Project Pulsation Free Download [License]

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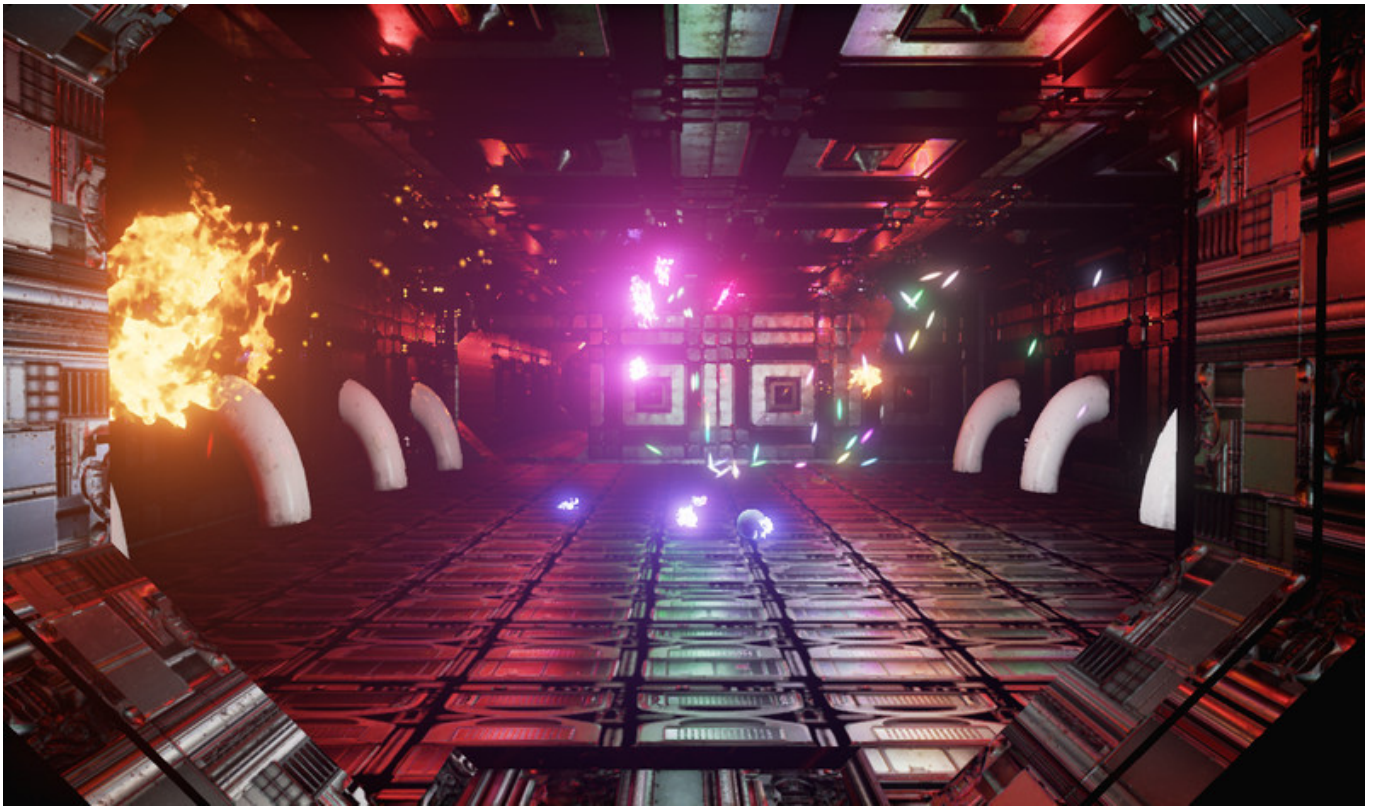
About This Game

Project Pulsation

A long time ago the 'Complex' corporation preformed horrific experiments on humans, crossing them with the representatives of alien races. This resulted in a disaster, destroying everyone on the station. Or nearly everyone ... Unknown creatures remained, mentally affecting people at a distance and fatally through close contact. Strangers call them Shadows. But this does not prevent you to start your way in search of an artifact, hidden deeply in the Station.

- Get ready to meet the security system 'Complex', mutants, settled there, and ghosts;

- Look for ways out of the dark corridors, solve complex puzzles and to hide from the shadows;

- Lack of oxygen and ammunition, try not to run into treacherous anomaly encountered in this damned place

Title: Project Pulsation
Genre: Action, Adventure
Developer:
VGstudio
Publisher:
VGstudio
Release Date: 15 Dec, 2015

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Minimum:

OS: Windows Vista, 7,8,10

Processor: Core i3, 2.10 GHz
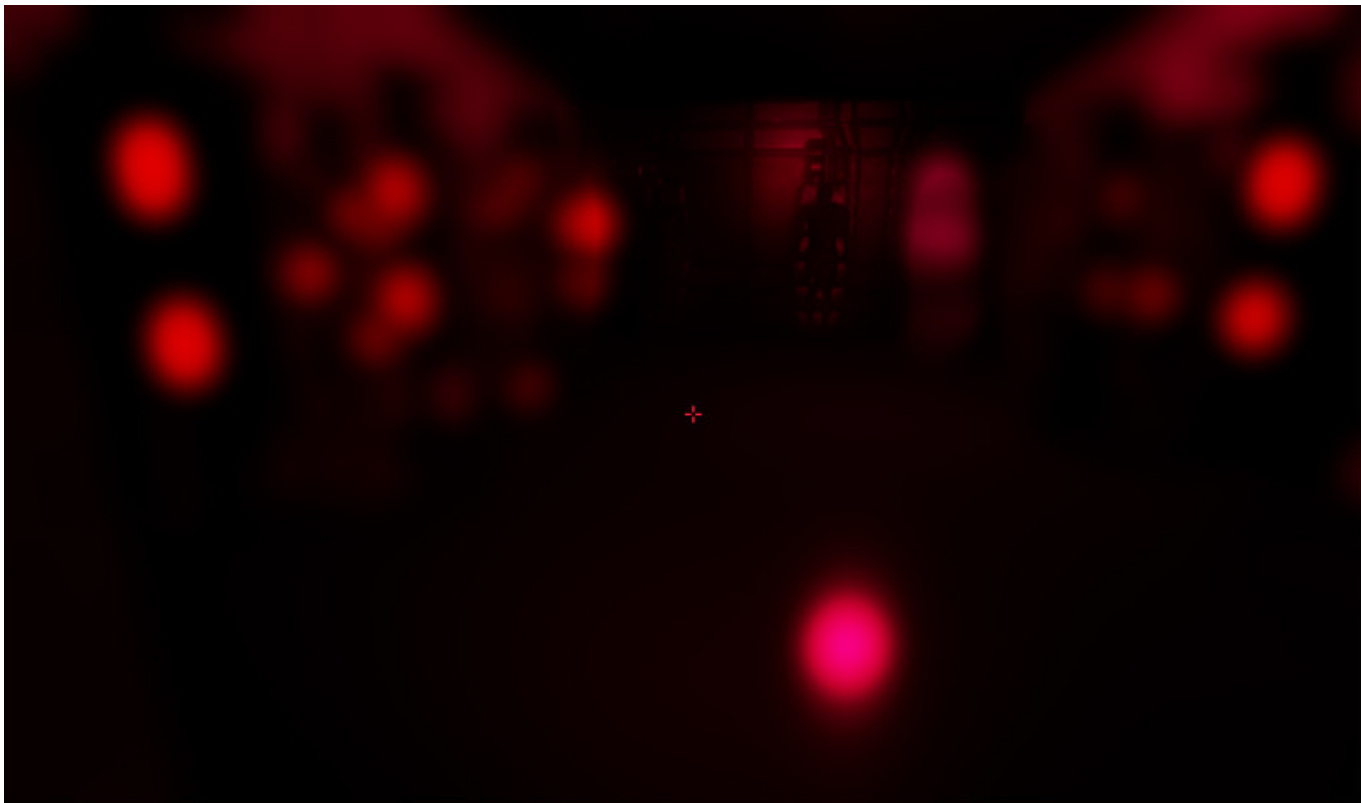
Memory: 4 GB RAM
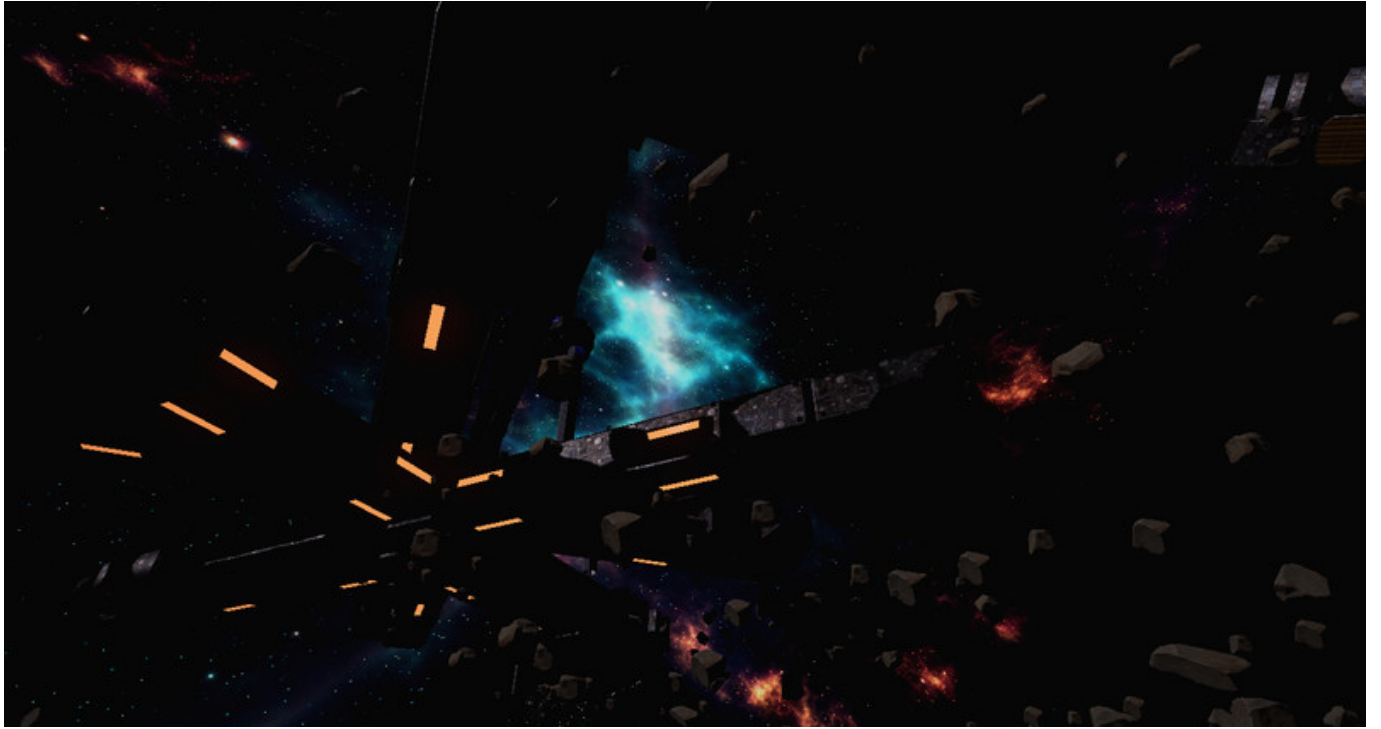
Graphics: nVidia GeForce 610M 1 gb ram

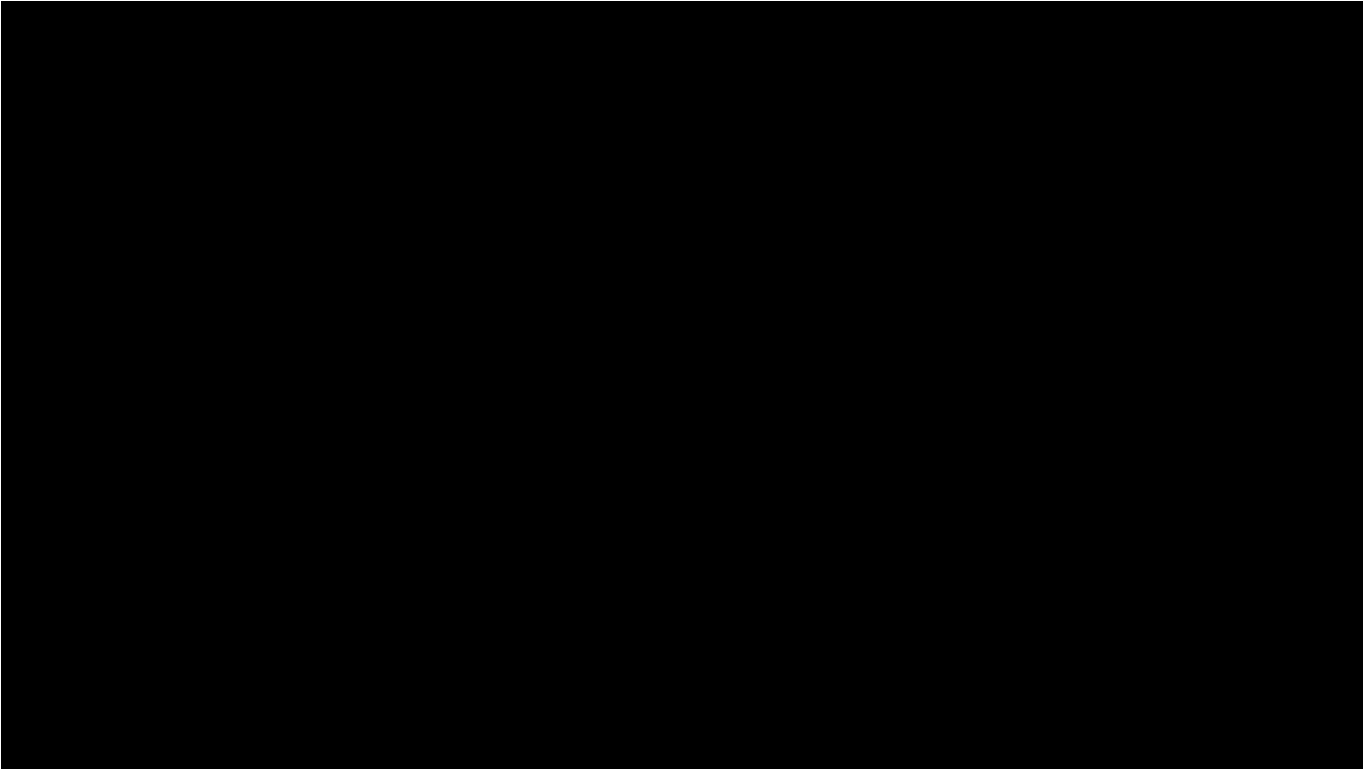**DirectX:** Version 10

Storage: 5 GB available space

Sound Card: The sound device compatible with DirectX® 9

English,Russian

The sound and level design of this game is an insult. I get it, it's a game made by one man, but instead of doing things he doesn't know jack about, maybe he should've delegate.

The sound design of this game, or the lack of it makes you feel crippled all the time and leaves you constantly questioning your hardware. Even worse \u2014 it gives you no audial feedback whatsoever. You somehow supposed to stomach the fact, that you make no sounds, apart from reloading. What is it? A feature? No one can hear your scream in space? Yeah right, lazy sound design more like it.

The level design is absolutely terrible, I had no a slightest clue which of the locations I've visited and which are new. And don't get me started on crouching in this game or UI for that matter.

This thing should be free as any proof of concept. Though I fail to grasp what concept this one was supposed to proof because it proved none I feel appropriate to mention.

Granted, I played only 9 minutes, but I fail to see how it could get better from such a start. So if you like me was after something like System Shock or say Dead Effect, forget about it. This thing is more along the lines of EYE or whatever that convoluted thing was called, but worse on any level.

Buy Dead Effect instead, which deserves extra attention even if it looks ugly (the main reason why I gave this one a shot).. \udb40\udc21. This game is one big bug! Almost 5 hours in game for 3 cards... WTF?!. I was tempted to save myself the effort of a semi-long review and just smugly declare this the NEW DEVILS SHARE. In SPACE, no less! Then it occurred to me that unless I also incorporated words like "spoopy" and "pants" into my review, I'd get no end of thumbings-down for my lazy efforts. So...sigh...in the interests of full disclosure and being found "helpful" and blah-blah-blah, let me describe to you my "experience" of Project Pulsation thus far. (Well, hopefully FOREVER.)

 REALLY nifty opening cut-scene. One of those classic, slow-moving tracking shots along the outside hull of a vast spaceship, a la so many quality, big-budget sci-fi movies which you've no doubt seen. With a suitably eerie, machinery-in-deep-space style rumble to accompany said visuals. Things then start to go a TINY bit awry once we get past the credits - I mean, how could they possibly \u2665\u2665\u2665\u2665 up writing their OWN NAME? - and into on-screen captions such as "inside the hidden artefact, his and you have to find"...and then, BAM! We're straight into the game (i.e. abruptly, without the above highly enigmatic statement even reaching its no doubt eye-widening conclusion).

 So the first level is "Elevator", apparently. Hmmm, that's an interesting concept for a first level. Oh, I see...in almost total darkness, with a not-very-helpful flashlight to help us to see, we're going to travel down an elevator shaft via a mixture of moving elevators, jumps across to other elevators, and...wait for it...free-falling huge distances which don't seem to kill you (or even make the vaguest semblance of a sound) when you strike a hard surface tens of metres below. Which one would take to mean that you are invincible for the rest of the game. A "rest of the game" which I, regretfully, am perhaps destined to never see, mostly due to this game being AN UNFORGIVEABLE, STEAMING PILE OF ALIEN DOO-DOO.

 Oh, speaking of which, did I mention the strange red "monsters" crawling about on the walls of the elevator shaft? The first one seemed so preoccupied with crawling in one spot, and subsequently never getting anywhere, that he just allowed me to shoot him to death with my laser-pistol multiple times before he simply, er, disappeared (not even sure the word "dissipated" covers it) in a highly unsatisfying and decidedly un-gruesome manner. There were many more such monsters, as I travelled further down. They all died with a similar lack of spectacle, and no attempt, that I could see, to ever "attack" yours truly. As for myself, well, I think I "died" when I finally took a HUMUNGOUS fall of perhaps a half-mile and maybe - just maybe, I really can't confirm - striking what may (?) have been the very bottom of the elevator shaft?! Again, I'm not sure, it may have just been the game crashing...'cause after this highly eventful occurrence, I couldn't move, or exit to a menu screen or anything. So I was forced to restart my whole computer, which is always a benchmark of the highest quality in a video game, I'm sure you'll agree.

 Oh, and just in passing, did I mention that you can't remap the controls, and I saw no visible sign that any of my attempts to change the graphics quality actually made a lick of difference? Do you need any further convincing?! Sigh...then just waste five of your own bucks and find out for yourselves...

Verdict: 0.5\/10.. Keep falling to my death for no reason.Hmmmmm....I think I read that somewhere.I absolutely do NOT recommend this game.Read other negative reviews for my opinion. lol. I got past the elevator level which many dont but the game doesnt get better.

Ended up dieing from some spiders with bombs on their backs because my shooting wasnt hitting them.

BRB need to vomit.

. Well i downlaoded this game thinking it would be a creepy game but i all i got a really buggy\/laggy game, kept on falling and dying for no reason :\/. The game is an asset-flip on Unreal Engine.

The oxygen ends while you in main manu, you also can fire and reload while in main menu. If you press ESC you will see ingame-menu over main menu. Narration is bad.

No 2560x1080 resolution support. Really bad levels\/design and animations. No gunplay\/reload animation and firing the gun looks awful and lifeless.

Bought on sale out of curiocity.

Project Pulsation is a desperate attempt to cash in on the latest iteration of Unreal engine. To be honest as I was playing the game I had a feeling that this would fare better than most of the Unity-based FPS games here. I am referring to those that are nothing more than an asset flip. Plus, you have those that were made with the use of the GameGuru.

In any case, this game is about a project that went awry and you are tasked to find a hidden artifact in the location in question. It is a space station \/ ship with some robots and monsters. First of all, the main menu looks terribly simple and ugly. It is also very dark. You cannot rebind your keys and graphics options are limited. Even if you change the settings you barely notice anything.

You start off the game on the level called "elevator". It is, in fact, an elevator shaft without an elevator as you just keep falling for minutes without hitting ground. When you do so you realise you must be invincible since you did not get hurt, at all. But monsters can easily kill you later with one shot so you realise you are in danger, after all. You have one weapon only and finding ammo is possible at the beginning but later on I did not find any extra ammunition. In fact, if you get killed and restart from a checkpoint you have the same amount of rounds available i.e. if you die many times you simply reach zero.

The game is dark. VERY DARK! Your flashlight helps but not always. Your weapon has a laser sight but as soon as the enemies are at a distance you realise you cannot hit them. Often when you hit objects such as chairs, computer consoles or machinery parts with your gun these mentioned assets just fly away, sometimes literally out of the screen. The problem is that the textures are usually quite ugly and the game frequently changes your vision - while this is part of the story it is annoying to see things blurry around yourself for several minutes.

The story is barely explained. Sometimes texts are found but beside the English the creator thought the inclusion of the Russian language was a must (ever heard of a subtitles option?). Because of this the text takes up a major part of the screen and the English almost always has a couple of words outside of our view. Then there are sections (such as the asteroid level) where walking is almost impossible due to the FPS drop. This is area-specific so regardless of how many times you relaunch the game the resulting values will be the same. This is the reason why I quit as for 20 minutes I was walking just under 10 FPS.

Sound effects are generic and while there's an acceptable soundtrack you always hear when the track ends and restarts as not much work went into the editing, either. The most annoying part of the game is when you die. For instance, a turret hits you with its laser. You are down on the ground and your vision changes, let's say by 90 degrees. Funny thing is when dead you can still move (more like slide) and if you hit the laser once again it adds another 90 degrees so when the checkpoint system kicks in you see everything upside-down. Only for 5-10 seconds, though, as the game makes a correction.

There are sections where scripted events begin such as a platform starts moving. If you die along the way you are put back near the last save location but the game forgets to reset mentioned event. So, you cannot continue (the platform is already high up somewhere and you cannot recall it), therefore, your best bet is to quit and hit "continue". I could go on and list many other mistakes, glitches and bugs (not to mention the many typos in the English text) but there's no need, to be honest.

Project Pulsation is a bad game. An interesting idea, but executed horribly. Unreal engine 4 or not, the game has ugly textures and effects and it is too dark for you to see and there's nothing, I repeat nothing, that make you want to continue once you're an hour or so in the "story". It's too bad that the developer (VGstudio) has other software with similar negative outcome. If you are desperate to do some trading card grinding then for half a euro this game can be of some value.

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