Crest - An Indirect God Sim Reset Key

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About This Game

Welcome to Crest, a unique take on the traditional god sim, where your word is gospel. Control and guide your followers by issuing commandments written in an evolving picto 5d3b920ae0

Title: Crest - an indirect god sim
Genre: Casual, Indie, Simulation, Strategy
Developer:
Eat Create Sleep
Publisher:
Eat Create Sleep
Release Date: 8 Mar, 2018

Minimum:

OS: Windows Vista SP1 or newer

Processor: 3 GHz

Memory: 8 GB RAM

Graphic

English

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TLDR; the design leads to a frustrating and disheartening experience despite the interesting ideas. I only played the game for 2 hours, so perhaps some of these problems aren't as bad later on or in a different mode, but here's what made me stop enjoying it: First problem: The events of the game are very divorced from the actions the player takes, meaning there is no feeling of satisfaction from making a good choice. On top of that, the clear, quest-style method for gaining research points really doesn't mesh well with that indirect nature - it took me over half an hour to go from 7/8 to 8/8 bushes planted, with most of my commandments going into 'pick berries'. Second problem: There are really only 4 different types of 'nouns' - food, terrain, ores and people - and only 2-3 of the verbs are relevant to the groups other than people (why would people near lions specifically attack/not-attack people near hyenas?), meaning the core gameplay gets boring pretty fast. Third problem: it really sucks to be put into a perfect, beautiful world with no war and no problems, be given the task of keeping people with emotions and needs and autonomy safe and happy, and then slowly see the resources stripped bare, people hating and destroying things and eventually fighting among themselves, while feeling like it's both your fault and the nature of the game. The core idea is interesting, but it doesn't fit with the game it's in, like bacon in a cake. I think if perhaps it was set up more like a puzzle game - with a dysfunctional country that you have to 'fix' through the commands - it would work a lot better.. unless the dev pulls off a miracle before they abandon it then its not worth your time.

Dev Blog #128 - Much Ado About the Mini-map : Exploration module will bring with it many new features for you to explore and navigating through it all could become difficult at times. In order to make the navigation in the world easier we have now implemented a mini-map so the players will be able to jump to new areas faster. We have also worked on pathfinding around islands, animal icons, words, preparing for conferences and more. Read all about it on our dev blog [eatcreatesleep.net] .. Dev Blog #132 - Fight or Flight : Fight or flight is what we have been implementing with our animals, what is their threshold on when to fight or run away? Its what we are trying to figure out. This week we have also been working on a running animation for our lion, warrior formation and we have a new recruit in our midst. Read all about it on our dev blog [eatcreatesleep.net] .. Dev Blog #126 - To the Castle : In the quest for investors, two brave souls from our studio crossed the sea and went to Invest in Gaming in Vxj this week. If it was successful remains to be seen but were hopeful. We also fought our way through some side quests this week such as disposition UI, water system and festivals. Read all about it on our dev blog [eatcreatesleep.net] .. Dev Blog #165 - Debugging, Debugging & Debugging : This week all our programmers gathered together to take apart Crest's code piece by piece to find what's causing the random crashes. We finally did! But the journey there was rather adventurous as you'll find out below.. Dev Blog #146 - A Place for the Dead : A rock band called Alice in Chains once sang Gonna end up a big ole pile a them bones. Its a sobering thought, I guess. Well, with this as inspiration we began making them dry bones for our creatures in the game. It sounds dark, but good feedback, bones are also a legacy, a calcium enriched one! But theres also great news from the states of the eagle and lots of UI shenanigans, read more about the details on the dev blog [eatcreatesleep.net] !. Dev Blog #151 - Brushing Up : Most of the work this week has been around improving usability and user experience based on all the feedback we got from you in the recent weeks.

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