Trident's Wake Activation Code

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About This Game

As an ECHO – a digital entity representing a human's consciousness – you can transfer yourself into a Sentinel, a mechanized chassis built specifically for this purpo 5d3b920ae0

Title: Trident's Wake
Genre: Action, Indie, Early Access
Developer:
Bacus Studios
Publisher:
Graffiti Games
Release Date: 21 Feb, 2019

Minimum:

OS: Windows Vista / 7

Processor: 2GHz Dual Core CPU

Memory: 4 GB RAM

Gra

English

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I refunded this buggy mess. I could barely get a game started because the menus didn't seem to be setup for a controller. Not good considering this is a twin stick shooter. Once, I got that figured out I found the gameplay to be rather uninspired and dull.. The game is pretty okay, it is most definitly an early access game. TL;DR - The game is unbeatable solo, until level 3 which you

might solo it due to a single weapon type, nothing else matters but ONE WEAPON. What could make it at least farmable would be if EXP and "money" would not go to waste when you lost a mission. A LOT could be farmed, even if it would take 4 hours, just so you didn't have to depend on other players. A lot of odd things with the game but it's a neat twin-stick shooter. Some things that really sticks out: You cannot solo the game until you reach level 3 and unlock the first weapon who's rate of fire is trigger-finger-speed and you can pretty much take out anything. However, getting to third level is a very long way to go and without people playing, which there never are, you cannot do it! To fix this however you can often ask the Devs for a free game on their discord and they might carry you a game, which might become one level. Another thing that is just STRANGE to me is how the game is a twin-stick shooter and you have to reload manually. Every time, there is no such thing as autorealoading once you spamclick the shooting button after having run dry 50 clicks ago. Another thing that annoys me but is rather okay for the sake of it is how the game counts magazines and not bullets, so if you shoot a single shot and reloads you lose the entire rest of that magazine. Dying seems to be rather strange, you have three shields and it is completely unknown how much damage they can take until they break, but once they are gone your health may as well be as good as dead. So survivability seems entirely random and you would do better to just kill everyone else before they can hit you, anything else is just asking to die. Their solution to a bug I had (one weapon had damage that was slightly over what it should be allowed to do) was to delete all progress, and again: Unless you can find someone else to play with, you are now stuck not being able to play the game.. I loved being that robot and shooting everything that appeared.. A solid co-op or solo top-down shooter! Decent progression, and fast responses from the dev, if you join the discord. A bit rough, but good to support. Certainly worth looking into.. Cool game with interesting ideas, but bad execution so far. The game needs A LOT more content (more than 2 levels please, more interesting enemies,) to fix a lot of bugs (ps4 controller doesn't work well), and more people to play with.. This is not a review, just a casual preview of the game with my thoughts. If you like top down twin stick shooters you might want to check out this game.

End of Alienware Closed Beta : So, we have come to an end to the Alienware Arena Closed Beta . We had a plethora of players, and we gathered useful data, as well as lots of comments on things to improve and work upon. We are now going to tweak a bunch of things in game and we will come back to you soon. The general objective of the beta was successful: gather metrics, information about play-styles and gather player feedback. Moreover, we received a lot of praise for the game, (and criticism -of the good kind-) in order to make Tridents Wake a better game for you, our players.. Another Big Update makes an appearance! : Hey there ECHOs! We are glad to announce that version v0.95b70 is out and about! This real beefy update carries a lot of goodies and fixes. Amongst a plethora of bug fixing and general tweaking we are also adding a ton of extra stuff. Below are the details of the new features. New Sentinel: Cyberin Late in the Mechaphage Crisis, breakthroughs in synthetic-lattice structures produced the Cyberin, a chassis with exemplary reflexes and strength. While the lattice heatsinks reduce the Cybrins overall durability, advanced engineering techniques allow the chassis to concentrate waste energy into a temporary kinetic barrier, allowing the soldier to control a battlefield on the fly. The Cyberin deploys a shield dome which absorbs enemy projectile, but allows friendly ones to pass through, creating an amazing safe zone for covering fire. New Sector: Hydroponics If humanity wishes to see the flora of its now-dead home planet again, its last warriors must secure this Sector of the ship. Hydroponics contains the means to nurture and harvest all manner of terrestrial plants, securing the nutritional and ecological needs of humanitys next colony. New Enemy: Desolator Desolator is an enemy that is capable of emitting powerful electric shockwaves across long distances. If you see a power surge beneath you run! New Weapons: Wasp W-A5 A reliable submachine gun that makes up for its relatively small bullets with a very high rate of fire and low recoil. Falcon FA-12 A modified carbine rifle that fires high-precision bursts, three at a time. Ravager R4-V A shoulder mounted mortar rifle that fires explosive rounds at high velocity. This gun causes high damage at and immediately around the target. Additional updates: General Bug fixing and tweaking Introductory mission (tutorial) Steam Achievements. Without further ado, we leave you to it, and thank you once again for your support and interest.. Devlog Update #1 : Greetings ECHOs! Moving forward, in addition to our regular announcements, we will be posting development updates through here as well, so we can keep you informed on games progress. As some of you may know, yours truly went to the GDC and Game Connection on March of this year, in the hopes that we could gain the support of a publisher to help us finish the game and reach out to a broader audience. We had overwhelmingly positive feedback during the event, and we received many requests for a follow-up with the demo, accompanying documentation and company information. We sent out the e-mail by mid-April, and we are currently waiting for some of them to respond. We have been declined by a few of the publishers that we knew were a long shot (due to their target audience and/or genres they usually publish), but we have not yet lost heart. Rest assured, however, that even if we are not able to make a deal with a publisher, we have contingency plans prepared, so the game will release. Our main programmers rig(s). Now, onto the promised development update, well start with the engineering department. As many of you may know from the store page, our game supports solo play, local co-op (shared screen), and online multi-player. Our production cycle for most of our features follow that same order, so that we can iterate on those features in a safe and tested environment before adding the more complex layers of multi-player interaction. During the rush for the GDC/GCA, we had to forego the online multi-player

component of the recently added features because of our time constraints (and because our demonstration during the event was based around local co-op). So now Gonzalo Ortego, our main programmer, has been adding online multi-player functionality to those features. In parallel, lead designer Franco Caltabiano (a.k.a. Zombie) has been coding additional game elements (more on that on the next update). Multi-player is looking good! Both Franco Glellel (a.k.a. Pela), and Federico Pedroza (a.k.a. Feche) from our 3D department have been working on the production of assets and levels for a new setting which offers you a change of pace in term of gameplay and aesthetic. Since the game takes place within a spaceship, the natural setting variety is severely limited. That said, we have made it a priority to produce as many different settings as we possibly could while maintaining realistic coherence, and so far weve created the following: Industrial Zone: Heavy machinery and conveyor belts populate most of this setting. Pipes, generators, storage rooms and stockpiles are some examples of distinct assets throughout the levels. The industrial zone usually carries low light and favors blue and black colors, which the enemies take advantage of by blending in. An example of the Industrial Zones environment. High-tech: This setting encompasses laboratories, clinics and hydroponics rooms. Whites and greens permeate this section, and most of the assets a player can expect to see are cutting-edge computers, incubators, and precise automated machinery. While this setting is usually brightly illuminated, its also populated with many assets, giving enemies plenty of opportunities to lay in ambush. Living Quarters: A stark contrast to the Industrial Zone, this setting offers warm and welcoming colors, favoring brown and orange. You can expect to find high-end living commodities here, including a shopping mall, bedrooms and dining halls. Its relaxing appearance and open spaces may betray you, however, since it also allows for the larger enemies to guard these modules. Living quarters. Passing onto the UI and UX department, Nicols Dimov has been rolling out a large array of changes recently. Many of the UI and GUI elements have been tweaked or reworked to improve the overall user experience while navigating through the games menus as well as during gameplay. We will continue to make improvements over time, in order to provide you with the best possible experience while you take back the Trident from the alien threat. Regarding the level design itself, the workflow is as follows: Feche creates the level layout for the current module, populates it with the static assets (term weve applied to assets that dont trigger any game events) and implements the modules lighting and environment effects. Then, Nicols sets up the level with all the events and enemies that fit the narrative of that specific module, always keeping maintaining the goal of creating a fun and engaging gameplay experience. Lastly, Zombie plays through the levels and tweaks the numbers of enemies and potential resource gains, as well as possible placement and other feedback, making sure the modules gameplay experience coherent with the rest of the systems. Last but not least, in the Illustration and concept department, Alejandro barney616 Romero is cooking up something which will help us tell you the story behind the game (and a glimpse to our handcrafted universe, Chronicles of the Solar Empires). Being a small indie studio, completely self-funded, weve had to make many hard decisions regarding what feature we could realistically implement on time. Thankfully, Alejandro came up with the idea of creating a set of digital comics through which we will be able to tell you about the story and its setting. We expect to have the first comic in the upcoming days, so stay tuned to our discord channel for when we release it! A small snippet of the comic. I hope you understand that game development is a difficult process with multiple layers of complexity, and we feel that updating you with this devlog will help us to provide an open and friendly communication with you, so that you know where were at on the games progress. Thank you very much for reading! Ignacio Nacho Baldini Pescarmona (A.K.A.. Heading towards GDC : Greeting, fellow ECHOs! We wanted to share some good news with this growing community: well be assisting this years Game Developers Conference and Game Connection at San Francisco next week! Here at Bacus Studios, we have a grand vision for our small indie studio and our first commercial title, Tridents Wake. Weve been working tirelessly towards this goal, and now were just a few steps for achieving this. In its current state, all of the games base mechanics have been implemented and tested were currently in the process of polishing the build well be showcasing during the events. What were missing now is content. We have created tools and processes that allow us to streamline the content creation for our game, and now we need to start producing that content. Our base goal for this game is to have at least 20 hours worth of original content for a standard player, and around 25 for a completionist. Wed also like to localize the game into at least 6 languages, support other operating systems, and port the game for consoles (our couch co-op feature is a great plus there). From the very beginning, we have produced every asset with those considerations in mind, but we can currently only focus our budget on one system, and thats Windows. Weve been fortunate enough to be able to showcase our game, in different stages of development, at several local and national events. The feedback we have received has been overwhelmingly positive. Our mission during the events at San Francisco is to share this experience with a much broader and tougher audience, as well as demonstrating what were capable of to several publishers, in order to secure the funds to be able to deliver the game we have envisioned. If, however, we are not able to do so, do not be disheartened. We will still release the game, only that it will be as an Early Access title. We know a lot of gamers are already burnt out on Early Access titles, and as gamers ourselves weve had those experiences as well. However, there are some very good positives of Early Access, especially since wed be releasing a stable, playable version of the game, in which your feedback will be priceless. As for now, if any of you are going to be present at the events, we invite you to come try out our game during the Dutch Courage party, sign up on Eventbrite [www.eventbrite.nl] . Well update you as soon as we have any news on this regard.. We present v0.91b60 : Hey ECHOs, small update today, v0.91b60. We fixed several issues that came up during our last update, with the most important

being: - Sector selection is functional again and controller-friendly. - Locally hosted games can now correctly access the three available options: "Continue", "Quit Mission" and "Exit Game". - When obtaining a new rank, all exceeding experience points carry over and count towards the required experience of the following rank. If the conditions are right, you can even rank up twice after one mission. We expect to have a juicier update by Friday at most, including some features we've been teasing you with for a while.. Patch v0.91b59 now Live! : Good Lord, that office screenshot is old! Hey ECHOs! A new version has been pushed to Steam! Let's see what's changed for v0.91b59 : New end of mission / elevator sequence logic. Players will now have to endure a wave of enemies while the elevator arrives, and then exfiltrate before the doors close. Major UI rework to Sentinel customization scree. More to come. Improved the UI when creating a lobby and choosing a sector. Players will not be able to join a lobby hosted by a different game version than the one they are running. This should reduce the amount of issues encountered while playing. Mission modifiers that require multiple players will now no longer have any effect if a mission launches with just one player in it. Chat no longer closes randomly or lose focus when hovering over other elements. Chat is still accessible even when choosing to play with a controller (TAB to open; still missing an proper UI to indicate this). 4K resolution support fix. Ultra Wide support (black bars will be present, but it should not stretch the UI beyond the screen). Fixed issue where weapons would have higher stats than intended on first unlock of passive Mark upgrades. Reduced the amount of damage from other players when the Friendly Fire modifier is active. Rocket Barrage cooldown increased from 5s (dev testing values) to 20s. Fixed Lobby text chat where messages would be repeated several times. Minimap no longer stops working when the host's Sentinel is destroyed. Added UI element to indicate that a Sentinel has been destroyed. Fixed an issue where sometimes combat music would stop working. Fixed an issue with the Flamethrower would continue to emit sound when in multiplayer. Enemies can now open doors and should no longer be stuck in inaccessible locations. Some known issues for v0.91b59: - Mission report screen will sometimes not track the player's stats and medals correctly. We're still trying to figure out where it's going wrong and what triggers these stats to stop working.. The Present and Future of Trident's Wake : Greetings ECHOs! After a mild period of radio Silence, we are now able to express all of the things that happened to Tridents Wake. Originally an indie project with an extremely limited budget in tow, now with a signed deal with Graffiti Games, based in Vancouver Canada. This deal meant that we could add more beef to the game, improving graphics, animations, enemy AI, add a procedural map generation, and a plethora of other updates. This took the game to a whole new level, and thanks to our Friends in Graffiti, a lot more exposure to the game is now being given. The Game is now running a Closed beta with the amazing people from Alienware Arena, and also the small but budding Tridents Wake Fan Community. In the upcoming weeks we will see articles explaining more about the game, and more news of the upcoming future. If youd like to help us out on this path, feel free to add us to your wish list. Thank you for your time and love. The Bacus Studios team.

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