AEGYPTUS Download For Pc In Parts

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About This Game

A game inspired on Egyptian mythology, consist of two different gameplay types, finished the survival-style open world game map and complete the objectives to access the various pyramids where the gameplay changes radically, explores the various dungeons and survive traps. Find the exit and seals the various pyramids to escape from Egyptian gods who try in every way to block you and keep you from escaping away..

Aegyptus is an open world adventure with elements of survival and enigmas, climatic events and a totally hand-drawn story with comics, you're alone in the desert and you have to find a way to escape, search for water springs for not dehydrate yourself, find a way to enter the pyramid and you'll be catapulted into an Egyptian dungeon where in addition to avoid deadly traps you have to escape from anubis fury, the game proposes three totally different gameplay styles alternating: survival, deadly dungeons Full of mortal traps and escape.

KEY FEATURES IN PREALPHA

. The desert, a huge freely explored borderless map (Completed)
. Day night cycle in real time (Completed)
. First part of the story hand drawn on paper (Completed)
. Rain climatic event that affects the gameplay (water sources fill in during rains but exhaust with the heat of the desert) (Completed)
. Possibility to change visuals between first and third person (Completed)
. Complete hud with stamina, dehydration, batteries and updated targets (Completed)
. Pause menu with keyboard/gamepad commands (actually not configurable) (Completed)
. Over 50 sounds made for the actions of the main character and nice sound for the desert and dungeon atmosphere (Completed)
. 8 complete puzzles (Completed)
. Footprints in real-time terrain so as not to get lost in the desert (Completed)
. Torch to be charged with batteries to fight the night (Completed)
. Titans(giant worms) (Completed)
. First dungeon (Completed)

DEVELOPMENT OF GAME

Currently aegyptus is in the prealpha version and I am working on content that will be released gradually through future patches to make gaming experience even more immersive and addictive.

CURRENTLY PLANNED KEY FUTURE FEATURES

. Steam emoticons
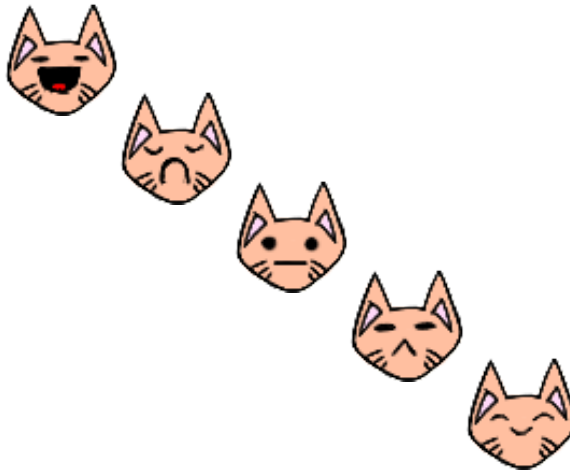
. 3 dungeons within their respective pyramids with over 20 different types of traps (Work in progress)
. A lot of original hand-made paper designs that will tell the story's evolution and will also be incorporated into gameplay (Work in progress)
. 2 Egyptians boss(anubis and horus) trying to stop at some parts of the dungeons (Work in progress)
. Quick time events in certain sections of the game (Work in progress)
. Steam achievements (Work in progress)
. Steam cards (Work in progress)

Some of these things may change or be modified during project development

Title: AEGYPTUS
Genre: Action, Adventure, Indie, Simulation, Early Access
Developer:
Luciano Cargiolli
Publisher:
JustPlayNow
Release Date: 15 Aug, 2017

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Minimum:

OS: Windows 7/8/10 64bit

Processor: Intel Core i3-530, AMD Athlon II X2 270

Memory: 4096 MB RAM

Graphics: GeForce GTX 650 (1024 MB), Radeon HD 7770 (1024 MB)

DirectX: Version 11

Storage: 4257 MB available space

Sound Card: DirectX®-compatible

Additional Notes: Game not tested on notebook chipsets

English

WATER

STAMINA

BATTERY

REMEMBER to recover water after the rains from the amphorae
so as not to die dehydrated

OBJECTIVES
Escape

Early Access indeed, so I am really hoping for more improvements.

Like for now, that jumping titan worm and the misplaced shadows is kinda weird to me. Like I hear a rumble, I look around, I see shadows going over the ground, I look in the sky, there is nothing and then you see the titan worm jump out of the ground. It's like the shadows are from underneath and the worm is doing like 360 degrees roundabouts. This need to be done better. But seriously, that jumping worm is getting old fast. I would suggest to keep it low profile, making it move through the sands and underneath. Having patches of solid sands (with trees of the drinking spots or low vegetation) where you can stand and be safe, but when you set foot on the loose sand, the ground starts to rumble and the titan worm is coming for you. That makes the game more interesting. But this is just a suggestion and I have no idea how far the knowledge is from the developer and the possibilities of the game engine in order to visualize it.

If not, then you could implement giant statues walking in the night, floods of scarabs moving around when the lightning strikes down... Just to have some variation in "events"...

The points of interest, I would rather prefer it as a little puzzle, like now you see a picture to warn you that there is something special there. You look around and you see the object which is easy to grab. Would be nicer if you have to do some effort in obtaining the object. If so, then there should be more points of interest, because they are always fun to do. And maybe when you pick it up, you can rotate it and you can read a little bit about the object.
As puzzle, maybe just a big stone with a window, when you activate it, a puzzle shows up which you need to solve in order to obtain the object of interest...

I like that the torches go out when it rains. And that the water dissappears due of the heat. Running is not quite what I would have expected, but knowing that you can't run fast in desert sand, I accept it. Then I would expect that you can run faster when on solid ground. (assuming when you go in the dungeon, your movement speed is a bit faster) But that is not yet the case.

As for now, the "open world" is somewhat limited, the objects and buildings are too close to eachother, making the surrounding open space not interesting to go into. There might be something, who knows, but its not making me EAGER to explore it.

OVERALL PICTURE

The game has the potention to be something interesting, but at the moment it's not. It's quite dull, agitating (running is so slow, the dullness of everything around it agitates me tremendously)
It can become something awesome but I don't think the engine will let that dream become reality... But maybe the creativity of the developer might do the trick...

For now, because I got bored fairly quickly, I do not recommend to buy this game.
But as an extra NOTE: You can buy this game to support the developer so this game might be placed on a turn table and blow our minds.

JULY 2018

So I noticed the developer did some work on this game, for example, he is using a different engine, improved some elements and the hud looks different. Gonna install the game again and play it again, curious if it is now better or not. If it is better, I will rewrite this entire review.. game ok in early acces good grafics cotroler mouse taste good deseve all money the other games. Reading the description of Aegyptus makes it sound pretty interesting and like something you may want to try out. I wouldn't recommend it. The game is still in Early Access and is in a pre-alpha state and comes off relatively bland and somewhat featureless.

The developer does seem to have a few interesting ideas up their sleeve and I'm curious to see if they manage to bring them to fruition. If so then I'll gladly change my review to a recommend because some of the ideas presented look like they could be really fun.

Just for now I'd hold off on hitting that buy button unless you feel like floundering around a pretty barren desert, hoping you

don't dehydrate.

Kind of like I did here (also if you wanna see it in action): https:\/\/youtu.be\/XP1hxjVULWw. I support this game and early access games from people with an idea. For the price its good and is getting better; I'm interested where it goes from here..
Enticing screenshots aside, there isn't really anything to do in this early version of the game.
The statues scattered throughout the desert were the most intriguing aspect but once you have gotten to them, there is no interaction.
Stamina bar is awful.
Content is bare-bones.
It needs a LOT more to be worth the asking price.

https:\/\/youtu.be\/wRY3uHe7-ZY