
Floors Of Discomfort FULL



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About This Game

Floors of Discomfort is a fast paced, extremely difficult, rogue-lite, platformer. Choose from one of five unlockable characters, each with their own back stories, and reasons for being in the lair of Nexrolis. Each character offers a different style of gameplay. Play as the Pumpkin and absorb damage with the Thorn Shield, or choose the Skeleton Wizard and keep your distance while dealing damage from afar. Collect coins to spend in the shop, or kill Elites and collect rare items to assist you along the way. Battle through six increasingly difficult levels, and destroy Nexrolis to avenge the life that he took away from you.

Floors of Discomfort combines the best of three different worlds to give one awesome experience. We have drawn from the roguelike idea of procedural generation and permadeath, making Floors of Discomfort feel different every time it is played. We have taken from platformers by adding simple platforming like gameplay, giving a different feel to what might be expected from a game like FoD. We have drawn from action games, making Floors of Discomfort a very fast paced, challenging, experience that will keep you on your toes the entire run. These three aspects come together to create a game that offers a unique experience that is both rewarding, and satisfying.

Title: Floors of Discomfort
Genre: Action, Indie, RPG
Developer:
Three Prong Productions
Publisher:
Three Prong Productions
Release Date: 26 May, 2015

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Minimum:

OS: Windows XP / Vista / 7

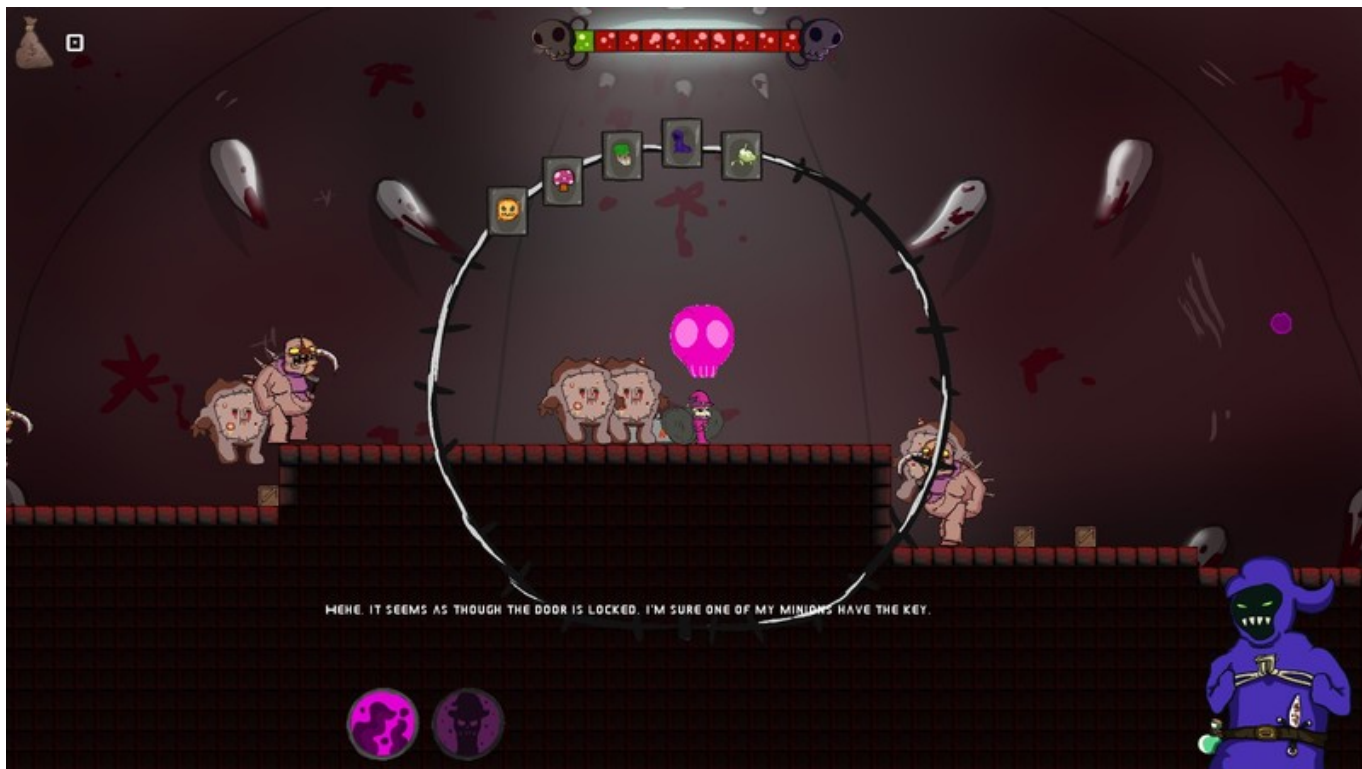
Processor: 2.5 GHz

Memory: 1 GB RAM

Graphics: OpenGL Compatible Card

Storage: 200 MB available space

English







The keys do not correlate with the control instructions. Particularly 'F' which is supposed to open shop. Never does. The game itself is mediocre, but it could still be a little entertaining if you could actually play, as its ment to be played. Which you can't, because the keys to fit the commands. Oh yeah, and niether does any other key on the keyboard... or even numbers.. Whoever made the sprites for this game needs to have an anchor management meeting with his therapist

+chool. I beat the game and found it enjoyable. I liked the art, gameplay, and unlockable characters. The art gives this game a distinct kind of character that you wont find in many other places. The music is also a plus. The characters in this game are diverse, and I enjoyed playing them, especially the Skelewizard. The gameplay is very basic, and easy to grasp. Progressing through the various "floors" requires you to acquire items to make up for your character's shortcomings and counter the enemies ahead. I would buy this game if you have some spare change and want something to pass a bit of time with.

The game has a few flaws, mostly being glitches and a lack of a items. There is a decent amount of items in the game, some you can buy in the store, and some that you must pick up in chests and from bosses. I found that, however, in a short time I had already seen what I believe to be all of the items. It would be nice to see more items added to the game. I am happy with the items in the game so far, as they all feel unique and helpful to some degree (except for temporary boost gems). While there may be some glitches, they were a minor inconveniencie to me.

All in all, I would purchase this short game if you are looking for a quick fix. While not a completely stellar game, it has its charm, and you can't argue with the price.. This game is a joke. I'll just list everything that is bad about it.

-Quite a bit of the artwork and animations are poor.

-The level design is basic.

-The enemies are either incredibly easy/vbugged or are only hard because they are annoying.

-The gold drop rate seems low so if you want to buy stuff you have to spend a bunch of time mindlessly farming the spawner minions in the first level.

-There is no strategy, it is just hold down left click and occasionally move based on certain enemy attacks. Maybe this changes later on in the game but I just couldn't sit through the tedious starting levels to find out.

-The music is actually enjoyable but the clips are pretty short and they just play at random intervals with nothing in between

There are many other better, and cheaper, rogue-likes out there.

Would not recommend.. This game is so hard it measures a 12 on Mohs scale of minerals.

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