CloudCity VR Download For Pc [Password]

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About This Game

CloudCity VR lets you experience creating and maintaining a city from scratch in roomscale VR. Build your city the way you want it; whether that means tending to your islanders' every need and creating a utopic paradise, or focusing on industry and maximising income potentially at the expense of your populace, the choice is yours to make!

Features:

- **VR -** This one's pretty obvious. You get to experience your city from a completely different perspective compared to other city builders. It's incredible seeing the skyscrapers you built rise up in 3d space around you, and physical interaction means the actual creation process becomes even more immersive.

- **Advanced Economic Model -** CloudCity uses an advanced, polycentric model of urban development at it's core. This means that businesses and other buildings form dynamic, complex interactions that create interesting scenarios for you.

- **Full interactivity -** Grab, throw, snap, create and expunge almost any object in the game. Is that mountain bothering you? Not for long. It's fun picking up a stadium to use as a broom to clear trees for a new development. You can finally

safely say that YOU created your city!

- **First person -** Scale down and explore your city from the perspective of an islander. Ever wondered if you can see the sunset from that sweet park you built? Wonder no more! With the click of a button, you can minify and wander the streets as a regular citizen (Just don't get run over...)

- **Dynamic weather and time of day -** Experience your city in conditions ranging from drenching rains to moonlit nights with a full 24 hour day/ night cycle, advanced atmospheric effects and ever-changing weather.

Title: CloudCity VR
Genre: Indie, Simulation, Strategy
Developer:
Floating Point Interactive
Publisher:
Floating Point Interactive
Release Date: 13 Jul, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 10

Processor: Intel Core i5 4590 or AMD FX 8350 or greater
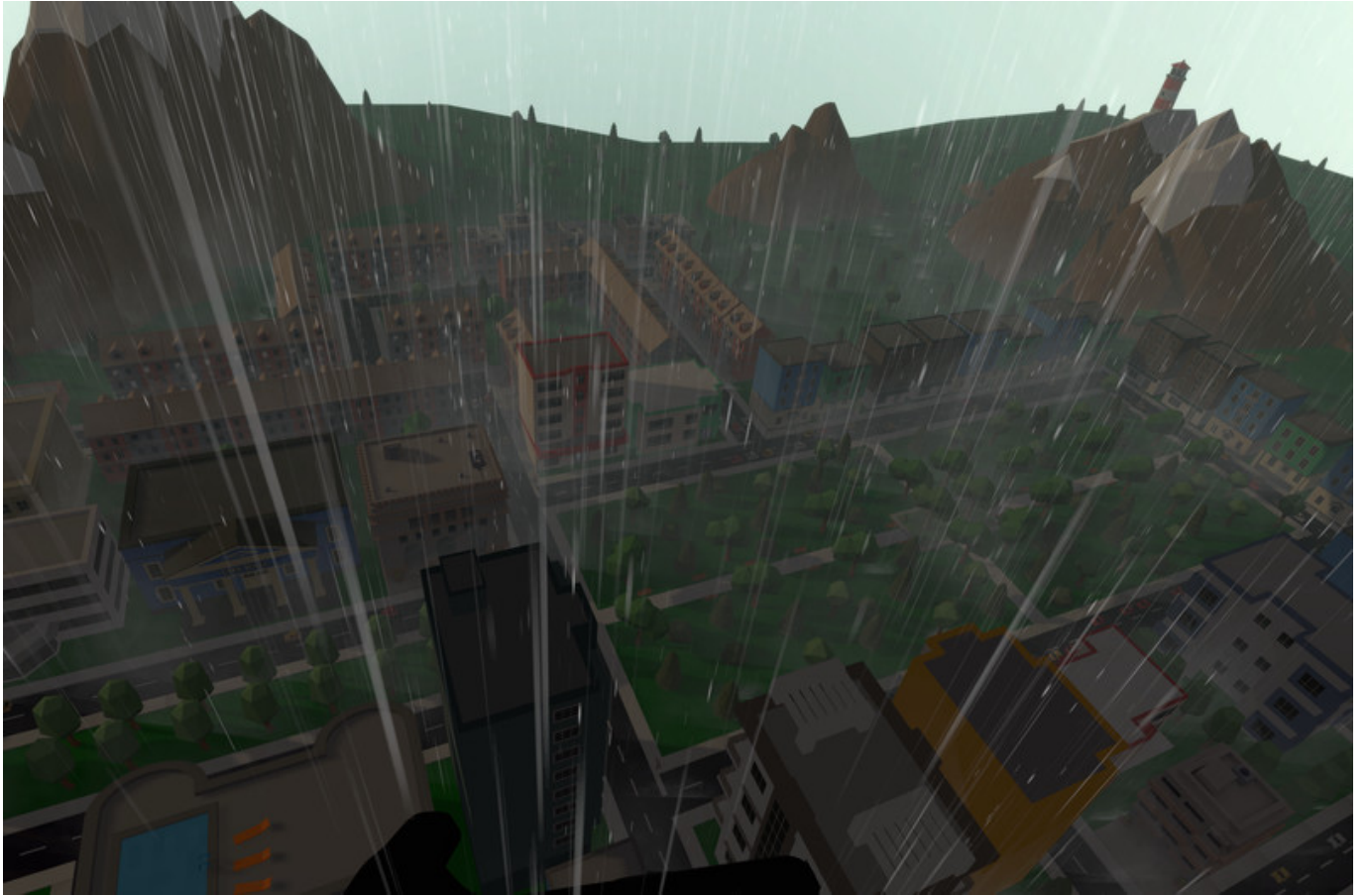
Memory: 8 MB RAM

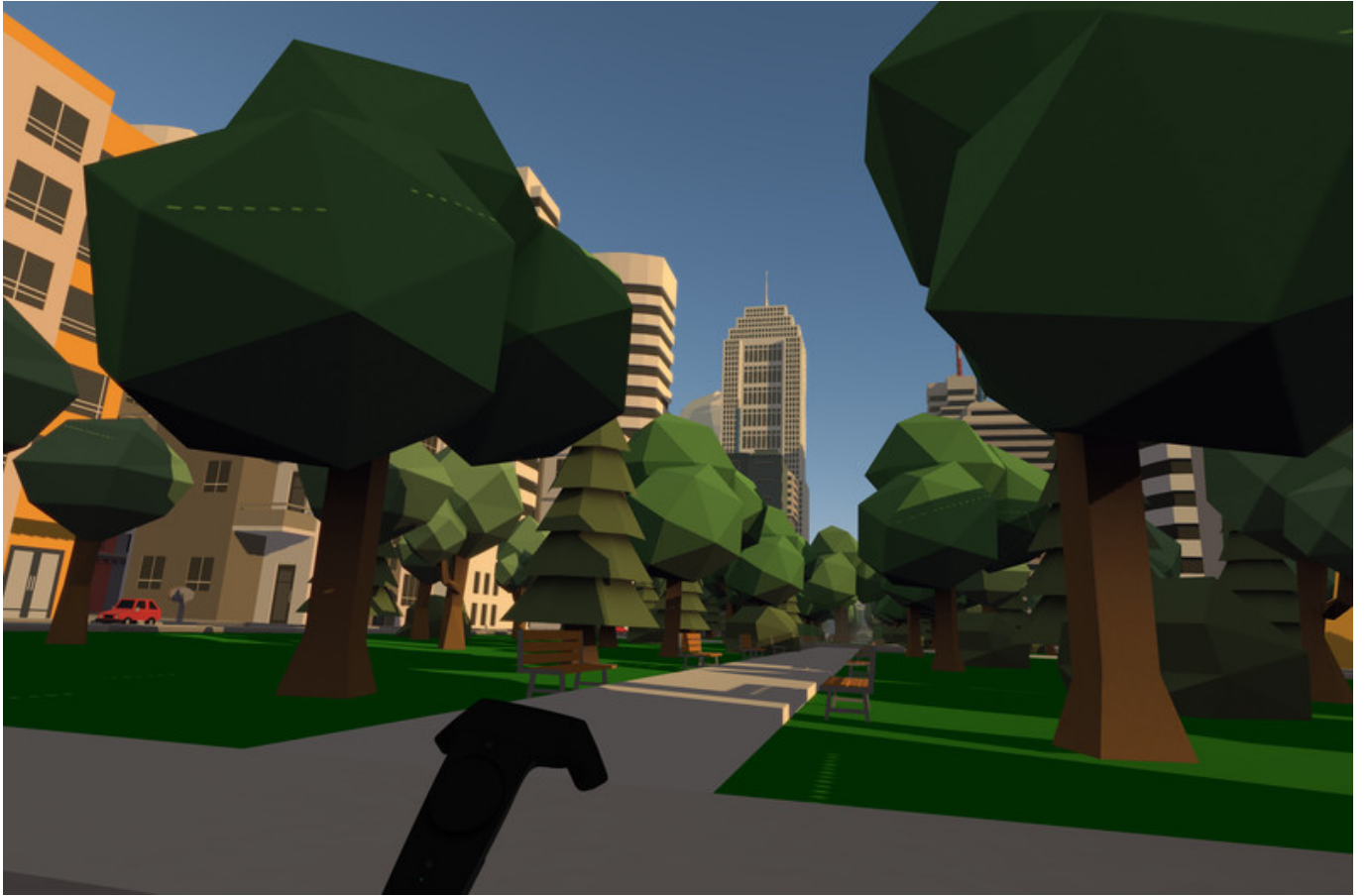**Graphics:** GeForce GTX 1050 or AMD Radeon RX 580 or better

DirectX: Version 10

Storage: 512 MB available space

English

cloud city original vs special edition. cloud city vr. cloud city luke vs vader

I really wanted this game to work.

Tutorial never completed, and I ran into every single bug the other reviews mention (no ground level, simulation not running, tutorial not advancing, buildings flying off the map on spawn, buildings fly off on grab, crash on load, crash on pause).

It feels like a pre-early access title and I'll be refunding it unless these issues are fixed in the next few days. I'll consider repurchasing it way later in the future if it gets fixed, but for now it seems city simulator fans will have to stick with non VR games.. Currently I am experiencing two different glitches that kill any playability of this one. the first is an inability to go to a single person view which unfortunately is how you save or load a game. the second is occasionally people will not move into your city which makes progressing impossible. If they can fix these bugs then this game would be very recommended. The gameplay is not the most intuitive but it can be learned and even though I am unable to get a long term game running the short term I have played has been very enjoyable. If the bugs get fixed I will gladly change my review.

EDIT: I received a response from the dev stating they are working to get the bugs fixed however progress is a bit slow because they made this game during their spare time. In fairness I have for the time refunded this one. If they get things going and fixed i will gladly change my review and repurchase.. Can not play this game it opens up and shows a clod going up and down clicked on every inch of th screen and it does nothing at all. Hated being ripped off. I Only have played for 23 Minutes but 23 minutes is all I need to rate.

If you want to look at a game, its good.
If you want to play game, its bad.
In 5 Minutes I broke building placement (red squares everywhere), Tutorial (completely lost), launched buildings into sky (not on purpose), cars hit other cars, and found where some game items were under the map. Plus I went to other islands but took me a long time to get back. It could be cool but is way too many bugs to be fun right now.
For now I say to stay away from this game.. I played VERY briefly but I just want to leave a positive review at the moment for being ambitous enough to be the first VR city builder. I will update my review tomorrow after I've played more.

Edit: I have since requested a refund as there are multiple game breaking technical issues. The left menu button to switch to first person view consistently stops working, 9 times out of 10 there will be no simulation or progression whatsoever, throwing buildings away does not demolish them or stop them from costing money, and there seems to be no way to turn off the tutorial. If all of these issues are fixed I will repurchase this game, as I had very high hopes for it.. I was really excited to see a VR city builder, but I can't recommend this game at this time based on my experience.

TL;DR: Buggy and unpolished. Felt like an early access release.

Here's the issues I had:

\u2022 Nothing seemed to simulate. I followed the tutorial (which I kept unintentionally reseting by touching a strange plot of land next to my starting position), but nothing happened; no people spawned, no change in stats. It was broken for me.

\u2022 UI and tutorial are poorly thought out. I didn't find it intuitive at all, text was hard to read, pacing of tutorial didn't seem tied to the actions I was taking, and response time on menus and touchpad controls are finicky. I tried to just accept it and see what I could figure out, but it's a recipe for frustration.

I'd love a VR city builder (even a simple one), but I'm strongly considering returning this unless the issues I had are resolved.. This game looked great from the pictures and trailer, however actually playing it told a different story.

I've never written a review for a game before, but this was the first game that made me care enough to warn the community: STAY AWAY!

I was excited to see a title that wasn't early access and fleshed out from the start... But the game is a buggy mess, menus are hard to read and navigate, and the tutorial was extremely hard to follow. If this game was early access I may not have reviewed it, but frankly it wasn't even good enough for that.. was really excited for a vr city builder. so dissapointed in this, controls are a pain in

the♥♥♥♥♥ glitchy and throws you all over the place. nice to see that steps have been taken to start on city builders. has a long way to go though.. I forgot to get refunds.. 99\/100. Will rate more highly once the developer adds a godzilla feature where I can breathe fire and reign chaos.

No but really. I would like to see some weather, meteor, drought, disease, alien invasion, etc type functions added to the game. Also would like to visit my friends' towns.

I hardly ever find myself writing reviews for Steam games. The only occasions would be a very good game, or a very poor quality game. This happens to be one of those games that is so bad you can't even play it. First off, no tutorial upon starting the game. I had to figure out controls myself and had to find a way to access the tutorial (which you have to figure out how to enter first person view to activate the tutorial mode). I shrugged that off and wanted to just play the game. I put down the first building and then I tried to move it. As soon as I used the grip buttons on the controller, the building flew out of my hands and out of bounds. The game took the money away for a building that was no longer existant. I decided to restart the game and then re-tried the tutorial. Same thing happens, controls are wonky and the game just does not work. This is a complete waste of time and is no where near finished. I was very excited for this game because it is really the first of its kind in the VR section of the steam store. Opened a return request and only had the game running for 23 minutes which was 23 minutes too many. Avoid this until the publisher fixes the game breaking bugs.. Game has a lot of potential in the next update or two, but for now I can't recommend it since the bugs\/issues are game breaking. To list some of my bugs\/complaints so maybe they can be looked into:

- No real menu to change any sort of settings, audio, restart, save, etc. Would be very helpful.

- Tutorial moves too fast and isn't detailed enough. I don't like sitting through a 30 minute tutorial but it needs to have enough to that all the controls and all the aspects of the game and how it works are touched upon. I felt like I was told half of what I needed to know and had to figure out the other half.

- Can't figure out (if it even exists) how to delete roads? Accidently clicking somewhere can place a bunch and it ruins things.

- As for bugs I've had a few. For one, snapping to the street is sometimes a little buggy.

- Switching between builder view and the first-person city view sometimes just doesn't work.

- If you're holding a building to place down in city view then switch to builder view while holding it, the building becomes gigantic.

- Buildings can rather easily fall through the map before being snapped to the street.

- First game I tried, after placing some roads and buildings, cars\/people started to generate. After restarting, no matter what I did, no cars or people ever showed up.

- Tutorial sometimes bugged out and wouldn't start properly.

- Able to place roads directly under placed buildings, which isn't good.

None of these are "major" game breaking bugs on their own, but all put together I really can't enjoy, let alone even play the game in this condition. Again, this game has a ton of potential and I hope the devs are working hard to fix and address some\/all of the issues people are having. For now, I'd recommend not picking this game up, however if most of the bugs are addressed, it can definetly be a great VR game.. A VR city builder a simulator players dream. This game has a lot of potential and im excited for it, but as of right now I wouldnt reccomend it till some bugs are fixed. The tutorial seemed to proceed faster than i learned to the point i had to restart the tutorial a few times. As well as some of the buildings didnt have details so that i could tell the purpose so the city (mainly service buildings) and sometimes my building would fling off the map and just be gone (Bye bye family of six T.T). All things that can be easily fixed. I do have high hopes and will update review accordingly.