Dungeon Shooter 2 Key Serial

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About This Game

Dungeon Shooter 2 combines a bullet hell shooter with random monster spawns, and random level generation to create a fun and challenging experience. You ar 5d3b920ae0

Title: Dungeon Shooter 2
Genre: Action, Strategy
Developer:
Rabid Design Studios
Publisher:
Rabid Design Studios
Release Date: 6 Jun, 2013

Minimum:

OS: Windows XP SP2

Processor: Newer then 2010

Memory: 512 MB RAM

Graphic

English

File this one under "bad". It may have potential if they could convert the controls to be a twin-stick controller scheme but as-is you can only use the mouse to aim and WSAD to move around. The gameplay is not very fun. The quality of the game is extremely minimal, this is the absolute least amount of work you could put into a 3D game. It doesn't seem "unfinished" as much as it just seems like they didn't spend a whole lot of time on it. You can actually play any level of the game right off the bat, you don't need to progress through it to unlock anything. It's actually a really good thing because if you find a level to be

rediculous you can just move onto the next one but I tried the first 3 and I'm just not feeling it. In the level list, I figured "00" would be a sort of training level, since the rest are just numbered 01, 02, 03 and so on. In the "00" level, there's a big minigun turret around the first corner. You can't seem to hurt it, bullets don't seem to affect it much, but there are treasure boxes beside it. When you walk over a treasure box it will open it, but you don't instantly have the ability to pick it up for about a second or so, you basically have to circle around it 3 or 4 times. Well the gun will take you out much faster than that, so it makes picking up any loot basically annoying. Trying to kill enemies is pretty bad too, it's a shame they didn't try to lure me in with any slow progressing "fun" parts instead of basically throwing the player to the dogs on the first levels and having a horrible control scheme to boot.. File this one under "bad". It may have potential if they could convert the controls to be a twin-stick controller scheme but as-is you can only use the mouse to aim and WSAD to move around. The gameplay is not very fun. The quality of the game is extremely minimal, this is the absolute least amount of work you could put into a 3D game. It doesn't seem "unfinished" as much as it just seems like they didn't spend a whole lot of time on it. You can actually play any level of the game right off the bat, you don't need to progress through it to unlock anything. It's actually a really good thing because if you find a level to be rediculous you can just move onto the next one but I tried the first 3 and I'm just not feeling it. In the level list, I figured "00" would be a sort of training level, since the rest are just numbered 01, 02, 03 and so on. In the "00" level, there's a big minigun turret around the first corner. You can't seem to hurt it, bullets don't seem to affect it much, but there are treasure boxes beside it. When you walk over a treasure box it will open it, but you don't instantly have the ability to pick it up for about a second or so, you basically have to circle around it 3 or 4 times. Well the gun will take you out much faster than that, so it makes picking up any loot basically annoying. Trying to kill enemies is pretty bad too, it's a shame they didn't try to lure me in with any slow progressing "fun" parts instead of basically throwing the player to the dogs on the first levels and having a horrible control scheme to boot.