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About This Game

Beat enemies to the beat. Avoid bullets to survive.

'Gun Beat' is a VR game that combines rhythm and shooting. Beat the enemy with a rhythm! Oh, don't forget to avoid bullets, too!

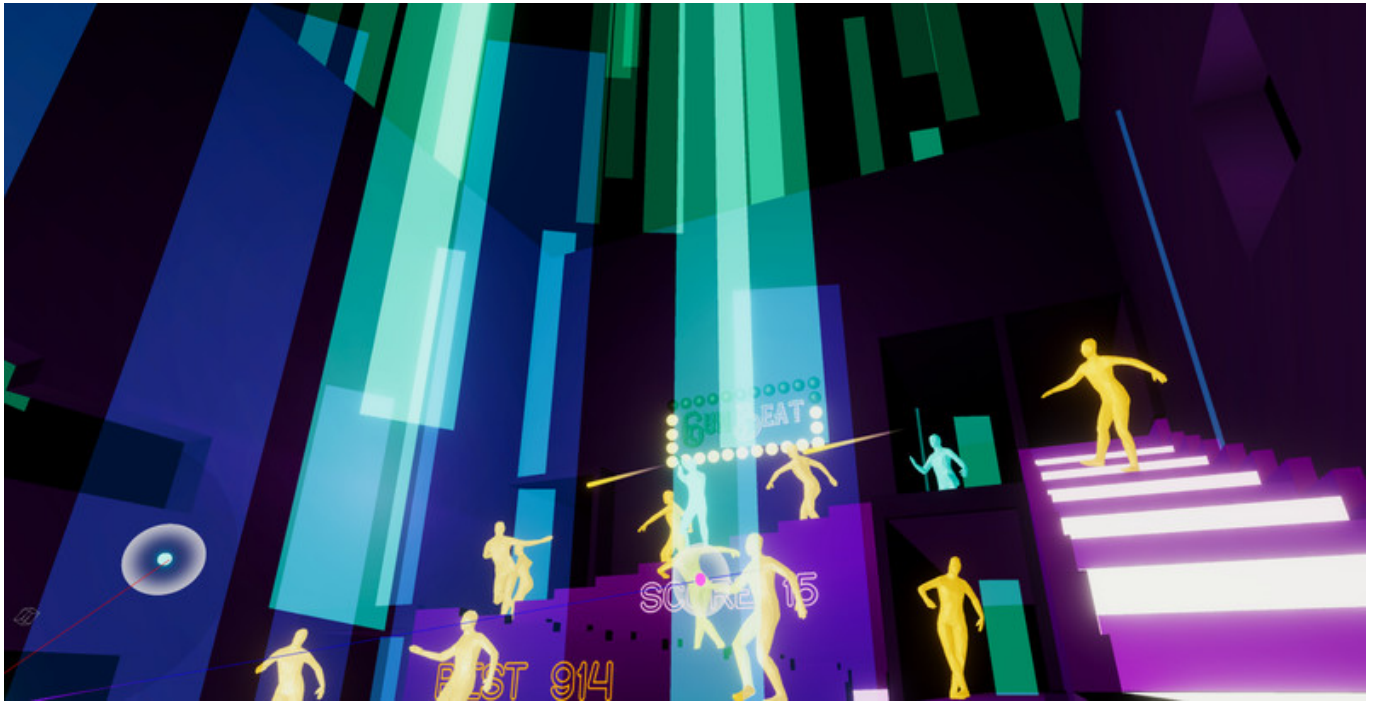
Game Play

- Just remember two things about Gun Beat. "Beat enemies to the beat. Avoid bullets to survive." There are only two operating buttons: Trigger and Grip.
- You have to shoot at the beat. Perfect, Good, Bad, and Miss depending on the accuracy.
- Move your body to avoid bullets.
- You build a combo. Then you can see the sign of Fever Time in front of your eyes. Press the Grip button at the same time to start the Fever Time. With Fever Time, you become invincible. Ignore beats and get more scores! Don't miss the Fever Time!
- There are three modes, Tutorial, Infinity, and Stage.

Title: Gun Beat
Genre: Action, Casual, Indie
Developer:
Gun Beat
Publisher:
Gun Beat
Release Date: 14 Jan, 2019

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English







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This is a very cool concept and the game plays great! I REALLY hope you keep working on the game and add more to it because this could be such an awesome game. Like other reviews said, this game absolutely needs a way to import our songs just like AudioShield and BoxVR does.

While we wait for the first update, how difficult would it be to give us super early access owners a flipped mirrored version of the only level we have? The layout would be different enough to keep things interesting longer and could be set to random for which version we get to play with.. This game is very good for the price. It definitely needs more songs, and other fun features to flesh it out. At its core, it's a solid rhythm based bullet hell. Think Superhot meets Crypt of the NecroDancer. Top marks for being a working VR game while still being in early access,

Once there is a bit more content, I will update this review, as it has potential to be one of my favorite VR games.

Devs:

Please keep working on this game. It just needs a little polish to really be a VR standout.

Suggestions:

Find a way to let users import songs. The few you have are great, but your game is bigger than your licensing capabilities right now.

Find a way to allow users import their own gun models. Again, the defaults are fun, but what can really help define this game is that everyone will play it their own way. Embrace that.

Multiplayer. Back to back kung fu gun dance battle? Sign me up!

More enemies. I don't even know if they need to have different abilities, but just some different models to mix up the flow a little bit.

More zones. the one you have works, and it's a great start. It's still just one, though.

Grenades that explode on the beat. Have them award points based on proximity, as they would already be timed.

Award additional points for additional head and hand movement. Funk is a full body experience.

A few issues:

The first time I launched it, I got stuck in the first frame of the menu, and only saw people dancing. My knee jerk reaction was to demand a refund for a vaporware game. Second launch was a much better experience, though.

As of 1V15V2019, the song "There are no Shortcuts" is bugged. About 3/4 through the song, an enemy gets stuck in the hallway, and can shoot through the wall, but not be hit. This happened twice in the exact same spot. As far as I can tell, the song cannot be completed.

. My friend recommended me to play this game. I played games for an hour because it was really fun. Especially, I like 'there is no shortcut' in stage mode. I hope the new song and stage will be updated continuously.. as of right now i cant make this game work so id consider it a complete fail. also there is no discord server set up or anyway to communicate with the devs. here is video of me trying to make this game work. you can jump to the 11 min mark to see me jsut make my own gunbeatish game in wardust. <https://www.twitch.tv/videos/366926084>. So, I actually had this game wishlisted before launch.

I'm just gonna start with a little bit of context: I've owned my Oculus Rift for a little over a year now, and in the constant search of new vr games\experiences, I tend to browse the "Upcoming" section on both Steam and the Oculus store. As soon as I had seen this game, it really stuck with me, and for good reason, as currently, there is very little like it.

After playing the songs included with the game, and the infinite mode, I can say that this game is definitely a ton of fun. Now, this is not to say that the game is perfect (yet), as there are a good bit of rough edges that need to be edged down. The models look good, but the feeling of the impact with the guns could use a tiny bit of work in my opinion, maybe some muzzle flash, gunsmoke, and light recoil might do the trick. Also, there are times that enemies will actually get stuck while pathing to open parts of the stage. I like the Fever Mode quite a bit, but maybe it could have some other effect as opposed to just being able to fire a whole bunch of times without worrying about the rhythm. Also, there were times that I shot on beat, on a target to just have it register as a "miss", so maybe some configuring of the hitboxes might be good?

Now I know it sounds like I'm tearing this game apart, but I want to see it succeed, the gameplay is fun, the music is snappy, and with a little bit of work, this game could become a VR staple like Arizona Sunshine, H3vr, SUPERHOT, and Beat Saber. Buy it, it's worth the price.

Thank you for all your reviews:

Thank you for all your reviews. Thank you for a good idea. Thank you for talking about the issue. There seems to be a problem with running a vive on some devices. Oculus works normally. I'm sorry. I'll fix it as soon as soon as possible. I still hope you enjoy playing. Thank you :). **Released!:**

The 'Gun Beat' was finally Released!

Thanks for the waiting. We would be glad if you enjoyed it.

Download now and get a 10% discount(Early Bird).

Thank you!. **Coming Soon:**

We're about to release the Gunbeat.

We can't wait.

Thank you for waiting :)

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