Cavern Escape Free Download [Password]

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About This Game

Cavern escape is new platformer puzzle game.
The goal is simple: Try to drag the small cute character into finnish. The walls and other obstacles in platform are bad, avoid them at all costs.
It may look easy but it's tough. Actually, it's VERY HARD.
Test your skills and find out if you have what it takes to beat the odds.
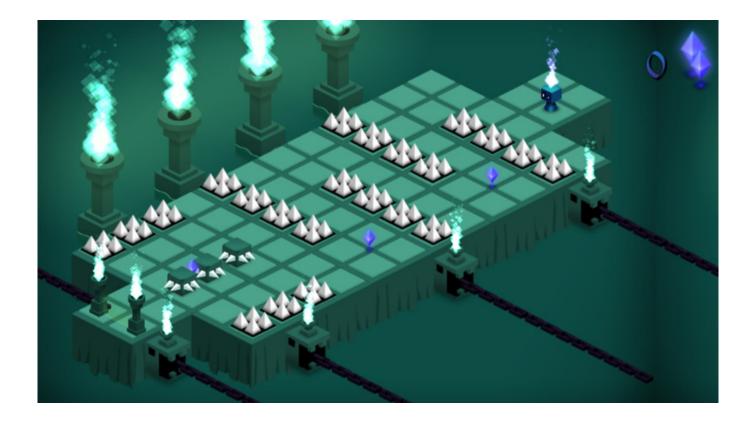How far can you go?

Game is in early access:
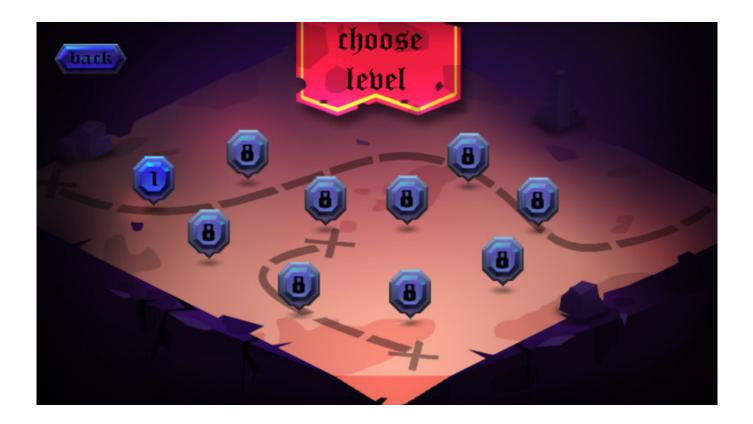Early acces version includes 10 Challenging levels.

in full version will be:
• Over 40 Challenging Levels
• Dozens of Unique Puzzles to Solve
• EXTREMELY addicting
• The Ultimate Casual Brain Teaser
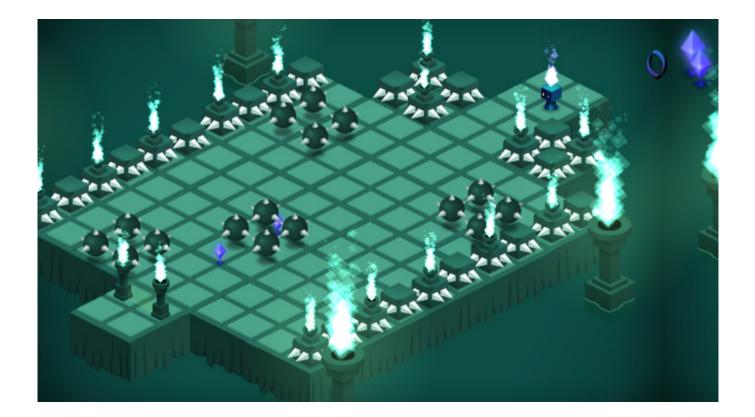• Almost impossible to beat!

Title: Cavern Escape
Genre: Action, Adventure, Casual, Indie
Developer:
White Dog
Publisher:
White Dog
Release Date: 20 Feb, 2017

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English

Just another one of the cash grab games that isn't fun, and the only redeemable quality is trading cards.

1\/10. This game is very bad. But when you get it for extremely cheap like I did, it's just nice to add more games to fill your library :). This game seems like it has potential to be a fun challenging game but as of right now it's basically not playable. The character moves too quickly to accurately control and it's hard to tell eaxctly where the character is. It seems like if you enter a space occupied by anything even a wall you die, even if you didn't directly hit the object itself. I wasn't able to play for very long as it is just too frustrating. I don't mind a challenging game as long as it's well thought out and balanced, but when a game is challenging because of poor design or intentionally bad controls then thats a real problem and major fault with the game. When I first saw the game it looked like it was going to be a lot of fun but I couldnt get past the first corner of the second level because it seems like if you go even one pixle to the left or right you die. Overall I'd have to say if this game had more balanced controls like moving square by square or the character moved slower then this game might be playable but as of right now I don't think it is. It seems rushed and feels like it was just made to make money and not to entertain people or give then a fun experience.

I wrote the above before I had played the game for more than 5 minutes. After palying it for 7 minutes of total time I noticed a lot of glitches. When i booted the game back up it didnt save my progress and when i beat level 1 again it unlocked only level 11. Within level 11 there was a graphical glitch where there looked to be a slanted circle just covering up the exit and when I managed to get to it I just died. So I would have to say this game is beyond unplayable and by no means whould anyone buy this game. I got it with a discount for a badge I got and feel very ripped off.. I only paid 10 cents. Well still better than a csgo skin. Poorly designed, poorly programmed, far too hard to beat, obviously rushed to market without cooking it at all just for some quick cash!

AVOID LIKE THE PLAGUE!

If you want a *GOOD isometric puzzle game you should play the MegaMan Battle Network or Boktai games instead. and far BETTER for puzzles are Ittle Dew 1 & 2 here on steam!. I think it is a nice little puzzle game. Not everything works right now and it only takes 10 minutes to finish but for this amount of money you can't go wrong. Also just early access right now. Some more levels and less bugs and it is a neat puzzle game.. Best game 2017 bounced on my boys\u2665\u2665\u2665\u2665\u2665\u2665to these graphic for hours. This game is the only thing that I can play on my cheap stolen school computer.*

I got this game for 15 cents (from steam trading) and for 15 cents its still not worth it, Programming is pretty bad after doing level one you skip stright to level 11 for no reason leaving level 2-10 locked doing level 11 twice unlocks level 3 which after doing unlocks level 9 and so forth. I spent 18 mins on the game and did ALL the level the game has to offer (even after unlocking all the levels)

This game is clearly a flash made game for the browser, Bad game overall. Okay this one is actually really bad. From the looks of it I was pretty curious to try it out, and to be honest I would've enjoyed it a bit if it weren't for the many issues this game has.

First, forget keyboard controls. Holding a key for literally 1 single frame moved me about 1.5 tiles. I was about to give up in the first level because if was simply impossibly to play.

Second, the "working controls" are click and drag to move. It's kinda awkward and doesn't even follow player movement 1:1, which means you can't just move the player the way you would expect your cursor to move. It's _almost_ the same, but just enough that it'll get you killed.

Third, after beating the first level, I was taken to level 11. Then 12, 13... What happened to 2-10?

Fourth, the game has no options and doesn't do fullscreen, best you can do is maximize the window.

And finally, even though the game looks good, even the graphics are bugged. Z-ordering is a complete mess, and in a game about avoiding stuff and not touching walls, it gets pretty damn difficult if you can't tell where your character really is. For exemple, here I am in front of 2 walls behind a torch.... when in reality it's the exact opposite:
https:\/\/steamcommunity.com\/sharedfiles\/filedetails\/?id=1425428888

Edit; Replayed and went from level 1 to 2, yay! But then I went from 7 to 10... to 12... What the f***. The graphics are pretty much the only good thing about the game.. I finished all the levels currently available in this Early Access build in 0.2hrs. It's one of those sideways thumb games, but it edges to a No because of the below issues.

It isn't bad, but for a game that is solely click & drag the mouse to move, for it to not have the mouse cursor track with the player is unforgiveable.
The camera angles in certain levels are poorly designed possibly to increase difficulty but it also forces you to seem to put the players head through walls when pretty much every other wall kills you.
A couple of the levels have what are either ridges in the ground that are either meant for difficulty or the map is misaligned, hard to tell, but if it's difficulty it's a bad implementation of an obstacle.

Maps 7 & 8 of this 10 level build are the same & either feature a block that should be moving but isn't making it impossible to pass the map or you are actually meant to go out of bounds, it's hard to say.

There is something here, there is promise here; but this is a really early Early Access, although the price point is low enough that I don't consider it offensive, but 10 maps (1 duplicate map) that I played through twice in 0.2hrs; the value for money mightn't be there for everyone.. God I hate these type of games, like those\u2665\u2665\u2665\u2665\u2665\u2665move the loop along the wire without it touching type games. But with a\u2665\u2665\u2665\u2665\u2665\u2665grid setup with obstacles to avoid by your avatar controlled by your mouse so you need a steady hand and a brain the size of a peanut to enjoy this. Trouble for me with these\u2665\u2665\u2665\u2665\u2665\u2665games is my hand is never steady after years of alcohol and prescription drug abuse which has left me a trembling mess.

Recommend this for the criminally insane or morons who enjoy those don't touch the sides with your pen maze games.. Cavern Escape reminds me of Super Mario RPG. For that it is B++ alone.. Well, of course no one can recommend this game. No one can, because it is like a little child trying to show you a fun little trick he learnt, but fails three times in a row and ends up kneeling and crying. Before asking ourselves the question what kind of game it is, if it does its job right and if it is worth the price, we have to ask ourselves if the game is functional. And it's simply not.
I don't want to be angry about this game, partly because I got it for 10 cts and because it's not offensive how it fails. It feels more like the first work of a little developper that was so proud of what he could achieve so far that he decided the game was fine as it is and released it on Steam. You can be proud of your work, but when money comes into the balance, things get serious. What baffles me is how this game got accepted. You know what, sod it, I am angry after all.

Right, so we will begin with how the program in itself behaves: it starts off without any settings availalbe, you are taken to the main menu with only two options, play or close the window (if alt+f4 wasn't enough for your majesty). What flabbergasts me is that this game doesn't even have fullscreen support, which is just weak, seriously; most libraries you can use to code have this essential feature available by default, and even if you use something like GameMaker, fullscreen support so basic I don't even know why I am writing so many words for it. It just has to be there.

Secondly, interactions between Operating Systems, peripherals and programs aren't my strongest point but the way it behaves, it looks like the game doesn't actually take mouse acceleration into account. So what you have is you use your mouse pointer to move your character (we will talk about this in a moment), but very quickly (in a matter of seconds), the mouse cursor's position and your character's get desynchronized. It is disturbing and an amateur's work.

About the game in itself: it is some kind of puzzle game, where you have an isometric view of a room. The game starts without any tutorial or any indication whatsoever; you click on the first level, you are presented said level, and you have to guess what is what: the little head is your character, the spikes kill you, you have to collect the diamonds and there is a finish line somewhere. You even have to GUESS what is your objective.

Once (and if) you figure out how to entertain yourself with this nice little game you have bought, you could start to count the glitches and bugs you will encounter during every minute of this wonderful time you will be having. For example, when you pick a level, the game will blackscreen as if loading it, but will get you back to the level select screen, but acting as if you just unlocked the level you just selected, so you can basically skip steps. What is more, sometimes up to two levels can be unlocked after finishing one and you can tell it's not intended, because they are presented in a linear string; the character get stuck in walls and you can get out of bounds.

On another note, some annoyances can not be labelled as glitches but are more than questionable "game design" choices. For example, you have a music loop that starts when you are playing a level; this music loop STOPS when you die, followed by the "You are dead" music, and then re-starts when you press "Restart". And you die a lot, very quickly in this game, because the rooms are small, and the challenges many, so it gets very frustrating to hear the same first notes over and over again. Another rock in the shoe is the fact that walls kill you. You touch a wall, it kills you. This is an isometric game, mind you, and your character CLIPS through some textures, so you will die a lot without even seeing it coming, trust me. And that "game mechanic" isn't consistent: some walls kill you, some act as walls and some are holes you can out-of-bounds of.

To sum it up, Cavern Escape is an unchallenging game (because you can see the solution just by looking at the room) that will frustrate you, even for a very short time, by its glitches, bugs, stupid design choices and very likely lack of QA testing undergone by someone else that the developer's mom. Flee from this, although I have heard it is useful to buy it because of the cards, if just like me you have a massive -90% sale ticket.. RUBBISH!
ABSOLUTE and COMPLETE RUBBISH.
BAD EVERYTHING!

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