching level.
- On stage 2, a miniboss has a pattern in which it fires a random spray of slow moving bullets, followed up by an unreactable (I think) slew of fast and random cannon balls that are only consistently dodged by staying directly underneath the cannon. If you get bad RNG on the slow moving bullets, you can get a wall of bullets that forcibly prevents you from getting to the safe zone, and results in unavoidable damage.
- On stage 4, a platform moves when you jump on it, with ceiling fans that prevent you from jet packing. If you get knocked back onto the previous ledge (or jump back there for safety in avoiding an incoming enemy) you will be completely incapable of reaching the platform and will have to suicide in order to get it to respawn
- etc.

Overall not a bad game, but a very simple memorizer with a few standout moments and a few flaws holding it back. The gimmick is neat but strikes me more as something with potential that's not fully realized here. If you really enjoy the genre, you may enjoy this, but I'd personally recommend something more masterful like *Bleed First*. I've been using *Magix Music Maker* for a long time. Really great program for beginners. I've been able to make some decent music. Only flip side however is this one likes to crash eventually. Save every edit you make. Other than that it's pretty good as usual. Another great *Matthew Brown* collection of logic puzzles. I suck at basic arithmetic, though. Not as good as the *Hexcells* series, but then again, those were a masterpiece. *Big Action Mega Fight* is a very simple beat-em-up, but it's still fairly enjoyable, mainly due to the fun cartoony style, cheesy humour, and the classic feel that the music and sound effects bring. Oh, and it works well with an Xbox style controller - I used an 8Bitdo FC-30 Pro in Xinput mode.

There's a lot of short stages in *Big Action Mega Fight*, which start out incredibly easy but slowly get... less easy. Most stages simply have the objective of "kill all the goons" but every now and then you'll get a stage where you have to "kill all the goons within a time limit". I attempted to get a three star rating on every level, but the final level just felt impossible to achieve this, though it's not hard to beat - it's just hard to beat with the high score they expect of you to get three stars.

My major gripes with this game are:

- 1) No interesting combos to string together, mostly just jab, jab, uppercut, and sometimes maybe you throw something (or someone) at someone (or something).
- 2) No multiplayer (not even local) with the developer stating there is no intention of ever adding multiplayer.

3) You're randomly given a special attack for each stage you play instead of being able to select it. Honestly the first special attack you get is the best, so why are the others even there?

4) I might have missed something, or blacked out, but I don't recall any boss fights. I get the feeling that there might be something more if I got 3 stars on all levels, but since I saved the guy and got all the achievements, I'm done here.

Despite those gripes I still had a reasonably good time playing Big Action Mega Fight, there's just a lot of room for improvement. Go in expecting a very elementary beat-em-up and you might enjoy yourself too.

5.5 out of 10, would FISTNADO, but only just. Buy it on sale if you do.

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