Subject A-119 Full Crack [full Version]

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About This Game

Description

Subject A-119 is a puzzle/adventure game about Subject A-119(the player), you are the first successful experiment in a series of clones. You wake up unintentionally and you don't know who, what or where you are.

Your goal find out what you are, you do this by wandering around the facility and solving numerous puzzles.

Spells/Abilities

Energy Ball
To make for example a hole in a wall, move physics objects and hit a button
Tele Energy Ball
If this hits a physics objects it gets moved to the player, can also be used to destroy stuff and hit buttons.
Energy Beam
Can't shoot up or down, destroys stuff but can also be used to hit buttons.
Time Travel Shield
This effect lasts for 10 seconds, you get teleported to the past and if you put a physics object in the shield you can bring it with you to the future.
Telekinesis
For picking up and throwing physics objects.
Turn back time

Move objects back in time, for example, you put a cube on button A, then move the cube to button B, cast this spell, the object will move from button B to button A at the same path as you took it.

Title: Subject A-119
Genre: Adventure, Casual
Developer:
Heekdevelopment
Publisher:
Heekdevelopment
Release Date: 9 Jun, 2017

 a09c17d780

Minimum:

OS: Windows 7 64-bit

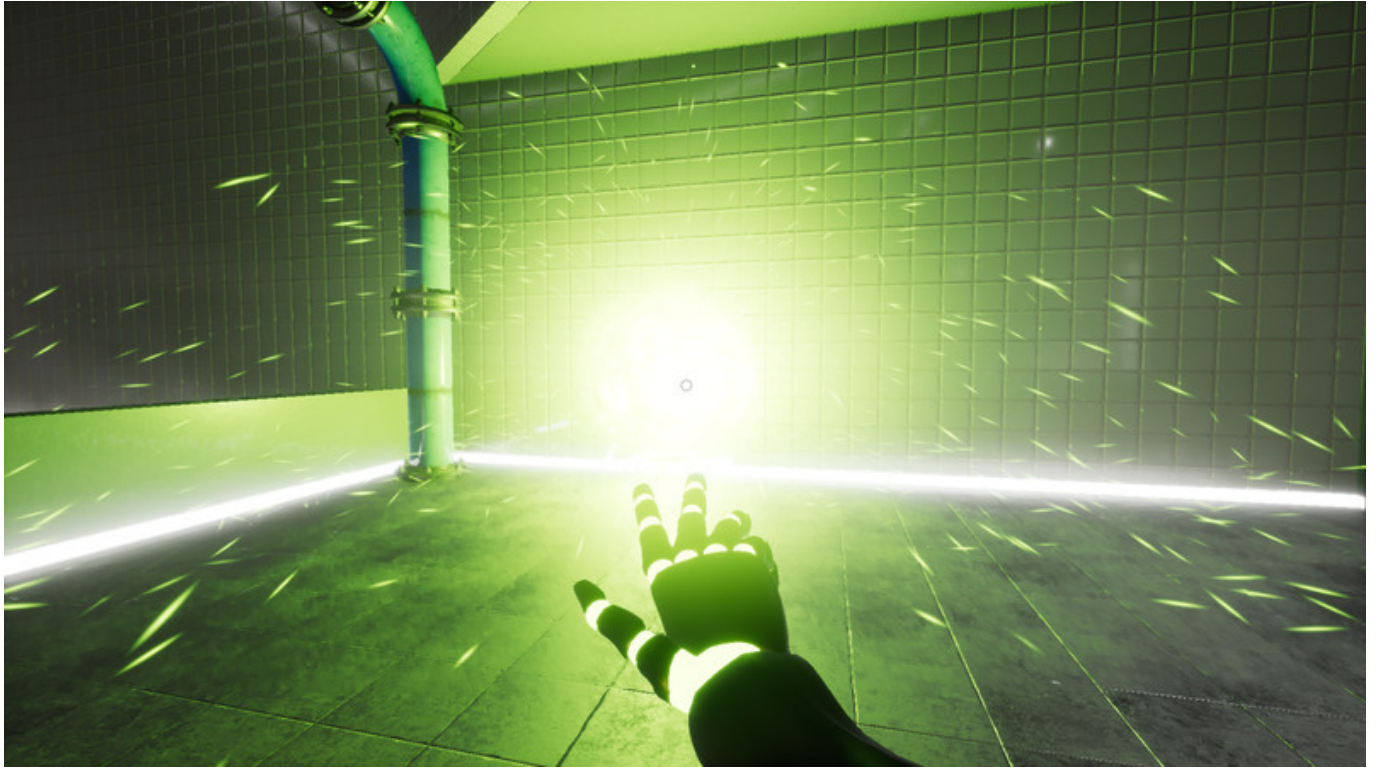**Processor:** Quad-core Intel or AMD processor, 2.5 GHz or faster
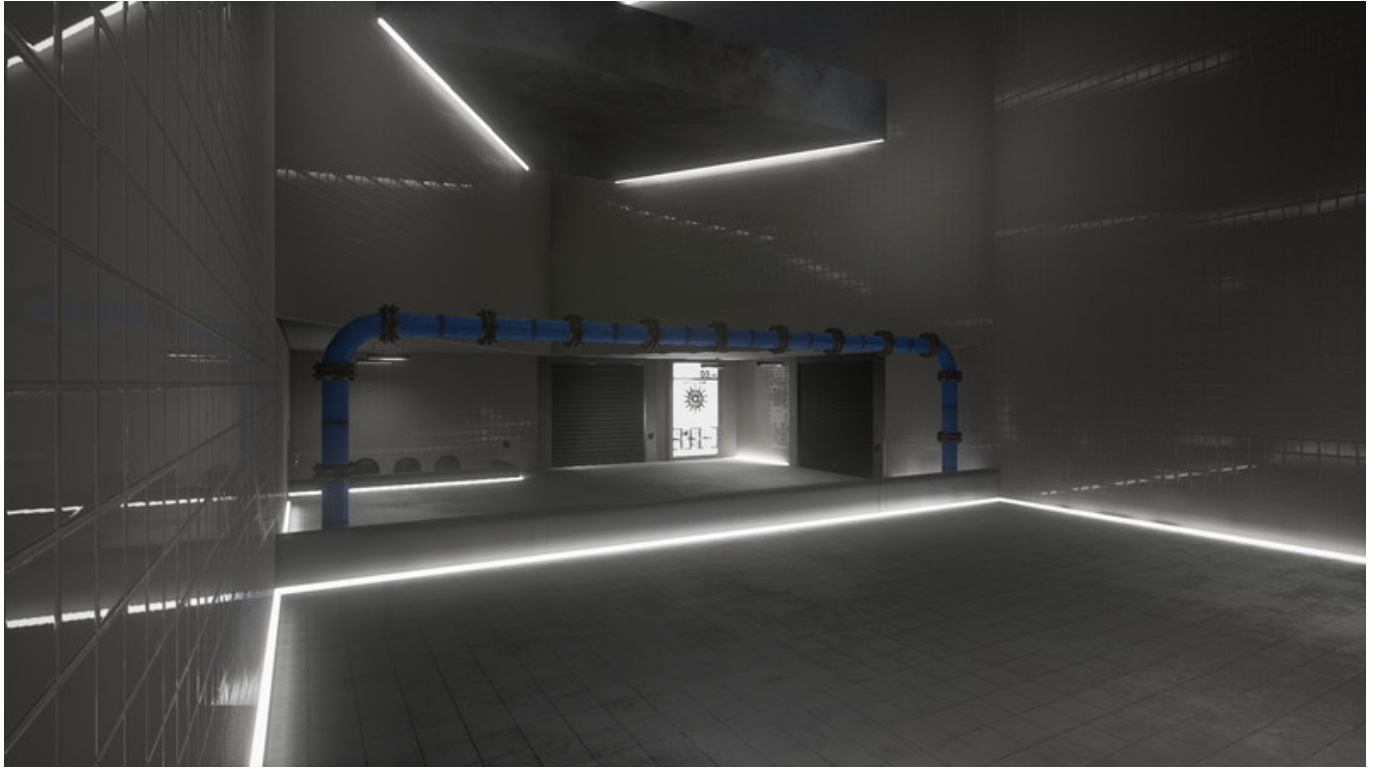
Memory: 8 GB RAM

Graphics: NVIDIA GeForce GTX 580 ti or AMD Radeon HD 6970

DirectX: Version 11

Storage: 5 GB available space

English

https://www.youtube.com/watch?v=Jz4TV-PsC4s

I had some major issues with the third puzzle. (It seems to be luck based)
But I really like the idea here. I am hoping it gets a lot better, and maybe they do something about the third level.
. I think this was released far too early. It really needs to have an introductory area for each of the abilities like how well Portal did with the easy learning curve. The whole game through you have to just figure out what they do. I got lucky on the first map that used the "clock with the 3 arrows over it" as I had no clue as to what it did. The 2nd area with it I ended up on the store page where I finally found far down in the description what each thing actually did.
The parkour crap is plain annoying and not a puzzle. Those were like filler rooms.

It has some cool ideas and concepts, but it just feels like half the game is missing.
A combination of these things made many areas quite annoying.
Also, all the text popping up at the beginning with the controls WHILE the guy was speaking was not smart. Have the monologue then release the player and remind them of the controls.

No Quick Saves/Loads sucks. You must go to main menu and reload the whole game and lose any progress in the level you were in. Glitchy in places. The shiny/higly reflective ceiling is confusing at times making it seem like there are gaps over walls for instance. Also makes it somewhat hard on the eyes.

While I do appreciate the hard work from only ONE person making this, it's no excuse to release it in this state. They should've called on for volunteers to help. Many people would have helped for free.

Bottom line: I can not recommend at the current price point and in its current state. Will update if there's a major update to the game.

I recorded my full blind run of the game. I was going to do a walkthrough video as well, but by the time I finished, I couldn't stand the thought of playing it again.

Video: https://youtu.be/a96PjpTu6ss

P.S. (Other random thoughts)

The whole maze thing using the time power is such a cliche thing from Portal and most people do not like the maze/world portal thing that I know of.

Oh, and in that one level with the 2 cubes, 5 barriers, + the 2 small barriers for the cube holes. . . There's nothing to tell the person what opens the door. 2 Big buttons and 2 small buttons. It would make more sense to have to get them where you do in this level, but with the cubes on the same size buttons. AKA, no signage/antline issue.

The area with the stairs is the only area where I knew what was truly intended and tried to break, but couldn't. That being said, I have no clue on many others if I did them as intended.

PLEASE KEEP WORKING ON THIS! GET SOME HELP! It feels like you got burned out and said \u2665\u2665\u2665\u2665 it, close enough, to make some quick cash or something.
A small group could make this a really good game.

Addendum: 3 Steam cards and all 3 were Orange cubes.

 Got all achievements just by finishing the game except for one and no details are given until you actually get it. This will not be a 100% game.. Pros:
Another Portal Inspired Puzzle game
Native 21:9 Support (3440 & 2560)
Ability to Remap Controls

[Unreal Engine 4](#)

[Cons:](#)
[Story is Meh](#)
[No AMD Crossfire Support](#)
[Game is buggy in certain areas](#)
[Some Puzzles are really Ambiguous](#)
[Special Abilities are not used consistently throughout gameplay. Some abilities may only be used for one level and then never touched again while others may not have been used at all](#)
[No beginning tutorial causes gameplay to be extremely frustrating](#)
[Poor Optimization: Game runs at 30 FPS with R9 290x 8Gb](#)
[Price: $4.99](#)

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