The Sentient Download Compressed File

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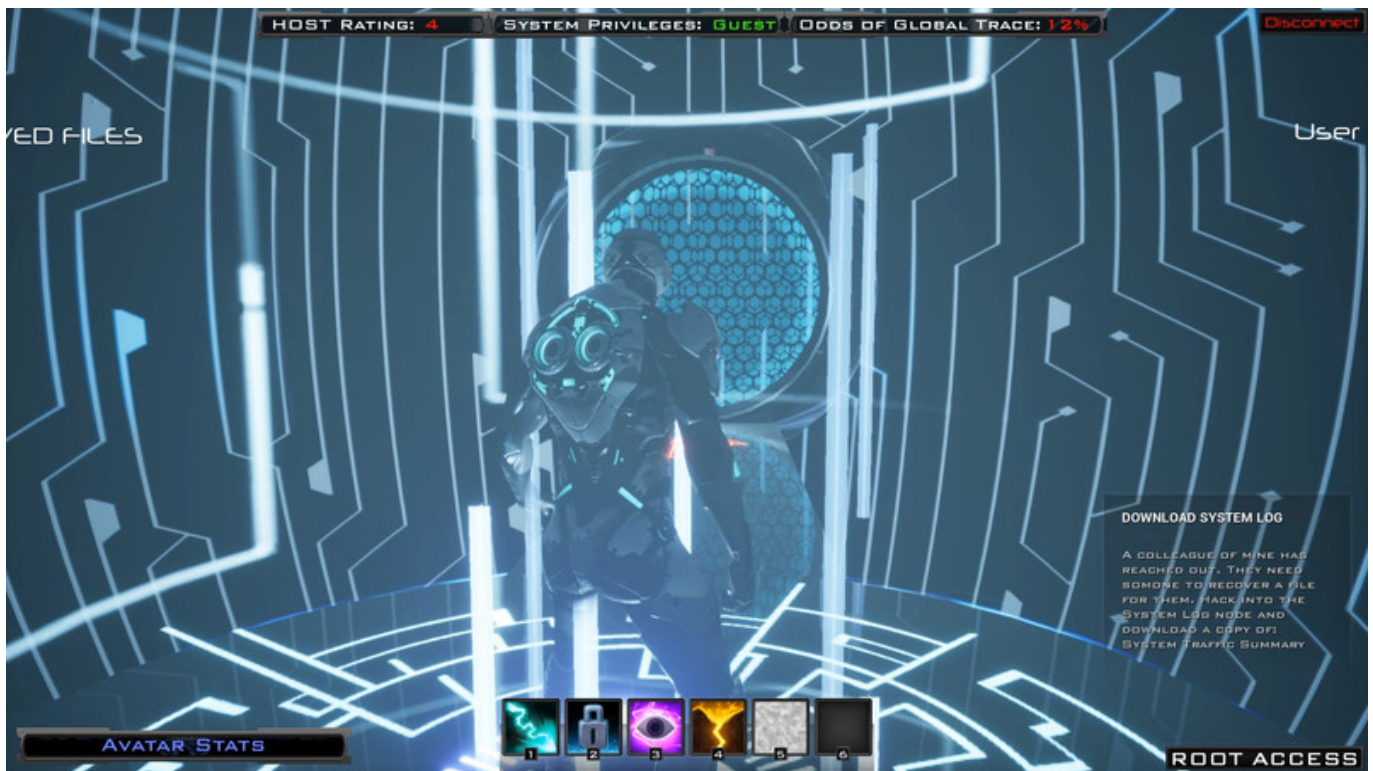
About This Game

In *The Sentient*, you play as an artificial intelligence who is asked to help mankind's failing space exploration plans. Being able to process data relatively quickly you are tasked with bringing as much research and knowledge back to Earth via an orbital station known as "The Ark." At the Ark, you are able to recruit a crew, alter the layout of your ship, and perform research to improve current and new technology in order to aid you on future missions. When away from the Ark, your decisions can result in the life or death of not only your ship but of your crew. Space is a vast unknown so everything must be discovered in order to attempt to work with or against aliens.

Key Features:
1) Procedurally-generated: Explore unpredictable sectors of space.
2) Choose a crew: Recruit a crew with perks and daily needs. Train them well and become stronger.
3) Fully-customizable ship: Design and optimize the complete layout of your ship - from the number of shield generators to toilets. Everything is in your hands!
4) Ship-to-ship combat (based on ship designs and crew capabilities): Not able to withstand enough damage? Increase the number of shield generators and shield consoles. Not enough damage output? Increase the number of weapon tanks and weapon consoles.
5) Ongoing research: Gain research usable in upgrading weaponry, ship stats and capabilities.

Title: The Sentient
Genre: Indie, RPG, Simulation, Strategy, Early Access
Developer:
Uncaged Studios
Publisher:
Uncaged Studios
Release Date: 29 Feb, 2016

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Minimum:

OS: Windows XP, Windows Vista, Windows 7, Windows 8, Windows 10

Processor: 1.2 GHz

Memory: 1024 MB RAM

Graphics: OpenGL 3.0 compatible video card

DirectX: Version 10

Storage: 800 MB available space

English

9. WHAT KIND OF MUSIC DO YOU LIKE?

☐ I like to listen to country and sometimes gospel.
☐ I like pop and sometimes hip hop.
☐ I like rock, metal, and sometimes hip hop.
☐ I like hip hop and sometimes pop.
☐ I like electro and sometimes R&B.

9/10

OK

Dev page down and basicly this program feels like abandoned.... ok so first i was in doubt because all of the bad review but i\u00b4m so glad that i bought this game. i was looking for the real thing and i can say i found it.

if you are looking for amazing graphics then this is NOT your game.
if you are looking for massive battles to just conquer the world easily... this is NOT your game go buy something like AoE.
but if you want a game where every action has a consecuence, where taking power is not easy, where staying in power is not easy, where you need to think far beyond the easy gathering of resources, then you have found the game.

this game is so serious is almost crazy. even in the tutorial you can mess it up really bad.

let me say this clearly enought... if you are dumb in political knowledge and ecomics you may want to rethink it before buying a GEOPOLITICAL simulator, good news is that there are links inside the game to teach you, so youll learn a lot.

another thing to mention is that most of the bad comments on the games are not even related to the game and for $50 bucks i think the game is worth it, and if people buy it there should be no reason for the company to close. as for the bugs they reported i have not encounter any of them so far.

do i recommend it? yes, i do. go ahead try to stay in power.. tl;dr: A free-to-play asymmetric co-op puzzle game that is worth wasting an hour or two with, even if you can't play it in VR.

We Were Here doesn't really have any story, it simply puts you and your co-player in two different areas of a frozen castle and lets go of your hand. Which is perfectly fine. There is simply something enjoyable in having to exchange information with a friend in order to solve puzzles, no matter how easy or basic in their conception these puzzles may end up being. It's also entertaining to listen to a friend freaking out over seeing something mildly creepy, while all you're doing is patiently pressing levers in a completely different room with no idea what you're doing or what it is they're freaking out about.

There were still some kinks the game hadn't ironed out yet at the time of writing. Most important ones: The ingame chat didn't work (we used steam chat to play instead) and I got stuck in location at some point, having to wait till I died to be able to restart the puzzle. And frankly it's not a particularly pretty game, in fact it feels like your standard unity game in a rather obvious way. But it does have some creepy moments here and there, and there is a segment in a frozen yard that was equal parts annoying and nicely immersive. I also laughed maniacly at the ending, for reasons I will not spoil for you.

All in all, it's just plain ol' good fun, and the rough edges are forgiveable for a free game. So if you're still waiting for Keep Talking and Nobody Explodes to get a deeper discount, this game should help scratch a similar itch for free. Just find a buddy to play with, and make sure to set aside those 1-2 hours, because despite having checkpoints to allow for toilet breaks and drink refills, there is no real save system.

Looking forward to more from these devs.. Constantly crashes and definitly not worth the money. Some of the cards don't work like they should, ignoring the rules or not working when they should. Nine times out of ten the AI will draw the same few cards in the first turn, making them feel horribly scripted and unfair.

If you want to buy this game anyways - here my advice:
do not start it right after a crash (it will happen once every 10-20 min) and don't play against the same duelist twice in a row - that will make things even worse, crashing the game within the first two turns.... couldnt get it to run on death dtar cpu ....win 10 prob i think

gutted wanted to tear up the skys. Awesome game. Very nice gameplay/mechanics.

Its unfortunate that there is not really any players in multiplayer

8/10

EDIT: Day later the game was updated and the devs added a multiplayer session. which makes matchmaking much better. This

game should get its own genre - hardcore indie poozle game. With an emphasis on poo.

You are a slow square trying to get through a maze. A maze is filled with fast moving objects which kill you even if the fraction of a pixel sticks out of the safespot. The controls and hit detection suck balls. Music is too loud, so I had to turn it off since there's no menu to adjust the volume. I don't know what else to say. There's 1500 achievements and you get like 200 by getting to the 2nd level.

Exquisite. 1\/10. https://youtu.be/gOEjBULbaLA

The intended difficulty of this game is twisted into frustration due to unnatural feeling controls and spotty hit detection. This imprecision is immediately apparent weakening the game.

This program is simple. pleasing to look at. But. If you have had absolutely no prior experience with what is involved. I can not warn you enough to stay away from the program. The YouTube tutorials move so fast like there is a time limit. they briefly explain what a few things are, and kind of how to use them. but they don't give multiple examples. The videos are also out of date since the program has been updated and now you need to do some guess work on what the steps are as they no longer line up. My best advice is watch the YouTube tutorials 1-2 times through and if you are still clueless on what the heck is going on then don't bother.

Support is almost non existent. its taken me over a few days to get a response on how to set up a basic "getrole" command and its not even from one of there staff members.

overall I would rather get my money back if I could and just learn to code a bot myself as there are far more resources available for "freelance coding". This game has so much potential. If it just wouldn't freeze in collisions. Happens all the time. Please fix that bug and build more cool stuff.. The game LOOKED fun from the videos, but upon actually playing it, it's not. The movements are not fluid enough, the powerups are hardly usable and very sluggish, and there's a massive lack of consistency between the level difficulty and the boss difficulty. The bosses are the easiest parts of the entire game!

Now, I know some will say "you're too critical about a game on sale for $0.99", but I take gaming seriously. Quality is everything, even for games worth this amount. I have played games of all price ranges, and there are some 99 cent games out there definitely worth playing, but certainly not this one. I was horribly disappointed and this game seems unfinished to say the least. I could have kept it, but it was so bad that I requested my 99 cents back. I'd rather spend them on trading cards.. Before I begin, I just wanted to share a very important fact. This game was available for free through amazon. When I first found it on amazon, it was a free to play game. that's all well and good, but when I found it for $15 on steam, that got me kind of iffy on the whole thing. it basically told me that they're charging for something they were willing to give out for free. But, I can get past that.

What this game does well is customization and gameplay. the controls are solid, the cars feel weighty and there's a fair bit of options available to customize your car right off the bat. all plusses in my book. So, The reason I don't recommend this is because there was no offline modes to be found. every single race was online. on top of that, there really aren't enough people playing to fill a race. personally, I had a hard time finding just one more person so I could actually race. That's because the race won't start if you're by yourself. the only time it does is if you're in hotlap mode. but the thing about that is this: you don't get credit for hotlaps. Nope. no rewards for that. none.

All in all, Age of Racing is a story of high potential with all the resources already there. but the game was let down by always online gameplay that's even brought triple-A games to their knees. if they ever add offline, I'll recommend it. but as long as it stays online only, I can't bring myself to do it.. A waste of time.

Refund requested.