Generation Streets Download Without Verification

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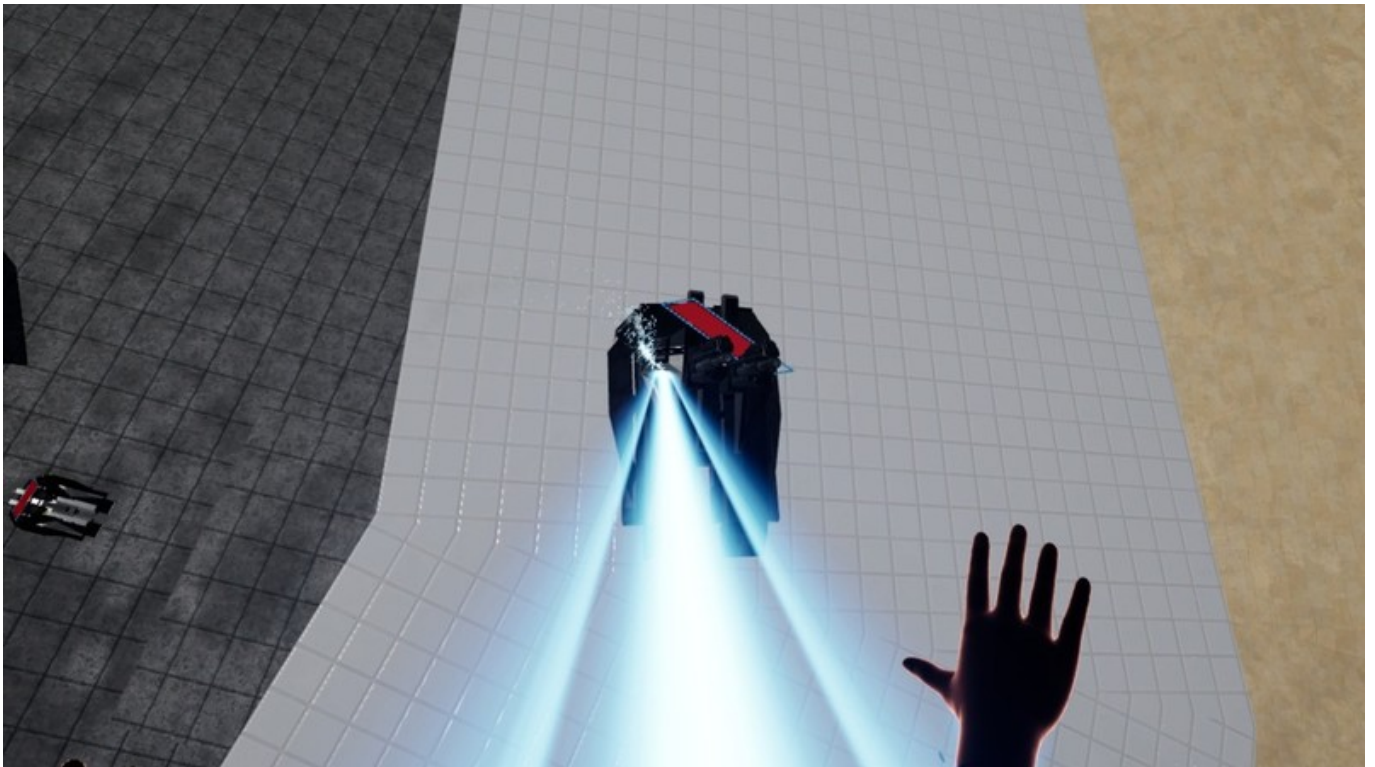
About This Game

What if we take the real-world map and make all buildings three-dimensional? And then draw textures on them and put some trees, power lines and other visual garbage around? That's what:

In the same way, almost any point on Earth can be loaded into the game. Load your hometown, find your place and this casual

shooter start giving you very unexpected impressions.

Warning: though the most places have a relatively high level of detail, it's impossible to render objects exactly as they look in the real world due to map mistakes or lack of geodata. Do not expect a 100-percent match. Places will look recognizable but no more. Also, some places are just completely missing on the map and will be not rendered.

Title: Generation Streets
Genre: Action, Casual, Indie, Early Access
Developer:
Roman Shuvalov
Publisher:
Roman Shuvalov
Release Date: 5 Oct, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

Processor: Intel Core i3

Memory: 4 GB RAM

Graphics: Intel HD4000

Storage: 4 GB available space

Additional Notes: May require more disk space depending on choosen language. Loading of highly-detailed areas may require more powerful graphics card.

English,Russian

August General of Heaven

[Story]

Benefit
As a swift action, you can declare a single combat challenge to one evil outsider within 50 feet and in line of sight. Upon doing so, you gain a +1 bonus on attack rolls and a +1 dodge bonus to AC against that outsider as long as no one else threatens that opponent or until the single combat challenge ends. If another combatant attacks you or your foe, the challenge ends and you take a -2 penalty on attack rolls and to AC for 1 round. Though you can declare a single combat challenge at will, once you declare it on a foe you can't declare it on the same foe for another 24 hours.

Normal
From birth, your calling has been to aid the armies of heaven. When faced by the enemies of the celestial realms you seek to prove your worth by defeating them as only a true agent of heaven can; through single combat. Fighting off the agents of hell and the abyss will never truly gain you acceptance among the ranks of the celestials though. To do that you must defeat some of their own in single combat without killing them. Prove your strength to the divine servitors and you will become a general of heaven's armies.

Special
Goal: Defeat the appropriate number of challenging good outsiders in nonlethal single combat. These combats must not be interrupted by other creatures, and the foes must not have already been substantially injured or impaired prior to combat with you.

Completion Benefit: You gain a celestial cohort as per the leadership feat and your leadership score is considered +2 for determining that cohort's level.

Blood of the Fold

[General]

Prerequisites Aasimar or celestial bloodline

Benefit
You gain a +4 on any Knowledge check made to identify good or evil extraplanar creatures and entities.

Normal
Your angelic bloodline marked you from birth. This entitled you to know some of the great secrets of the celestial realms; both good and evil.

Special
Eldritch Heritage qualifies you for this feat, if you take the celestial bloodline. In addition, if you have 10 or more ranks in the appropriate Knowledge skill, this bonus increases to +6.

Celestial Pushback

[General]

Prerequisites Channel Positive Energy, must worship a deity of good alignment

Benefit
An evil creature who fails their will save and is damaged by your Channel Energy is also subject to a Bull Rush attempt. You may make a free Bull Rush attempt against any creature that has failed its save against your channel energy damage using your cleric level + your Charisma bonus in place of your CMB check.

Normal
The force of your Channel Energy is more than just metaphysical; it also manifests as a physical force field against evil. In addition to the normal effects of your ability, your enemies are also physically pushed back away from you.

Choir of the Host

[General]

Prerequisites Heavenly Mandate, Bardic Performance (Inspire Greatness)

Benefit
When under the influence of the bard's Inspire Greatness ability, a number of affected allies equal to the bard's Charisma modifier (minimum 1) also gain the ability to overcome DR/Evil.

Normal
Where a single angel's voice may be captivating and humbling, the unleashed power of an angelic choir can be a force that is not only incomprehensible to the ears of man, but devastating to beings from the lower planes. The celestial beings of the heavens are known to sing in battle, bringing low their infernal and demonic enemies.

Dimming the Light

[General]

Prerequisites Favored Enemy (Good Outsiders), Must be of Evil alignment

Benefit
In addition to the normal bonuses granted from the favored enemy ability the ranger also gains +2 to saving throws versus any supernatural or extraordinary abilities of good-aligned outsiders.

Normal
When battling against the forces of heaven, simply being able to hit the enemy is not always sufficient for success. With a myriad of special power Angels, Archons, and Azata can be quite formidable. Those who track the celestial planes for prey learn to defend themselves from these powers very quickly.

Demon Hunter

[General]

Prerequisites You must have previously encountered a demon with hit dice equal to or greater than your own. The encounter with something so profoundly evil has attuned you to demonic influences, and made it nearly impossible for you to turn your back when you have a chance to cleanse them.

Benefit
Once per day you may elect to gain a +2 bonus on a single attack roll, saving throw, or spell resistance check against a demon or known servant of a demon. You may opt to add this bonus after the die has been rolled, but before success or failure is determined, and any damage dice are rolled. If you have 10 or more levels or hit dice, this bonus increases to a +4.

Normal
Your zealous pursuit of demons has earned you a reputation that has made you loved by the people, and feared by the lords of the abyss.

Special
Goal: Slay a named demon. You must deliver the deathblow to a powerful, named demon whose hit dice are greater than your own. Though you may have assistance in the fight, it must be killed or banished to the abyss from the mortal plane by your own hand.

Completion Benefit: Your name becomes feared among the legions of the abyss. Any time you deal damage to a demon with an attack, or with a targeted spell, you may make an Intimidate check to demoralize that demon as a free action. If a demon would normally be immune to fear, your ability ignores that immunity.
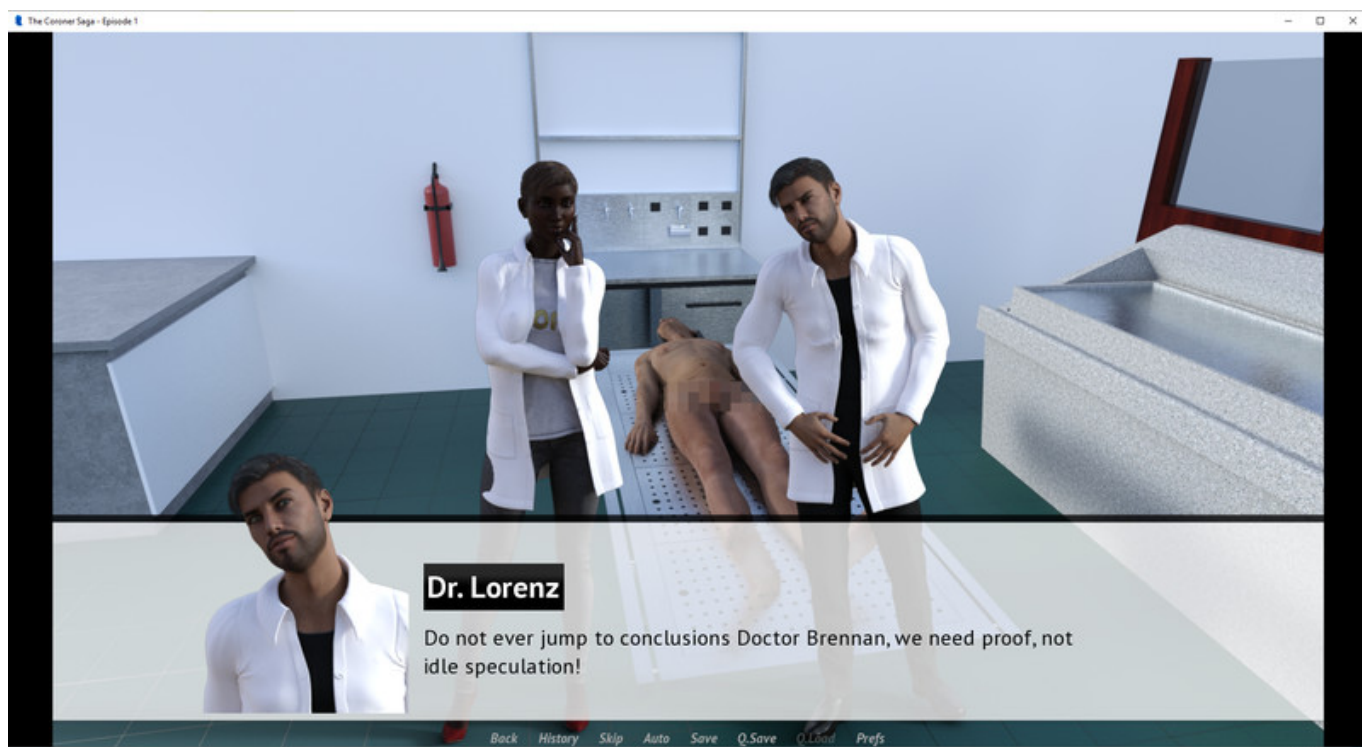
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Dunno if the devs are even still bothered now the game has had its full release. but the hacking is bloody atrocious!! :(if it hadnt been for this one aspect, this game had real promise of being an excellent game. but when you run out of 02\/die a gazillion times in a row just trying to hack a door (and not cos of the puzzle difficulty but cos of the obscenely poor controls for that part of the game) then the game just becomes immensely frustrating and no fun to play. Made even worse by the fact the issue has been highlighted in other steam reviews a year ago!

If the devs are still patching this and fix the hacking, then it still has the potential to be a great game. As it stands, its likely going to be the first game I have ever requested a steam refund for :(. Disclaimer : I haven't finished it yet, mostly because I came to a point where my lack of chinese language mastery proved to make things more difficult than they should be.

The game is *beautifull*. It has some of the best representation of fire (and fireballs) I have seen so far in a VR game, the environments feel super detailed, so are the NPC models, and the model for the player's staff is superb! The framerate is mostly great, with some drop off in intense moments.

As for the gameplay, it is (so far) a combination of wave fighter and quick time event. In the first part you shoot fireballs at groups of "undead soldiers" (which don't look like zombies, so big plus;)- The fireball physics are again wonderfull. Whilst preparing the spell only requires a simple tigger press shooting and aiming are coupled to the movement of the controller in a realistic way, which makes it interesting and engaging (and difficult). I *think* you can also swing your staff if the soldiers come too close, but I might just have set the soldiers on fire ... not too sure as the action was hectic and fun.

In the second part you battle a demon with magical powers (if you watched Hong Kong Fantasy Kungfu flicks this part will bring back memories). As far as I can tell this consists only of a serie of Quick Time Events, with the action you need to undertake shown in a pictogram and (probably) said out loud by the constant narrator. I am not sure about the narrator, as I don't understand chinese and the subtitles are also only in chinese. It is important to remark that the QTE seem to have a *very* rigid structure. The first one wants you to avoid being speared by moving to the *right* and *only* the right! moving to the left, which would, realistically, work too results in death.
Whilst QTE in VR is an interesting idea I am afraid the unlogical rigidity of the needed actions lessens the impact. THe need to rely on the sometimes obtuse pictogram when you don't understand chinese makes this part frustrating for non-chinese speakers.

Still ... you get a lot of production value for 6\u20ac and if the developer can get around to add english subtitles (and possibly add content, as it felt as if I was already battling the end-boss) this could also be very well received outside of china.

Pro:
 * Beautifull
 * wonderfull Fireball machanics
 * interesting gameplay ideas
 * definitely different "feel" than yyour run of the mill magic game

Con:
 * not enough freedom in the QTEs
 * probably too short
 * english subtitles would be very nice for the rest of the world (Hint for the devs : use google translate if must be, or crowdsource it)

. It's incredibly well-built, visually.

Mechanically, it's solid. Nothing revolutionary.

Some of the level designs feel like someone fell asleep on their "add more enemies" button but it's all manageable through some

trial and error. After a couple hours, it enters that like-clockwork level of difficulty where you need to know exactly where to go and when to do it and if you miss it by a second whoops! you're back to the start. Luckily, levels are short and reload before you can fully express your rage for failing yet again.

A good time-waster with nice visuals. What more is there to like in a game like this?. Jeez, this game needs more reviews!

I've been following this studio since I played Tiny and Big last year (which I LOVED), and while I'm only on the second set of levels so far, I can tell this is another amazing game from Black Pants Studio.

Also, many thanks for GNU\/Linux support!. This is a decent plataformer with fun gameplay.
However, it doesn't save the state (at least for me).

The level design is really ambiguous - as you can read in other reviews there are broken levels.
It is an achievement spam, so don't expect much from it.. Yikes. Just about pooped myself on stream, very sp00ky. Okay I really haven't wanted to do this as for some stupid reason I have kept holding out hope for this one.
I purchased this game the day it released on steam. The game itself is great, fun to play. Really enjoyed the graphics and atmosphere. The content that is available is really good. I raved about it to friends, bought copies for some (Sorry to those people)
Unfortunately the game is incomplete and judging from the last actual patch being 15 DECEMBER, 2014 the ship has long left the planet.
The steam page does not mention anywhere that this game isn't complete or that the devs have said that stages 2-4 will be paid dlc. (Sure it's hidden in the recent updates but I believe it should be on the front page as how many consumers read through all the updates for what appears to be a complete game?)
Though at this point I doubt the extra stages will happen either way.
Randomly after a years silence the dev has just added trading cards to the game? Don't be fooled the dev is NOT active.

If by some miracle actual content gets added I will be first to change my review and sing the games praises.
The game could be great, the dev is not.

although the AI can be abit derpy when moving around the tower defense/RTS hybrid is an interesting idea and for the price you get a fair bit of length!

highly recommend and also would enjoy mod support/workshop support in some manner as well as hopefully future bug fixes!. Amazing, LOVE IT, BEST IN VR. A poor font choice for the UI makes the menus look ugly and harder to read.
- Limited screen resolutions with nothing between 1080p and 4k.
- No tooltips to tell you what the menu buttons do.
- The tutorial breaks on the 4th screen.

I have no idea what to do or how to do it. This is basic stuff that should have been fixed in alpha, let alone beta or release. And I'm trying this out a year after release with version 4.4!

On the plus side;
- <100Mb download and install.
- quick to load. Avoid this developer - They've made some cash and abandoned the product without delivering promised features.. A very good starting point for anyone interested in the world of accounting. My only negative comment would be that the questions asked are rather simple and some seem to be repeated but in slightly different wording. Also worth noting is that I am an accounting major and purchased this for a quick basics review so perhaps beginners will find the repeated questions helpful for retaining information.. THIS GAME IS TRASH DO NOT BUY. Kind of dissapointed but i still reccomend it.So far 2 major flaws first lack of online multiplayer and second no tutorial-training.Some minor bugs but overall gameplay is good and enjoyable,pretty relaxing little game to pass your time.If you like soccer there is no chance you wont like this one although it still doesnt justify it's price.

Update:

Bug fixes:

- Fixed 'frozen frame from last game' when starting a new game;

- Fixed huge performance drop after a long flight;

- Number of enemies is now limited in order to reduce performance issues;

- Other non-critical bug fixes.

Renderer updates:

- Tagged roofs is now rendered as a cone/pyramid; OSM tag 'roof:shape' is not used yet, other roof shapes and parameters will be implemented in further updates;

- Road lanes count is now limited to prevent possible errors on the map;

- Vertical position of the bridges is now calculated more precisely.

Common improvements:

- Added auto-pause on Alt+Tab and on any other cases when window loses focus;

- Data downloader is now utilizes libcurl for HTTPS support.

Working on the map editor is now in progress.. **Update**:
Bug fixes:

- Fixed jerky physics movements (experimental, please use ***--physics-step-v1*** launch option to revert this change);

- Fixed mouse sensivity option applied only after restart;

- Fixed unability to operate the map on extremely high frame rates (>1000 fps), usually happen because of VSync turned off.

. **Changes are coming**:
Big update is coming.
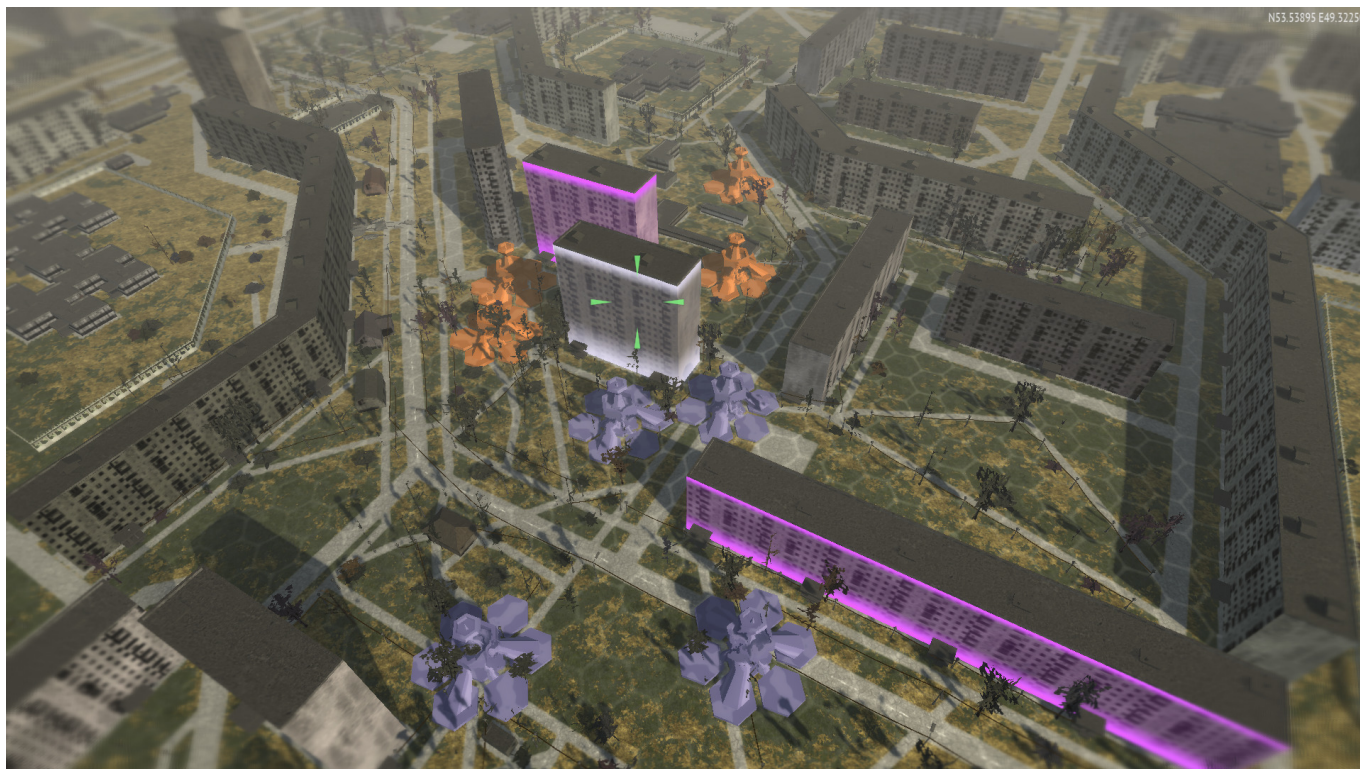
. **By the way, I am alive**:

Trying to develop several projects simultaneously multiplied by bad time management broke all reasonable deadlines. But the game is not abandoned.