
Snowglobe Download] [key]



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About This Game

Lost and alone, you awaken in a barren place, an isolated temple before you. Inside, a way out...

Inspired by the point and click games of the past, Snowglobe is a virtual reality take on a familiar concept.

In this short adventure game, you'll meet interesting individuals, explore a strange world, and collect items to use in inventive ways to find your way out of the rift.

Coming soon to VR.

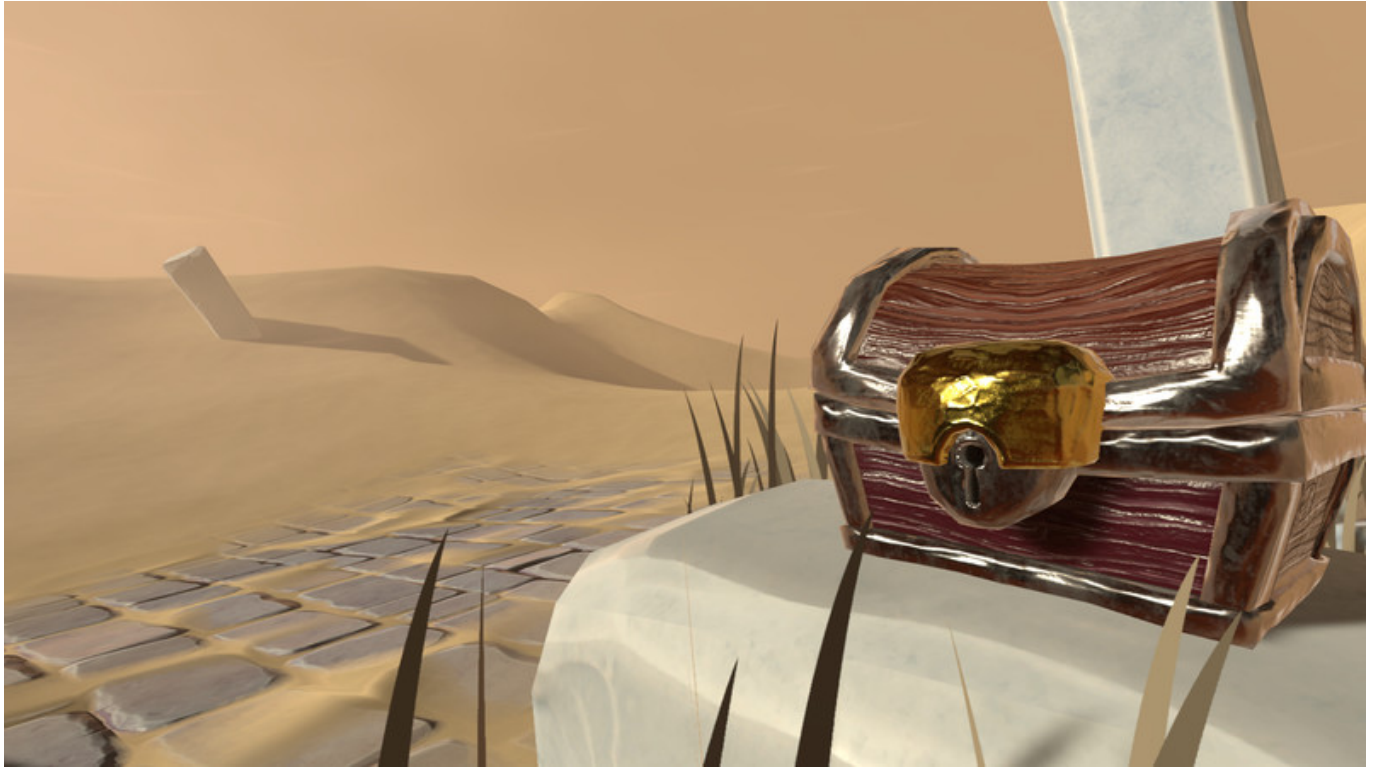
Title: Snowglobe
Genre: Adventure, Indie
Developer:
Friend Factory
Publisher:
Friend Factory
Release Date: 8 Feb, 2018

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English







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Played v1.02 on the Rift (no official support but mostly worked).

Summary:

- An OK starter VR experience marred by interaction issues and lack of cues
- A very short (< 1 hr) experience vaguely similar to M.I.A.

Observations:

- Now that games suddenly have freely interacting "bodies" instead of decade+ standard controller expectations, devs need to really consider physicality as if they were making actual objects.
- I suggest every VR dev go read something like Don Norman's "The Design of Everyday Things"
- Spending longer reviewing the game than playing it...

Pros:

- Decent atmosphere
- Puzzles provide a "reason" for basic VR interactions like pickup\pull, smash\throw, inventory, and bow
- Animal companions having stronger emotional impact in VR than pancake games
- BUT, add some interactions. A human instinctively reaches out to pet or scratch their animals.

Cons:

- I assume this was intentional but the 2 voice overs are so distorted I could barely make out 10% of what was said.
- "you'll meet interesting individuals" implies way more than a couple of 2 sentence VOX
- "In this short adventure game" ... "explore a strange world"
- Another over-promise. 3 small "rooms" is hardly exploring.
- movement is too limited
- adding at least of fixed 90 degree rotate would really help. Was constantly craning around and jumping back and forth trying to get the right distance and angle for iteration
- I (and from some videos, others), flailed around too much.

- picking up and turning screwdriver and picking the lock
- I somehow opened the chest w/o undoing the chains but couldn't get the treats and had to look online as to how that was supposed to work.
- Lots of games let you smash or throw a couple items to no real point other than presence. There were a LOT of pots and this felt like that. Had to go online to find that one pot mattered.
- And again to figure out the turning the screwdriver trick. The picking vs just unlocking was too subtle and needing a cue about the type of interaction.
- With both audio and visual distraction, didn't see the blue house\etc pieces for several minutes. This was a quite arbitrary interaction with no real mechanical\physical framing for why this puzzle did anything.

-
- dog doesn't follow which means a long wait when you realize you need him
 - VR adventure games provide far more points for attempted interaction than a traditional point and click, and "cost" the player far more effort. Therefore the interactions need to be much smoother and more natural to compensate. In this type of game, I want to think things through with my mind not play Twister.
 - Some minor annoyances on (unsupported) Rift, see discussion entry.. Played v1.02 on the Rift (no official support but mostly worked).

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There are occasional interaction issues, and changing some puzzle cues could have smoothed out unnecessary confusion at a few points. Neither of those problems took me out of the world or stopped me wanting to discover what was behind the next door.

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Keep it up!

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