
Hoops VR Download For Pc



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About This Game

Y'all ready for this?

Hoops VR is specially designed for the HTC Vive so you can live out the ultimate basketball free-throw challenge. Use the motion controls and shoot hoops as naturally as you would out on the court in a real basketball game. Compete online for the top of the global leaderboards as well as locally against your friends. There are a handful of different modes covering a range of difficulties making Hoops VR fun whether you're a noob or total baller!

Features:

- Dynamic pop-up basketball hoops change location and keep the pace action-packed.
- Normal mode based on actual real-world dimensions of standard basketball and hoop.
- Easy mode with wider and closer basketball hoops keeps the game accessible for all.
- Bonus Paper-Airplane Mode!
- Bonus Garbage Mode!
- Fun graphics and beautiful sounds.

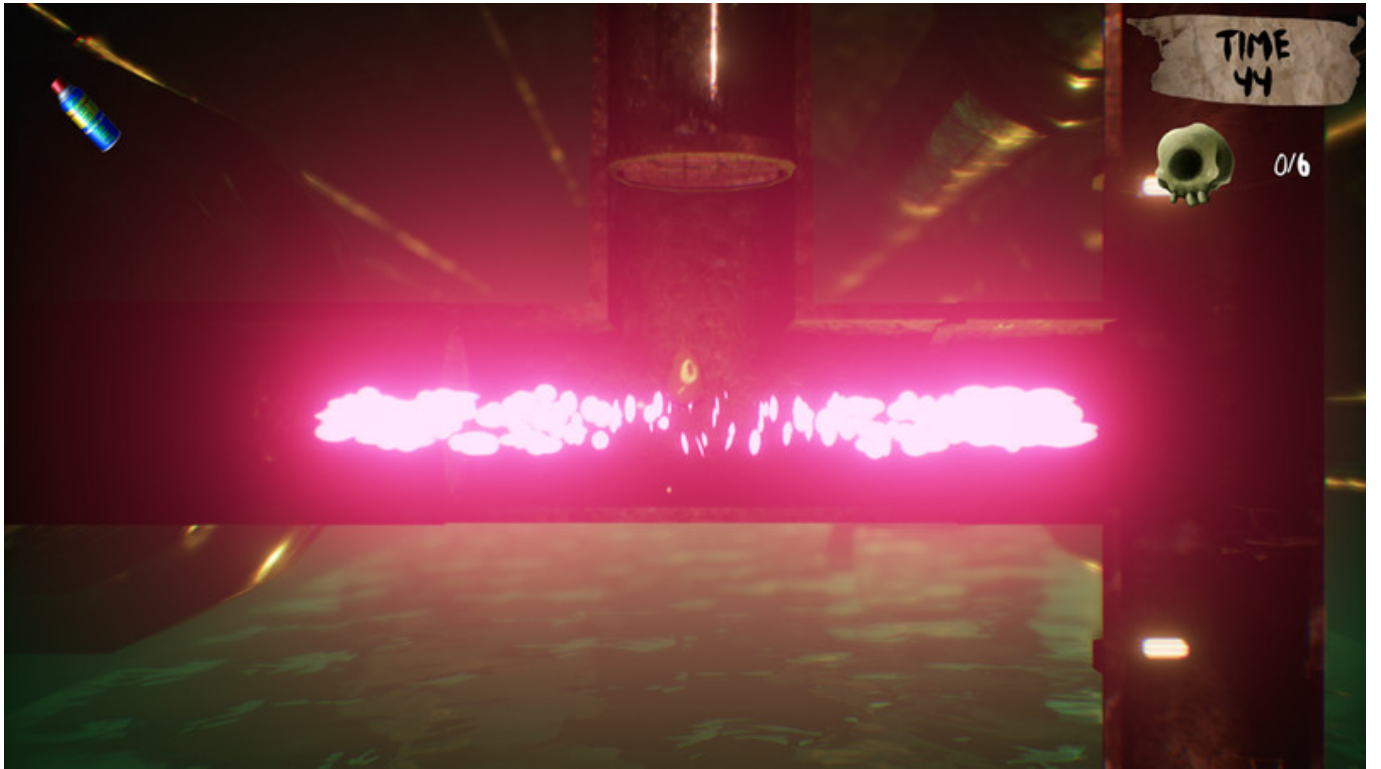
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- Online and local Leaderboards to conquer.

[Available for Arcades on SpringboardVR](#)

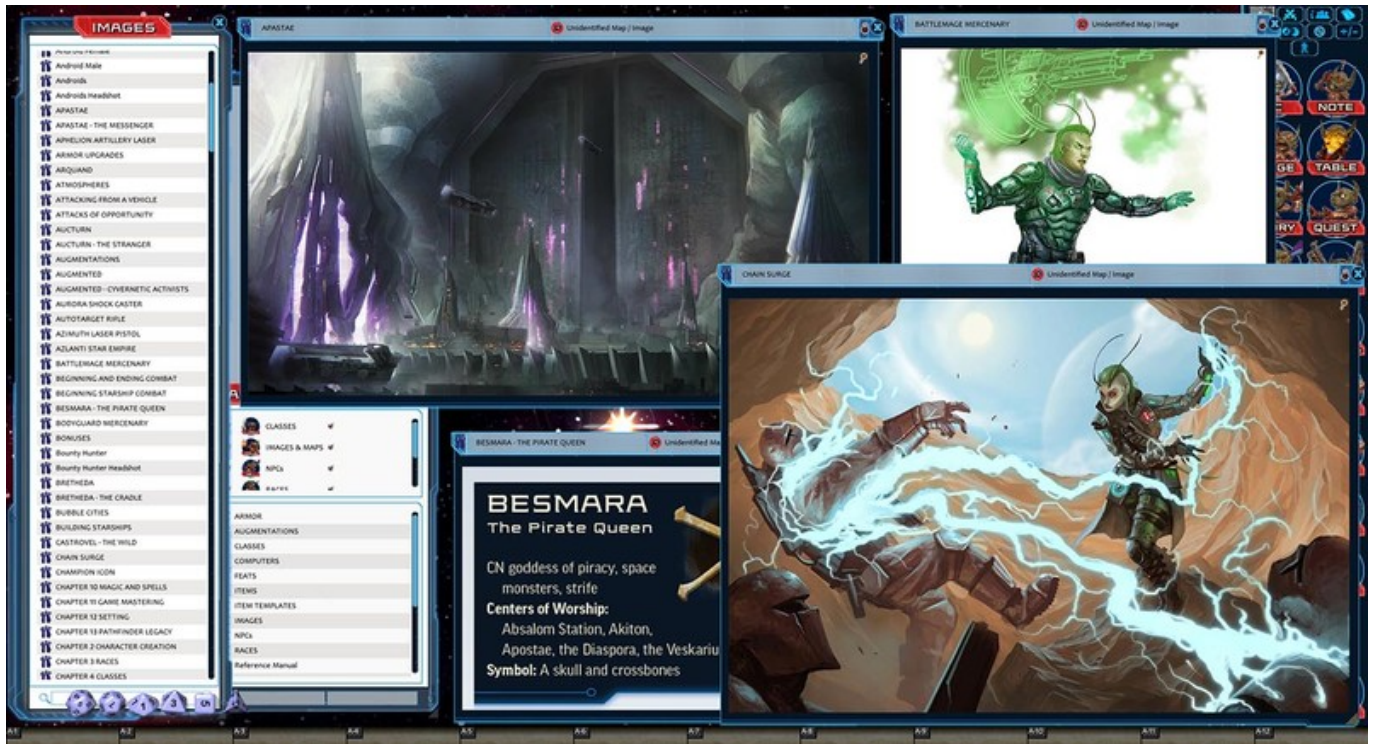
Title: Hoops VR
Genre: Simulation, Sports
Developer:
Wizard Games Inc
Publisher:
Wizard Games Inc
Release Date: 20 Jun, 2016

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English







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Shoot 'em up but your shooter is stationary. You have to mark the target with the mouse pointer and the shooter will automatically turn to the target - click to fire - sounds simple but you have to be really fast - I'm still stuck at level 1.3 ho ho!. I met the creator of this game at a conference last year, played a few levels and was immediately taken with the simplicity, challenge, and general aesthetic.

I'll say here what I said to him then: this game is worth way more than one dollar.. Rescue HQ is a game I have been expecting for a while. The gameplay is really well balanced between challenge and fun. I have not encountered any game braking bugs yet, but I have seen a few minor glitches. Fortunately these don't prevent objects from working and can mostly be ignored.

The only drawback I have seen so far is the lack of a true sandbox with infinite \$\$\$ and all items unlocked, but the easiest scenario available is fun enough, and does a great job to teach you how to play the game.

Overall Rating 9/10. I am sure others will rave about this game but I lasted a half hour...no save system means replaying annoying cut scenes if you quit too soon after one...the exit mechanic is stupid (just let me exit the game in one step!)...the escape key for items? really? Why can't I re-map that to tab like in every other f'ing game on earth...This kind of stuff should just work.. The resolution settings are broken and you have to give personal information in order to activate the game and have access to all of the boards of which there are only 4 and you can only play on one until you activate it. Very laggy . It's a cheap Tower Defense title and I am having some fun (even more so when I realised I could move the screen by pressing and holding the left mouse button).

Not the deepest of titles, and I have struck a problem (not a gamebreaker) where one of the lanes could not be fully viewed, but more than enough to keep you occupied.

Unlike Xator99, I have more to worry about than the spelling ability of every Asian (?) developer (my Chinese spelling ability is non-existent) and their tendency for picking "unusual" Western names. Suspect Xator99 might have been getting over a bad Chinese meal!. Boring and too expensive even for \$5

Enjoyable puzzle game with mechanics which somewhat reminded me of Minesweeper, but also featured some color mixing, among other things.

I enjoyed RYB quite a bit, but by the time complementary colors appeared, some of the puzzles became a bit too big or complicated to grasp entirely in my head. So I was somewhat frustrated that there was no in-game note-taking (the kind you'd be used to from e.g. any Sudoku app, marking cells as containing "just a 1, 2, or 4", or here "just yellow or orange"). And in some of the final puzzles, you're asked to leave some cells black, but there's no way to mark them black for good, so that's yet more info to keep in your head when you'd much rather mark this somewhere on the puzzle instead.

Other than that, it was a solid experience. The game introduces a surprising amount of variety in the game mechanics, and all or almost all of it is taught nonverbally. The nonverbal introductions are solid, though not on the level of e.g. The Witness. For instance, I was initially confused at what the white dots meant, when they were introduced. And in some puzzles I was confused what it meant when a cell contained some hints, but less than there were surrounding cells. But other than that, I liked the gradually increasing difficulty curve, and the many challenging puzzles.. This review is for day 1 early access. As it stands the game looks great and is fun to play. As you should expect in early access there are bugs that need ironing out that the devs will be working on, and more stuff to be added over time. You shouldn't buy an early access game and then whinge because it isn't fully finished (but people do).

The Tower parts remind me a bit of the old TV series Knightmare, with moving platforms to step onto and various traps to dodge. It uses roomscale quite well here. The only part I wasn't so keen on were the rotating platforms. I didn't find those comfortable to ride. The rest is good though.

The survival modes (skeleton wave attacks) are a good start. I look forward to how these progress over time. The giant skeletons are a brilliant addition and I liked having a lot of different weapons at my disposal. It was amusing to shoot a skeletons head off (or other body part) and have it continue it's attack until fully disabled.

If this is the start then the future looks bright :). This game is enjoying when Im bored sometimes to play other games and more challenging. This game can be hard like an 'edmund mcmillen game' hard.

i often found this to be bad considering the game is mainly for laughs and giggles. which is also bad because it's tagged 'Casual'. the joke does get to the point but overstays it's welcome due to the difficulty.

I still would play this over trying to have a REAL child.

6/10. you get exactly what you paid for. if you want to support the dev (like myself) then by all means buy this. it doesn't provide "extra game content" or anything unseen in the games (graphically, anyway) but it's a high-quality pdf art compilation so if that satisfies you then go for it.. It took about 20 minutes of playing around with the template controls to get the hang of the program. It's not initially intuitive, but once you know where to go to do/find things it makes creating a deck very simple. You can find tutorial videos online, I had to find one to see how to do a few things. Not sure if I was the only person to miss this, but you click in the middle of a design area to get the design wheel to pop up. Hope that helps someone.

I was able to create the core of my prototype in a few hours. I just need to print them now and slide them in front of a MTG card in a sleeve. If I need to make changes to a card while playtesting updating a card or a whole set takes no time at all.

I will say that the included icons are quite good as fillers intill you have the artwork you want on a card. Developers, it'd be great to have even more icons available!. This add-on is a must for all those that struggle with their landings. Approaches can be quickly configured and the results of the landing data can be viewed and printed if necessary.

I would have liked better documentation, for example - what performance data we are ideally trying to achieve, and also how to link 3rd party navigation data into the system. But overall I would say a very good add-on. More fun than such an obvious cash-in on a long-dead franchise should have the right to be.. This loco is fantastic! Not only can it pull twice the load of the 4f, but it has amazing animation and sound features! I would recommend it to anyone who likes plain yet strong engines

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