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About This Game

Introduction

Human age of industry caused a steady depletion of the ozone layer, that could not be stopped. Multiple holes in ozone opened up around the world, exposing Earth to the direct solar radiation. This affected plant growth and produced radicals in seawater that killed most marine organisms, and wildlife. Scorching the face of the Earth, turning it into a barren wasteland.

Scorch is a fast paced action shoot em up platformer, set in a post-apocalyptic modern world. An immersive visually stunning world of **Scorch** will challenge your survival instincts, hostile environment will put your wits and reflexes to the test, as you will be facing different enemies, fighting, jumping and climbing your way through every level filled with astonishing detail, to submerge players and deliver the most out of the gameplay experience.

Features

A mix of features that truly make the gameplay a unique and immersive experience!

- An immersive beautiful scorched post-apocalyptic environment, that will sharpen your survival instincts and push your senses

to the limit, as you will learn to use the environment to overcome obstacles and gain an upper hand

- Plan your battles, use the environment to your advantage as you fight for your life against multiple different types of enemies. Duck behind cover and shoot a gas tank to cause an explosion that will break your enemy lines and turn the odds to your favor
- Enhanced with stunning 3D highly detailed environments mixed with an old school 2D sidescroller, takes this Platformer to a whole new experience level of the gameplay
- Play through a full 3 Act long Campaign game mode and venture through different environments of the barren wastelands, ruined cities, abandoned factories and dark caverns
 - Adrenaline pumping gunfights, hidden secrets, and clever puzzles will keep you on your toes as you progress down the storyline. Different types of weapons to choose from, grenades to blow your enemies up and melee weapons to take them down in close combat.
- Steam community perks: Trading Cards

Title: Scorch
Genre: Action, Adventure, Casual, Indie
Developer:
CM Softworks Inc.
Publisher:
CM Softworks Inc.
Release Date: 3 Jan, 2017

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Minimum:

OS: Windows 7

Processor: Intel (R) i5 1.6 GHz

Memory: 2 GB RAM

Graphics: GeForce GT 710 or equivalent

DirectX: Version 9.0c

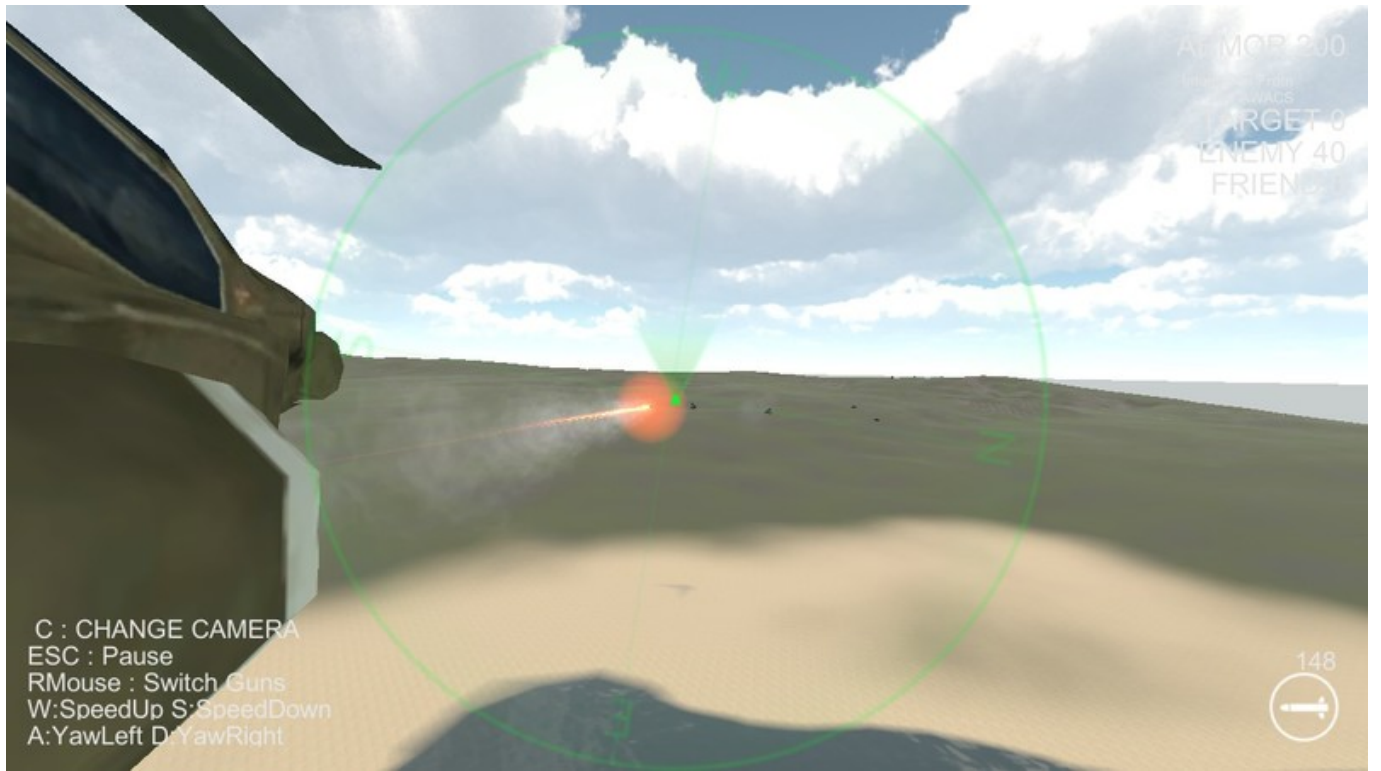
Storage: 4 GB available space

Sound Card: DirectX 9 Compatible Soundcard

Additional Notes: The game might run on lower specs, but that configuration will not be supported.

English







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Although I believe this game was relased a bit early I still really like the concept of it. There is only one mode as of now and two different maps. That really doesn't make it a game you can play for a long time without being bored. I could get into the game and really enjoy it in the future. It just needs some work. I still strongly believe the game is worth giving a try especially if it gets updates often. If you decide to give it a try definetly do the tutorial before anything. This game has potential.. A good concept of a game with poor execution.

First Impression Gameplay: <https://www.youtube.com/watch?v=eCWXJ8Q7qx0&feature=youtu.be>

First the good:

I really enjoy the art style. I get "This War of Mine" vibes, which is the main reason I bought this. The soundtrack is decent, and the story seems interesting.

Now the bad:

Voice acting is poor and you hear the same phrases uttered over and over again every-time an enemy enters the screen. When an enemy does enter the screen, there is a pretty good chance they will shoot you before you can react. I understand this is a side scroller, but not a whole lot of warning before you get lazered from an enemies assault rifle. Glitches are rampant. Enemies will try and shoot you through the floor, you character can get stuck in the crouching animation, the shotgun does not seem to work at all, hit detection is very bad, and you character will get stuck trying to jump over objects. And all of that was discovered with me playing the game under 15 minutes.

All in all, I recommend a hard pass until the Devs can push some updates to fix the issues plaguing this game.. The graphics are ok, but the game feels clunky and quite unpolished, it may have potential, but first things have to be fixed first. Character aiming doesn't feel right, for example there is a jump of angle if you want to aim slightly below the horizontal line, you can't because the character will aim way too low. The character can get stuck on objects such as cars when turning 180 degrees the motion is choppy. The whole gameplay doesn't feel right... Although In a way it reminded me of Deadlight, as of now I really can't recommend this game to anyone, since there are many better side scrollers to play out there.. Scorch has a nice post apocalyptic setting, decent graphics, terrible hitbox and horrible controls! Could have been a nice little game if the devs would fix it. Looks nice, but doesn't play nice.. Maybe it's not the best side scroller that I've played, but it's a good one.

+ Graphics (I like the art very much)

+ Music (great background - not aggressive, quite kind for the ears)

+ Gameplay (Yeah! There are some bugs - like getting stuck in a car, because you jumped or didn't jump in the right moment, but it's not that often)

+ Sounds (If an enemy walking from the left - you can hear him on the left. If from the right - you hear him from the right. Nicely done, but repetitive as ****)

+ Difficulty level (Not very difficult, buy not really easy. Just in point.)

+ Post-apo!

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- Repetitive
 - No checkpoints in levels (which adding a little cursing to the experience)
 - I think that there is no hard story in it (which is a big CON for me)
 - Climat isn't as dark and heavy as it should be in post-apo.

So, for me, it's a stong 3.5/5. I'll have to give it a thumbs down, it feels like a too early release to me.

If you jump in to the game it uses wasd for movement or arrowkeys but it never tells you what the jumpbutton is (other than spacebar)

Same with controller, you can move around with left thumbstick and jump with Y but you can't shoot/crouch.

On KBD, when I tried wasd I don't know what W does....

I did love the post apocalyptic scenery but I did unfortunately enough not enjoy the gameplay and its mechanics.... Looks good, gameplay bad.

If your the game dev and your reading this its gonna be addressed to you. First of all your graphics are awesome! But it gets boring after about an hour of play. I would have some more voice actors and give the nameless enemies some charater! It also i think it would be awesome with some story like your going out to find your lost son or something of that nature and the raiders your killing is to get to a boss to get more info on finding said person. If you came out with a game like that i would buy it in a heart beat! But in the current state i wouldnt recommend buying this game. it just doesnt have any content to play. its the same thing over and over! Also for the love of god please put in a check point system as like a level diffculty! It made it difficult to record this for a lets play!

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