
One Giant Leap Torrent

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About This Game

One small step for room, One Giant Leap for room-scale.

In One Giant Leap you are equipped with a pair of booster jets for controllers! Fly across 5d3b920ae0

Title: One Giant Leap
Genre: Action, Adventure, Racing, Early Access
Developer:
Sylvan Studios LLC
Publisher:
Sylvan Studios LLC
Release Date: 22 Aug, 2016

English

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I'm guessing because of the motion sickness issue (to which thankfully I'm not prone), there's a shortage of flying games in VR. This one is well done, and well worth the four bucks.. WOW, That's a lot of fun for four dollars. If there is a test to see who's vulnerable to vertigo in VR, I can't imagine a better test than this game. I started out rocketing right into the side of the crater and all I could think of was falling on the sharp edges of my wooden furniture and trying to figure out how I was oriented. Then when I hit the wall I had to just close my eyes until the collision noise stopped. But I made it through several rounds without puking or falling and hurting myself. It would also be nice if one side of the universe could somehow wrap to the other so I don't have to hit the blue curtain at high speeds, though that was still not as bad as hitting those craters and moon rocks. There were a couple of times when I swear I was looking right at the sign and my goals were complete but the flag would not deploy. It just swapped from hand to hand. I loved the rave gun. I didn't even try the other gun that was offered. I loved the white booster tubes. I got stuck in a black hole and I think I had to go forward or backward a level to get out. Shouldn't something more definitive happen, i.e. without my action? Flying around was fun just by itself, except for the blue curtains. I didn't have great control, but I've only been in the game once. Also, I think I may have skipped between levels a couple times without completing just because I was pushing the wrong buttons.. I have been waiting for a solid space/moon experience on the Vive, and this one hit the nail on the head for me. The locomotion using the booster jets is extremely smooth and feels perfectly natural. I didn't experience any motion sickness - my brain was convinced I was flying around on the moon. It was so immersive, that I spent the first 15 minutes just wandering around the terrain before even attempting the first 'course'. Although there are only a few things to do right now, it's enough to justify the price and (IMO) they are challenging enough to bring me back to beat my times. The last asteroid one is definitely a challenge to track them all down, but it became much easier when I realized you can turn on the "highlight" which shows you where they all are. I'm running the bare minimum VR-recommended hardware specs, and this game played beautifully for me. Dev, I hope you continue to put time into this and give us a few more courses to tackle. This game is one of the reasons I wanted VR. Great job, keep it up! TL;DR - This is a very pleasant experience floating around on the moon, well worth the price of admission.. I'll comment my full review since for some reason, the dev has decided to put a word limit on reviews for this game. I wish this word limit would have been stated somewhere obvious so I wouldn't have felt like I was wasting my time. Edit: The dev hasn't put a limit on words. But if you're leaving reviews and nothing is happening, then increment the review into your comments in smaller parts.. For just four bucks this is really great fun. Movement and controls are awesome, the graphics are cool, you really feel like you are on the moon (I can tell this, because I know, of course :-)) The shooting is not yet perfect, though: When you move, the rockets drift away, because the dev forgot to add the vectors of your movement and the movement of the rockets themselves (as they are shot by a moving 'ship'), so it feels like they are drifted by strong wind. Maybe a laser gun would be better to simply avoid this issue. But anyway, once you are in this game, you really understand what VR is for. This on a flat screen would not make sense. We played it with the whole family and the kids (6 and 8) still struggle with the controls but everyone enjoys hovering around. And of course I am hunting best times, which is quite challenging. So compliments to the dev and a clear recommendation to buy. It is a lot of fun per dollar.. For just four bucks this is really great fun. Movement and controls are awesome, the graphics are cool, you really feel like you are on the moon (I can tell this, because I know, of course :-)) The shooting is not yet perfect, though: When you move, the rockets drift away, because the dev forgot to add the vectors of your movement and the movement of the rockets themselves (as they are shot by a moving 'ship'), so it feels like they are drifted by strong wind. Maybe a laser gun would be better to simply avoid this issue. But anyway, once you are in this game, you really understand what VR is for. This on a flat screen would not make sense. We played it with the whole family and the kids (6 and 8) still struggle with the controls but everyone enjoys hovering around. And of course I am hunting best times, which is quite challenging. So compliments to the dev and a clear recommendation to buy. It is a lot of fun per dollar.

Update 0.1.9 : This update includes a single quality improvement: Dust particles no longer obscure vision all the time, but rather are emitted for a few seconds whenever landing. Behind the scenes work has also updated the way missions are categorized, in preparation for more mission types.. Announcing Moon Motion : One Giant Leap was the beginning of the booster jet locomotion.. Updates 0.1.2 to 0.1.5 : Thanks for the initial feedback! It's really encouraging to see many people enjoying the

game and the best part is receiving suggestions on what to improve.. Update 0.3.4 - Quality Improvements and Future Features : Changes: added inertia dampening added antipowerups for removing corresponding powerups: rockets powerup, gravity amplifier; these will spawn in place of the rave gun and gravity dampener powerups respectively added upgrade unlocking audio landing audio now plays when touching down grid lighting glitch seemingly fixed you can now restart the current course after encountering a black hole reorganized some of the code structure to upintegrate a personal library testing new accelerator particles I've also been developing: fractal environment generation and exploration, such as with this Menger cube [gfycat.com] the hyperspace/wormhole experience [gfycat.com] for traveling to other environments (incredibly immersive, procedurally generated, turning tunnel with space particle effects. like going down a waterpark slide. best experienced in virtuality!) hovership controls, and a new environment to experience [gfycat.com]. Update 0.3.3 - Force Flight 2 : This update introduces another Force Flight mission. Expect to become better acquainted with black holes. Gravity dampeners are advised! (There's a new powerup, too.) In addition, I improved the controllers' lighting they are now more shiny! Other behind the scenes work for future content too.. Updates 0.2.1 to 0.3.0 - May the Force Flight be with You! : Other than bugs and minor polishing, here is the list of features: new Force Flight course involving accelerators and a black hole! awesome new atmospheric space tracks from Stellardrone and Eric Matyas! made flying physics more realistic: no more hovering forever, but greater heights can be reached; adjusted the way max speed works so that your velocity is no longer limited either using N.A.S.A. assets, I added voiceovers, lunar landers at the start of missions, and a floating skylab, as well as upgraded the booster jets audio improved liftoff audio added a credits display and your record height meter to Free Flight restyled branding cover art, title, missions, logo/icon added special powerups to find, in reference to Battlezone and Tribes Ascend.. Update 0.3.2 - Hovering is Back! : After receiving feedback, I've decided to have hovering still be a thing! This isn't undoing the improvements to the physics, but rather refining them to mimic the hovering aspect from before. Happy hovering.

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