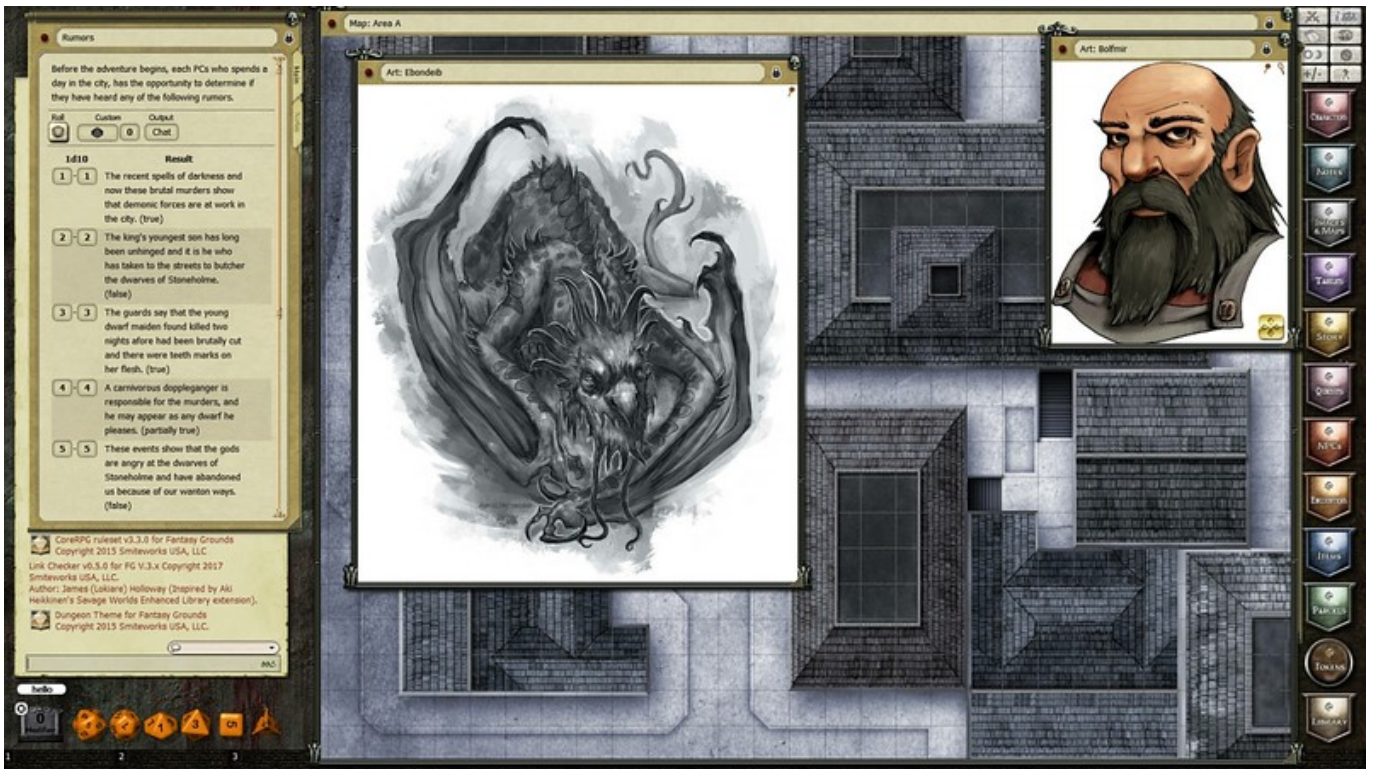


Articy:draft 3 - Flex License Download Exe File



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About This Software

Flex license - What's this?



This new license gives you **all the features** of the most recent articy:draft version, incl. the **commercial use right**. It's **flexible**, because you only pay a low monthly fee and can cancel your subscription each month. If you pay on a yearly basis, you get an even lower rate.

About articy:draft

articy:draft is a visual environment for the creation and organization of game and story content - such as non-linear storylines, branching dialogues, level layouts or character and item databases. All content can be exported into various formats - including JSON, XML and Microsoft Office. With version 3 and higher, you can also integrate your content easily into Unity with the comprehensive articy:draft to Unity plugin.

Features

- Plan non-linear stories
- Write branching conversations
- Control game logic with variables and conditions
- Simulate your story content to find problems early on
- Manage large amounts of game objects (characters, items, ...)
- Sketch locations and communicate level ideas
- Document your game in detail
- Export to Word
- Export & Import to Excel for localization
- Export to JSON or XML to integrate your content
- Integrate your content in Unity easily
- Commercial Usage
- *and more...*

Story, Mission & Quest Design

articy:draft makes the creation of interactive, branching content easy. It's perfect for your narrative structure design. Each node in your story or mission flowchart can contain an inner flowchart. For example, you can start with a top-level chapter-like structure and break it down into further and further until reaching single lines of dialogue. This nested approach ensures clean and organized flowcharts.

Finally, use the simulation mode to test your flow logic before you export it. By using variables, conditions and instructions you can control the flow your game. For instance, if you want a line of dialogue only to show up when certain conditions are fulfilled.

Unity Integration

Boost your iteration process. Our comprehensive Unity plugin gets your content ready to use to Unity with just a few clicks.

Game Object Database

articy:draft includes a powerful game object database with a flexible template system. Build everything, from characters, items, spells to weapons and skills. Create your objects as templates and use them wherever you need them.

Use And Create Plugins

Automate tasks and customize workflows by using custom plugins. The Macro Devkit enables you to develop your own plugins

fast and easily.

Location Planning

With its build-in location editor, a vector-based 2D drawing tool, you can easily plan your game world and single levels. This editor is an iteration-friendly sketching tool for maps and scenarios. You can place story events, spawn points and trigger zones on the map for planning purposes. For some game genres, the location editor can even produce the actual game output. For example 2D layer-based backgrounds for point'n'click adventures or hidden object games.

Title: articy:draft 3 - Flex License
Genre: Design & Illustration, Education, Utilities
Developer:
ByteRockers' Games
Publisher:
articy Software
Release Date: 5 Oct, 2015

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Minimum:

OS: Windows Vista or higher

Processor: Intel i5 or comparable

Memory: 4 GB RAM

Graphics: recent nVidia or AMD graphics card

DirectX: Version 9.0c

Storage: 2 GB available space

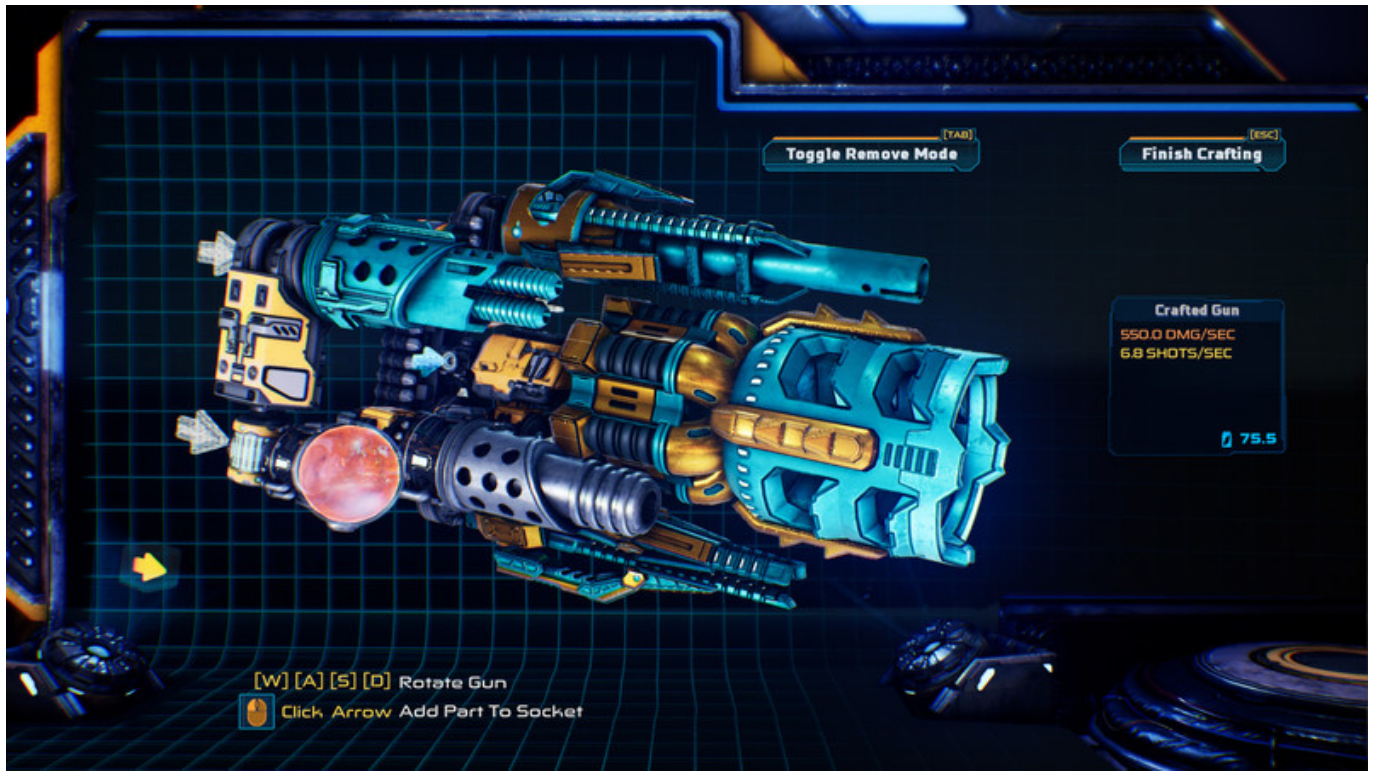
Sound Card: not required

English,German,Russian,Italian,Polish

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For a first game from a small dev, it's a pretty swell point-and-click adventure. Takes about 5 to 6 hours to complete. The puzzles made sense - I only got stuck a few times due to missing an item or conversation earlier. I enjoyed learning the lore and how the bad guys were portrayed. The item combining system was a bit of a hassle to use.

PROS

puzzles
lore
music

NEUTRAL

that RPG Maker look

CONS

lack of proof-reading (will probably be fixed in a future update)
some bugs (ditto)
item combining could use some fine-tuning

All in all, I consider it money well spent, and look forward to seeing what One Bit Studio will do next.. Its a good concept but literally atleast add bots to shoot around with, Literally nobody is online and when 2 people finally came online they left after a minute. During explosions there is no possible way that you can get 60 fps, your aim goes up and down each time a missile hits something in the room. Which makes it IMPOSSIBLE to shoot even straight. You always get the message you failed... WHY? I run, try my best health is never 0? What's wrong???? 3/10 I don't support it but the idea looked good.. It is hard to describe how much fun I have had with this game. My VR library is at nearly 50 titles now and I have to say that this is easily in the top 10% of what I play. It is very simple to play making it easy for newcomers to VR to enjoy. There's no real "movement" going on, so it is very unlikely to make anyone feel queasy.

The only downside is that it is "the thing you do" forever. It will get harder, sure, but you'll be doing the exact same thing - shooting flying targets. Still, between guests and my roommate and so forth, I've gotten my money's worth several times over.

Overall, if you like Space Pirate Trainer, then you should probably buy this game as it's somewhat like it. And if you didn't like Space Pirate Trainer, then you may still want to give this game a look as it won't have you dodging and ducking as much as SPT.. A refreshing game in the point & click adventure games genre.

I think they did a fantastic job and made a very enjoyable adventure game.

At this point i'm somewhere in the second case and I want to click everything speak to everyone and haven't felt the urge or need to look up a hint because I was stuck, however I did need to re-load a save game because of a choice i've made, but that's the beauty of this game!

The graphics look wonderful and the soundtrack is magnificent!

haven't heard such good music in a adventure game i've played lately as I recall, the voices are also recorded very well!

There was only one time I heard a voice actors volume change a bit but it's spot on!

The Cases are also very nice, with ALOT of scenes to visit, most point & click games do not have a much as Lamplight City, so I think this is a no brainer.

Glad I made the purchase, so should you! ;-). It's a great idea with a lot of potential. It was fun to play, even with the little content it had.

Unfortunately, it's dead.

Largest (and only) server I haf was one I hosted with bots that had 2 people join at one point.

It's fun, but it's dead.

I would not buy it right now.. Mainlining has a simplistic take on hacking: just find a target and download files. Most time is not spent hacking, but looking at files and websites--sifting through to find the next target, piecing together events, laughing at the really bad pony fanfiction. The art directon is neat, consisting of pixelated parodies/tributes to various web designs and operating systems. The writing is excellent, and keeps me wanting to play the game.

My main complaint is that the accusation system doesn't make any sense. At the end of each case, you must name a person, their location, and evidence against them. I believe there are multiple solutions every time but the game always seems to have different ideas from me. A wrong guess leads to newspaper headlines saying so-and-so was released after arrest, which doesn't make any sense, especially when the only thing I got wrong was their location. It would have been better to get some hints about what's wrong with the guess.. Incredibly fun with a super friendly and dedicated comunity, albeit a small one.. Great my ddues. Couldn't put it down. Really captures the classic point and click adventure games that I love, but with some unique sci-fi mechanics to shake up genre tropes a little bit.

Great nostalgic memories of playing City Sim builders growing up. It would be awesome to have the fun natural disasters feature like Godzilla or Alien space ships destroying the city. Pre-built cities would be cool too.. Although being a mobile port, the game functions well on my laptop.

No lag or freeze whatsoever. The design and UI is very beautiful.

Pro:

-Cute monsters. Though none of them are original pokemon, this game has the pokemon feel to it. A must-have for all the pokemon fans.

-Many missions and hundreds of monsters to be collected

-Fun anime style music

-Gems match 3 movement is smooth and solid

-Beautiful map

Cons:

-Tutorial isn't clear on how to locate the needed materials to evolve my monsters

-Side missions are pretty challenging from the start

-No PvP

-No Steam achievement?

-No Steam Cloud? How do I save my progress?

At 30% off the original price, I don't mind adding this to my collection.

Being a Pokemon fans, I'm glad there is game like this in my Steam collection.

. Spam buttons for less than 5 minutes, get all the achievements,delete game.

While the game itself is not that bad ,it probably appeals to people who like to get more perfect games.

Overall:6/10.. Not recommending... but with caveats.

I did not enjoy it. You might.

The art was pretty enough, nothing special. The music was appropriate, nothing special. The story felt shallow and uninspired, nothing special. The concept seemed interesting at first, but as the game went on, again, nothing special.

It got so close, on so many things, but failed to reach any significant milestones or marks for me.

The killer was... the fairly horrid controls.

For a kid, with 20 fingers and lightning fast reflexes, the controls may work. I shouldn't have to do a sonic platform speedrunner to play a point & click game. And being middle-aged, with significant arthritis, the controls just flat out hurt my hands and wrists. And I could find no way around it. Any input lag, from any cause, will make the gravity glove rage inducing. And you cannot progress in several areas without using it fast, and well. With no lag or hestiation.

Again, it may be cute, and it may be great for kids and teens hyped up on sugar and caffeinated energy drinks. But it was a huge disappointment for me. No thought appears to have gone into making the game accessible, and playable for people with different abilities or slower computer systems. The controls limit the audience who will be able to play and enjoy the game, IMHO.

Maybe you are one who can. Sorry, I couldn't.

(Late edit to correct multiple horrid spelling errors... thank you, dyslexia is a real thing.). This is a very fun game, I just wish they would also release the expansions for it. For me, the expansions are really what made this game fantastic. This game is hot♥♥♥♥♥. More Like Super Chuby Knight. Though with all the negative reviews, I've had alright fun with it, Yes it's really repetetive but it's a good time killer in my opinion. That being said, it does definitely needs a few improvements such as new guns, better AI and at least another map.. Memes usually come from our culture misteps. Some memes may only be seen for some days, weeks... on 9gag. Other memes may fix their status being shown through the plot of a story, a song or a movie. But here lies the one meme that became a fully functional, entertaining, and wonderful game.

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