
OVRshot Key

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About This Game

The difference of being the hunter or they prey boils down to a single moment, will your team watch you die or will it be your arrow that takes the match!

In oVRshot 5d3b920ae0

Title: oVRshot
Genre: Action, Indie
Developer:
Window Licker Games
Publisher:
Window Licker Games
Release Date: 9 Nov, 2018

Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 - 64 bit

Processor: Intel i3-6100 / AMD FX4350

English,German,French,Portuguese,Russian,Simplified Chinese,Norwegian,Korean

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Fun game that gets better by each update, which it gets a lot of. More players join the fun every day, and if nobody else is online, the game now has bots you can try your skill against.. There is a good foundation here but there really needs a tutorial, I spent way too long figuring how to do vital things like changing arrow tips.. This game is a MUST!!! Bow Fighting works well with VR so the consequence: Make a FPS out of it and havin fun is obligatory.. Recommended!!! Very nice pacing and the

feeling of using the bow to kill players is a nice alternative to all the other shooters on VR. Devs are super nice and willing to listen and work with the community.. Highly enjoyable game and highly active and engaged developers. Great fun, building community, buy with friends or join vr discord servers to arrange games.. Fun game that gets better by each update, which it gets a lot of. More players join the fun every day, and if nobody else is online, the game now has bots you can try your skill against.

Easter update, bots assemble! : The Easter update brings many features and fixes but the main feature is bots! No more games with less than 6 archers! Bots mark 1 are of the assembly line and ready to fight you in the arena. These bots are simple but they will learn and future version will be more and more formidable but don't underestimate them. Play against bots alone or with friends or use them to fill up empty spaces when you don't have 6 online. Other features: Players can now join rooms through room codes. Players can now kick other players that a clogging up the lobby. Secret Easter Eggs. Fixes: Increased player speed. Changes to scatter arrow making it spread more to be more effective in close range and less at far range. More settings in the setting panel including sound settings. Fixes to movement and interaction on Vive and Windows MR. Fixes to friend list, should always be visible now. Changed lobby layout. Multiple smaller fixes.. oVRshot 0.2.72 Released : This patch includes the following changes and fixes: Fixed match failing to start the second round in some cases. Added a setting to swap locomotion/rotation hand. Upped explosive arrow radius from 4.5m to 5.3m. Upped forward spawn time from 40s to 1m 20s. Improved the performance of smoke arrows. Improved hit detection with the arm shield. Fixed overtime not working correctly. Added several new textures. Improved LOD distances. Other bug fixes.. oVRshot 0.6.0 Alpha Released! : Changes New map: Compound, a close quarters, two stage demolition map. Added high score leaderboards. You gain +15 score for winning and -10 score for losing a match. Bots can now use powerups. Bots can now patrol and use the hand shield. Tweaked bot difficulties. Tweaked demolition bonus time for new phases. Added UI haptics. Added UI to show who you were killed by. Added in-game keyboard for lobby room codes. Improved visuals of shield arrow effect and invisibility. Shield arrow is now a dome. Class selection now uses UI. Fixes to teleport/dash movement.. oVRshot 0.3.2 Alpha Released! : Changes: Added always-on voice chat settings. Fixed Touch controllers using wrong input set running OpenVR. Increased explosive arrow cooking time. Reduced shield arrow duration. Fixed smooth rotation. Possible fix for some players floating up in the air. Please complain loudly if this issue still persists. Tweaked touchpad input for the Vive Added bats.. oVRshot now out in early access : oVRshot is now out in early access on Steam! Ready your bow arm and join your friends in the arena!!! Best regards, The oVRshot team!!!. oVRshot 0.8.0 Released! : Changes: Added 2 new levels, Loading Dock & Courtyard. Improved bot cover system. Switched renderer for greatly increased performance. If you see any graphical glitches don't hesitate to let us know! New lobby UI layout Added lobby music Added Norwegian localization support.. oVRshot 0.2.70 Released : After listening to feedback we've decided to implement free locomotion as an alternative to dashing and blink teleportation. Other changes and fixes include: Fixed an issue where playing with a full team (6 players) would sometimes break the game horribly. Improved transitions for LODs. Added vignette option. Added smooth rotation option. Cleaned up lobby UI. Fixed player being able to go through walls in some cases. Updated matchmaking UI visuals. Other bug fixes.

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