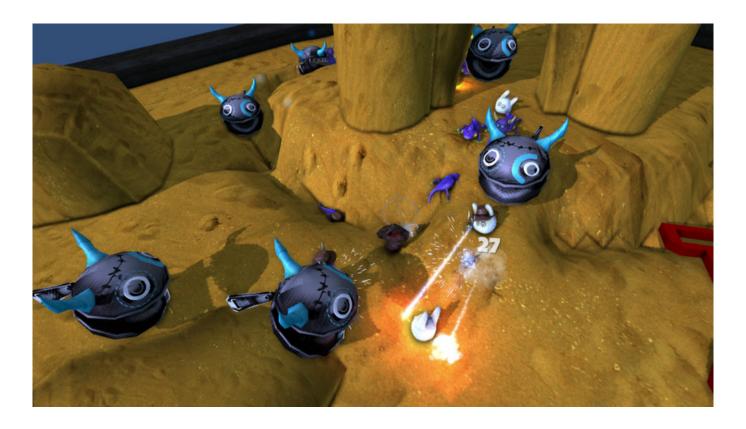Nighttime Terror VR: Dessert Defender Download For Pc [cheat]

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About This Game

Nighttime Terror: Dessert Defender is an expanded version of the award winning VR game.

With Art By Glenn Bermingham

Dessert Defender Mode

Defend your desserts in six unique levels! Make use of powerful spells and magic towers than can even summon tornadoes to blow your enemies away!

PowerUp Frenzy Mode

In "PowerUp Frenzy" all your skill will be needed to dodge enemy magic spells, but **potent potions will help you stand your ground!** Compete with your Steam friends for the high-score in shared leader-boards!

Hats

Also hats! Lots of hat's you get to buy for your enemies to wear. Fancy a top hat dear Sir? Or a cow boy hat? We have them all in stock.

Made for SteamVR

This game has been made exclusively for VR and is best played standing or in room scale VR environments.

Note:
The original Nighttime Terror was inspired by the Unity survival shooter tutorial. All the assets in Nighttime Terror: Dessert Defender are properly licensed or created solely for this game.

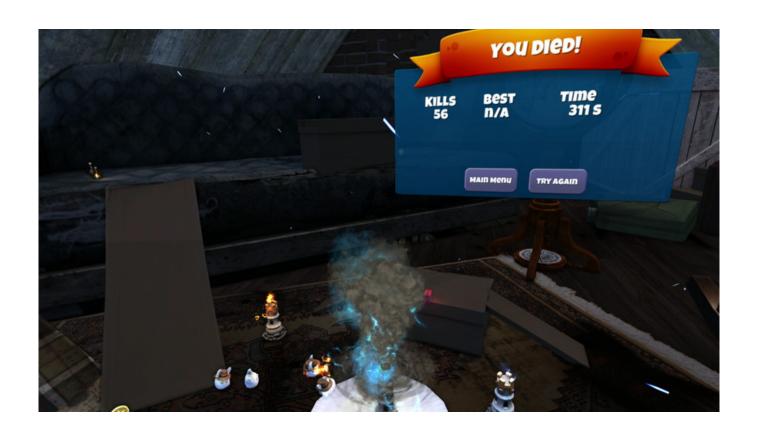Title: Nighttime Terror VR: Dessert Defender
Genre: Casual, Indie
Developer:
Mark Schramm
Publisher:
Mark Schramm
Release Date: 4 Apr, 2016

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English

Twin stick and tower defense elements. Too bad it starts lagging when 5+ enemies are on screen. I have a GTX 1060 6gb that runs everything with no problem so it's weird that this isn't working well. Also the pause button isn't working for me either. It's a good try and if it worked as intended I would recommend it.. It's really more of a top-down shooter game than a tower defense one. The developers should have focused on one genre instead of failing at both.. Just played a couple of levels so far but have to say I really think this is a fun and challenging game. Good music and graphics. I found the game pad to be more a curate and easier to use but you can use motion controls also. It plays like a tower defence game. Highly recommended this game.. I've gotten a bit stuck on the difficulty curve, but I still got my money's worth out of the game.. Part tower defence, part point and click. I picked this game up on a whim during the steam sales with no real idea what to expect. Played on the Vive but tried with both the Vive controllers and xbox controllers (much easier with the Vive controllers but it's one of the few times I think the touch controller might work better due to the analog stick).

Not really much to say other than it's fun and the VR works fine. Felt a bit weird playing a xmas themed level in the middle of summer though.

. There is a bit of a learning curve but once you figure it out, this game is a lot of fun. It's sort of a cross between a twin-stick shooter and a tower defence game, but with the added bonus of room-scale VR. You can physically walk around the environment and pick up items for your character to use, or risk leaving your dessert under the care of your towers while your little guy runs for that power-up. It also has a progression system and alternate wave-based challenges, so you'll have a reason to keep coming back.
Anyway, the dev has been responsive to feedback from the community and has made some great changes since the initial release. For the price, you can't beat this!. Capsule: Lovely Tower Defense + top-down shooter + god-sized involvement.

I, too, would like to be able to manipulate my little avatar a little more easily - falling off the table is a heck of a penalty - but that is a quibble.

For the price I can recommend it to anyone who is looking for more toy-table style VR games. I note that this game *IS* in first-person - just that as that person you are controlling elements on the playfield that move separately from you. Unlike, say, Legend of Dungeon (which I also very much like), you are directly interacting with the playfield in your 'character' even as you drive your on-field avatar with the touchpad.

Other reviewers disliked these things. I found the innovative and a delight to play with.

For some reason, I always expect everything to be in first person in VR. Well, this game is more of a 3rd person top down view. Well, maybe not top down, because you can change where you're watching the game at any time.

Anyway, so this is sorta like a tower defense game, except It seems like you start out without being able to buy any towers at first. Your character (a wizard type guy) instead runs around trying to protect the cake from being eaten by cute tiny bunnies. He does this by **violently killing all the cute fluffy bunnies...they in turn will try to kill you. Eventually you get enough coins to buy a tower, and the starting tower is pretty weak. You'll still be doing most of the killing, only now while you're in range of your tower you'll have a bit of backup.**

So anyway, there's several levels and modes and making it through each one unlocks something else. Survive 3 waves of attacks on the cake and you get some kind of upgrade and then you can try to beat the "powerup" mode where it drops powerups on you and you run around trying not to get swarmed by bunnies for as long as possible.

The first powerup they give you is a fireball. Sounds like it'll really be awesome right? Well, it basically allows you to set an enemy on fire and do Damage over Time (DoT) instead of doing damage per each shot. It'd be nice if the fireball set multiple enemies on fire either via area effect or if they could set fire to adjacent bunnies but I didn't see that happen.

There really was no reason for this to be a VR game. It's neat to be able to see the action in the game from any angle as if you were a giant controlling the action from on high, but it doesn't benefit the gameplay really. You could have left it as an isometric 3D type graphics and it would still be the same game pretty much.

Things I liked about this game:

- **It's a tower defense game.**

- **When you earn money for killing enemies you can pick the coin up in two ways, either by reaching over with the controller and grabbing it manually or by walking your character over it. (this is probably the only reason for it to be in VR)**

- **The powerup frenzy mode is kinda fun, since it's sort of like a survival mode**

- **The graphics are OK, though I remember the first level looking kinda dark**
  Things I didn't like about this game:

  - **They don't give you much options for towers in the opening level.**

  - **It's 5 coins for the first tower and so you're pretty much spending a lot of time defending without a tower before you can even afford to build one (between waves)**

  - **Your fireballs are limited and don't really do enough damage to make it worth using.**

  - **I'd prefer to use a mouse and keyboard for Tower defense over the Vive controllers.**
    Overall the game just didn't really grab me and make me excited to play it again. It's probably a decent enough game, but I would probably be happy playing this in a "torchlight" type view instead of in VR. It feels like there's not enough reason for it to be a VR game. It's VR to jump on a bandwagon and not because there's something about this game that couldn't be done without VR.