Polyventure Patch

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About This Game

Polyventure: a low poly adventure, is a game based on beautiful atmospheres and lucid dreaming, to concern about endangered species and the enviroment.
The game mainly consists to explore and feel the surrounding environment of a fantastic world.
A magnificent experimental game made to delight your sensory system.

This game can be described in this words: Walking Simulator, Indie, Short, Atmospheric, Casual Story, Abstract, Adventure, Singleplayer , Mystery, Experimental, Interactive Fiction, Horror, Psychological, Relaxing and Fantasy.

Title: Polyventure
Genre: Action, Adventure, Casual, Indie, Simulation, Strategy
Developer:
Eternity Studios
Publisher:
Eternity Studios
Release Date: 28 Jan, 2018

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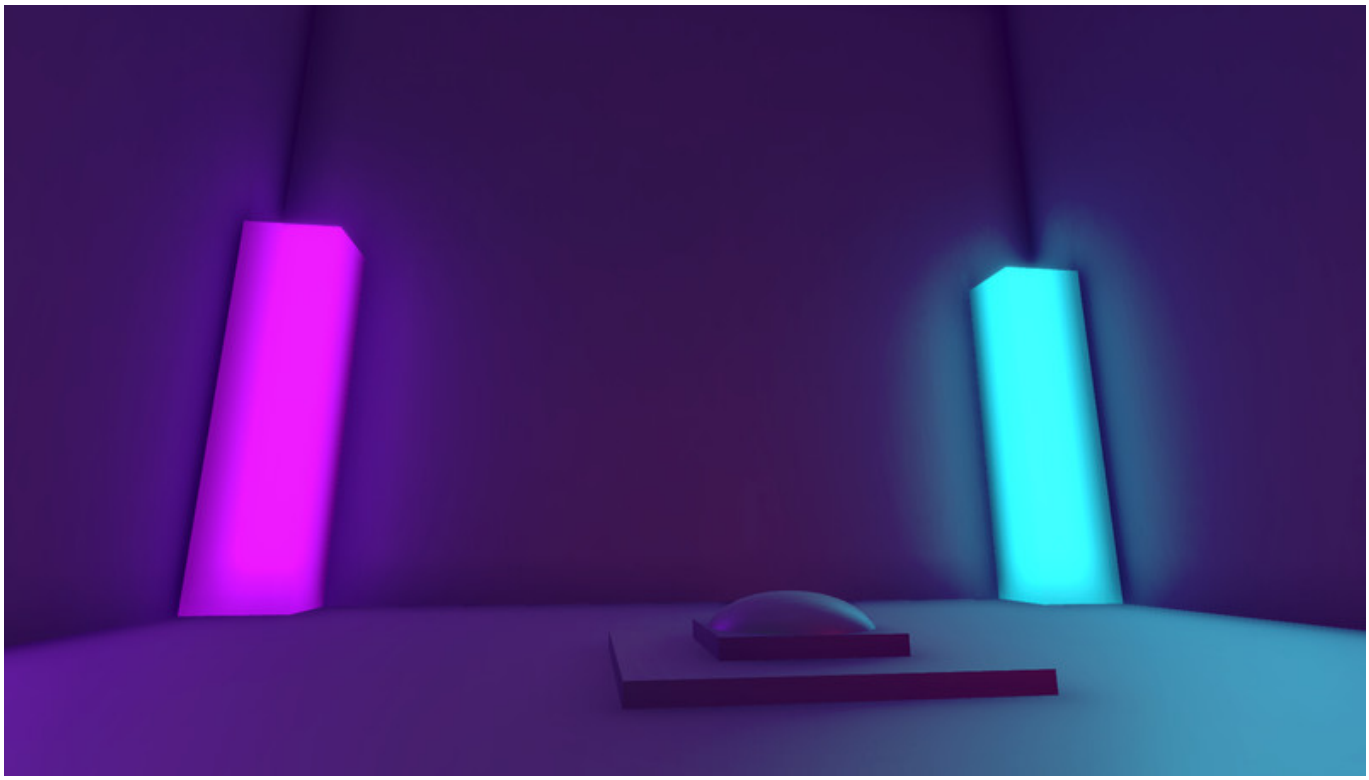
English



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This game very well depicts that life of humanity is like a movie. Human life is projected on "a low poly" and, it is very well represented. We humans begin their birth in a place that feels like a "BLUE" sea. When it comes to childhood, it grows with a "PURPLE" dream filled with a innocence. We humans meet their spouse and give birth to a child with "RED" love like heart. And with the "GREEN" like Mother Nature, we humans treat and soothe their own child. When they are at the old age, past life passes in their brain like a film, and we humans go back to the sky that colored "SKY-blue", which is similar as blue. As described above, this game shows how human life begins in blue and goes through purple, red, green, and sky-blue. It does not mean that our human life is flat or piecemeal like a litmus paper, but it is a color wheel, which is like a ring-shaped form that one human's spectrum tangles together to another human's spectrum.. Polyventure is a short game to complete (like a 5-10 so). Honestly i didin't expect much from game like that but one thing that caught my eye was graphics it looks interesting and very relaxing for a first glance but if we think about it we just spawn on a map and game is saying to us "There you go now look around and see what we made" some of the locations are just shadows that are static and only one map is normaly made when i thing about normaly i mean the houses are literally houses not shadow things that are placed randomly on map. What about controls? Control feels like floating eyes that can sprint and jump and nothing more very simple but sprint is so slow we can't even call it sprint. Now the best part is the music some tracks feels off, but that's not the worst case, Eternity Studios just stole a content from other music creators developers don't even hide that from us and very happily show us track names, but the worst of all is that this studio made a dlc out of soundtracks and wanna make money out of other creators if i knew that music was stolen from someone else i wouldn't buy soundtrack dlc in the first place....

Overall game feels kinda okay? For a student that wants to make some money but i gotta go with the negative review just becouse of music.. Polyventure is a short game to complete (like a 5-10 so). Honestly i didin't expect much from game like that but one thing that caught my eye was graphics it looks interesting and very relaxing for a first glance but if we think about it we just spawn on a map and game is saying to us "There you go now look around and see what we made" some of the locations are just shadows that are static and only one map is normaly made when i thing about normaly i mean the houses are literally houses not shadow things that are placed randomly on map. What about controls? Control feels like floating eyes that can sprint and jump and nothing more very simple but sprint is so slow we can't even call it sprint. Now the best part is the music some tracks feels off, but that's not the worst case, Eternity Studios just stole a content from other music creators developers don't even hide that from us and very happily show us track names, but the worst of all is that this studio made a dlc out of soundtracks and wanna make money out of other creators if i knew that music was stolen from someone else i wouldn't buy soundtrack dlc in the first place....

Overall game feels kinda okay? For a student that wants to make some money but i gotta go with the negative review just becouse of music.. Polyventure, while having great music and some immersive environments is a very experimental, EXTREMELY minimalistic game. While I am a fan of experimental, abstract, and minimalistic walking sims this game simply doesn't have enough depth to it beyond enjoying a few chill songs while wandering around static, somewhat ethereal environments.

Polyventure seems to be more or less just about wandering around strange locales while a chill "Pure Moods" ish sounding song plays in the background. While I was initially very captivated with the game and its opening Enigma - Sadeness sounding tune, it quickly became apparent that the game involved very little (to no) player interaction, instead consisting of the player meandering aimlessly about while a snippet of a song plays, looking at a few things (are all of the environments shown in the trailer?) before being warped out of that environment and onto the next "hub" area which has 4 pillars of colorful light (seen in the trailer) that the player can walk into. These are all unique but once inside of them there is no purpose to the player to complete (which is fine...) but save for one area involving some optional platforming along clouds there doesn't seem to be any player interaction required at all in Polyventure.

Although I still enjoyed the music and can admire Polyventure as a piece of interactive "art" or as an interesting way to market the musical tracks, I can't recommend it at its baseline asking price of 4.99. Had the songs also been packaged into a soundtrack on Steam, then it would be a kind of cool experimental EP to pick up, however marketed in its store description as "a game based on beautiful atmospheres and lucid dreaming, to concern about endangered species and the enviroment" is injecting far more purpose into the title than is evident to any of the player during their sparse interactions with the level design.

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