
Spectrum: First Light Download]

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About This Game

It's the comic book platformer you have been waiting for!

Your name is Tadashi and you're a Japanese computer science student. You wake up in a strange room y 5d3b920ae0

Title: Spectrum: First Light
Genre: Indie
Developer:
Mido Basim, Danny Wei
Publisher:
Mido Basim
Release Date: 24 Jul, 2015

English

spectrum first light. spectrum first light login. first practical visible-spectrum light-emitting diode. spectrum voice first light. visible light spectrum first. spectrum of light first explained by. light spectrum first color

The great anime promo art drew me in, but unfortunately the gameplay was mind-numbingly boring and needlessly difficult. In addition, the in-game art was extremely lacking, there was no voice acting. Ugh. Not worth \$10, and not really worth buying at all.. Everything about this is a disappointment. The idea sounded intriguing enough: a comic-based platformer, with some decently-cool-looking concept art pieces to build off of. Instead, we get the most bare-bones version of any ideals it was supposedly reaching for, built on a foundation of awfulness. The art was supposed to be the selling point; instead, it was just kind of meh at best. The story was abjectly boring, essentially describing situations in a simple, lifeless manner and providing no characters who were worth even a passing glance. The actual game was the worst part. Expecting to see some sort of integration of 2/2.5D animation with some elements of 3D (with the idea being we're literally jumping in and out of comic pages for the action), we instead are handed basic and ugly 3D models for everything from the characters and enemies to the scenery. The movement is strictly rudimentary, the timing of inputs is unreliable, and that impossibly janky boss battle with Envy will make you want to toss your computer through the wall. A complete waste of time, on a game which clearly had zero love or care put

into it. Any money spent on it would have been better served getting flushed down a toilet.. The great anime promo art drew me in, but unfortunately the gameplay was mind-numbingly boring and needlessly difficult. In addition, the in-game art was extremely lacking, there was no voice acting. Ugh. Not worth \$10, and not really worth buying at all.. Everything about this is a disappointment. The idea sounded intriguing enough: a comic-based platformer, with some decently-cool-looking concept art pieces to build off of. Instead, we get the most bare-bones version of any ideals it was supposedly reaching for, built on a foundation of awfulness. The art was supposed to be the selling point; instead, it was just kind of meh at best. The story was abjectly boring, essentially describing situations in a simple, lifeless manner and providing no characters who were worth even a passing glance. The actual game was the worst part. Expecting to see some sort of integration of 2/2.5D animation with some elements of 3D (with the idea being we're literally jumping in and out of comic pages for the action), we instead are handed basic and ugly 3D models for everything from the characters and enemies to the scenery. The movement is strictly rudimentary, the timing of inputs is unreliable, and that impossibly janky boss battle with Envy will make you want to toss your computer through the wall. A complete waste of time, on a game which clearly had zero love or care put into it. Any money spent on it would have been better served getting flushed down a toilet.

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