
Close Order FULL

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About This Game

Close Order is an arcade shooter with one simple goal: become a badass armada! It's not about you. It's about other ships around you known as minions that exponentially inc 5d3b920ae0

Title: Close Order
Genre: Action, Indie
Developer:
Raconteur Games
Publisher:
Raconteur Games
Release Date: 21 Jan, 2016

English

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a promising game but unfortunately buggy and not very polished. the premise is a bullet hell/third person fleet shooter. you start as a single ship and buy more and chose their fomration while trying to sirvive. unfortunately the cutscenes leave artifacts as they progress, when dialogue or text happens it takes a significant portion of the screen starting at the lower left and makes it black. when you buy ships the game pauses and for some reason the only was to unpaue the game is to bring up the pause menu. game play is best with a controller but trying to do anything in the menues is imposible due to the exreme sentivity setting that you

can't change.. The game shows much promise for its current state of development. While there are some balancing issues and other small glitches itu2019s what you would expect from an "early access" game. Overall the gameplay is entertaining in short play sessions but lacks incentive to keep playing. However, these are all thing that can be easily fixed as updates role out. I would recommend this to anyone looking for a casual arcade space shooter.. It's quite fun, very very simple but fun to play which is the important bit.. I purchased this game very soon after its release. It looked from the videos and screenshots like a fun action shooter game. I unfortunatley turned out to be wrong. After booting up the game, I played a quick tutuorial mission, in which I discovered the fidley controls, vague objectives, and confusing camera angles. Moving around feels floaty, and it is near impossible to have any sort of percession while moving. You can either sit still and take massive amounts of damage while you fire, or spray and pray, missing every shot. The menu is also very fidley and sensitive. Trying to select a new minion to purchase requires you to move your mouse very slowly, and you often fly past the option you want to it just doesn't select when you do eventually reach it. In the tutorial, I was shown several ships to defeat. I defeated them all (with some effort) and was taken into the first mission. I was then given nearly no direction whatsoever. I floated off into the endless world with no idea where I was going. An "endless" world may sound exciting, but it is just a black background with a few stars permanently sitting in the distance. I eventually doubled back and spoted a hard to see asteroid belt that I needed to follow. This style covers half of the game, and could possibly be a fun challenge, if the other half wasn't just going to white dots on your map, getting some text, and going to a new white dot. Both types of gameplay are extremely tedious, and the battles take up very little of the actual gameplay. This game looked very promising. But after playing it for a short while I realized it needed a lot of work to become what I would consider a good game. The many glitches (a few of which are gamebreaking), unpolished controls and menus, and the overall fidley gameplay make this game one I would certainly not recommend.. Fun idea but the UI is broken. The level select is unintuitive and right clicking while dragging a ship causes the game to bug out.. The game shows much promise for its current state of development. While there are some balancing issues and other small glitches itu2019s what you would expect from an "early access" game. Overall the gameplay is entertaining in short play sessions but lacks incentive to keep playing. However, these are all thing that can be easily fixed as updates role out. I would recommend this to anyone looking for a casual arcade space shooter.

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