
Monument Unlock Request Code Keygen



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About This Game

Oldschool FPS. Hardcore classic gameplay. Huge hordes of monsters. Blood. Fun.

Each level is unique and not similar to the previous.

Play with your best friends: shotgun, machine gun, plasma gun and a homemade rifle.

Send to the grave evil chickens, aliens and other evil spirits.

Title: Monument
Genre: Action, Indie
Developer:
D-Games
Publisher:
D-Games
Release Date: 5 Jun, 2015

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English,German,Russian







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If you ever wanted to play an uglier, awkward, boring version of Serious Sam, maybe you'll like this game. Movement feels choppy, guns feel slow and unsatisfying, soundtrack songs are too short and loop poorly, unless you speedrun each level. Enemies are horrible looking. I don't care that the game uses low res textures and low poly models. The enemies are barely distinguishable blobs of horrible. I love Quake-era FPS, but these graphics would've been awful even back then.

Feels like an alpha of a better game. A patch to make the movement and combat feel more fluid would go a long way in fixing what is wrong with this game.. Pros:

- Attempt to look close to quake

Cons:

- Very poor optimization (No optimization at all?)

- Ugly controls

- Poor design

- No checkpoints. terrible just terrible. PLease dont buy this this game runs horribly combining slow down and low fps and bullet sponge enemys not worth anything. It's a pretty bad unity asset game.. Do you like Quake? Do you love old school first person shooters from the mid to late 1990's? Do you love fast-paced action? Then I reccomend going back and replaying Quake, or Quake II or Unreal, because Monument will leave you unsatisfied on all levels. To be fair, this game might actually be decent if you could convince it to run at the proper speed, but even on a high-end machine, it runs as if you were attempting to play Quake... on a 286. I played through a level and a half, stopping mid-way through the second level as I could not get beyond a wall due to the game's loose grasp of physics.

In the "about" section for the Store Page, they describe each level as being unique.. which is true in that each level is not set up in the same manner.. but from what I've played, there isn't a heck of a lot of difference visually. Lots of browns to give it that Quake vibe. I've mentioned Quake a lot here, and with good reason as that is the closest as I can figure to what Monument is attempting to be. Right down to the use of the "jump" sound the big Q's protagonist makes.

Other gripes are minor, but still worth noting. The developers intended to give Monument a retro look and feel, but the desings for the game's weapons and pickups are more unimaginative than retro. The Shorgun Shells look like an 8-pack of Fruit-by-the-foot rolls. The starting pistol looks out of place and is, frankly, dull. Nothing has the originality and creativity of the weapons from the games this one tries to emulate.

Hitboxes and collision detection are also ridiculous. Often it takes several tries to grab a pick-up. and enemies may shrug off the first few rounds you put into them, or die mysteriously on the first hit.

The game is -not- without it's merits, however.

There are sections where you must push a block up against a wall to jump over. Points for that, I actually happen to enjoy platforming in my FPS games and this coupled with some interesting environmental platforming sections are kind of neat. But.. your jump hight may not be enough to get you where you need togo, and in some spots, you can actually jump up a wall without needing the block. This is OK, however, because the block does not obey the same rules as other objects in the game. I pushed a block off of a ledge in the second level and actually had a good laugh as it floated down towards where I pushed it, as iff under the effects of the moon's gravity. This changed to frustration, however as getting the block to stay where I wanted it was a Sisyphian task. I eventually got onto the block, but was unable to achieve the height I needed to get to the next area.

Boo.

In conclusion, Monument has a few good ideas, all of which are executed poorly. The game moves at a snales pace and the only thing speedy about it is it's soundtrack, which is admittedly pretty decent. But not decent enough to save this game from getting a negative score.

If you want to check it out for yourself, I reccomend waiting until it is on sale.. Deactivate DOF and "Ambient Obscurance", and the game will only occasionally run slow.

Monument is a old-school fps in the vein of Quake that contains quite a lot of verticality - there even is a kind of double-jumpVclimb mechanic in there to further facilitate this. Navigation around the sprawling, mazelike levels is it's very own skill mechanic, and it's yellow-brownish temple ruins contain a lot of secret areas, reachable by the more complicated movement mechanics.

If you like simple, oldschooled FPS with quite some platforming in it, Monument is a real treat.

Of course it's weapons' kinaesthetic leave a lot to be desired, and you shouldn't expect gunplay that's anywhere near Doom or Quake. At least they sound decent.

All in all - for a good 90s flashback it's most definitively worth it's asking price.

this game is NOT a fast pass fun shooter
it's a bad one

DONT BUY. short little quake clone in which you fight meaty gorillas, strange eggplant creatures, and fatmen with hatchets- all to a very american hard rock soundtrack. it's always in slow-mo mode unless you turn quality down to zero and the resolution to lowest. then, and only then could i find a playable speed. however, even at lowest, it would randomly slow down. I'm not talking about lagging; my computer can definitely handle unity engine, its the actual speed of the game thats effected. also hitboxes are almost nonexistent, it's ridiculous.

i did get this game on sale for 59 cents though. It's not like it was asking for top bucks. even on sale, avoid.. OK, I am desperate masochistic perv so I actually completed the game which took like ~1.5 hours. And 20 minutes of it I was looking for one particular door on some of the levels which contained a lot of backtracking. It's nice that dev attempted to parody Quake but attempt is not a succes especially in this case.

Mouse controls are very floaty and sometimes just doesn't respond for some time and than quickly move crosshair much farther than you wanted. Monsters are stupid and often spawn behind you or right in front of you giving no time to react. Curvy parts of floor slows you down. And I stuck in walls couple of times - only couple because later I tried to keep myself as far from the walls as I can.

What is true in the description - I must admit levels are really pretty different in terms of mechanics. In one level you must jump a lot, in some other you must look for buttons or jump on a platforms or moving stones.

Overall, this game is better than some other Unity projects and on par with Putrefaction for example, which is nort great but still better than some clunky horrors. But it still needs a lot polish. And I mean like A LOT.

Worst of all is the fact that Quake is sooo much better in all aspects including graphics - which is a shame knowing it was made almost 20(!!!) years ago.. This game is just strait up terrible. What they say:

Slow-paced

Laggy

Terrible controls.

What I say:

While the game is mostly fast paced by movement, it does get a bit slow-paced due to the monsters coming at you and animating slowly. I honestly never experienced any lag and I have it on high settings. Terrible controls? The controls were simple enough for me. Maybe because I'm used to Half-Life.

Anyways, Monument is a game that brings you back to the old-school shooter age such as DOOM and Quake.

Graphics:

The graphics do not meet the expectations of today's high end gaming, but looking from going from the old-school shooter to going to these 3d graphics, it gives a good nostalgia feel.

Gameplay:

The movement is fast-paced. However, when it comes to monsters, things become a bit slow. Unlike DOOM, you can't just crash in and nuke the monster with bullets. It requires thinking and moving around the monster in this game.

The puzzles presented here reminds me of the usual puzzles I see in the DOOM games. Also, what is great is it comes with a save feature, so before you screw up your moment, at least you don't have to worry to run through the whole level again.

Level design is a combination of "straight-forward" and "hidden path" type.

Music:

If I was listening track by track, I would enjoy the music. Depending on how long you spend on the levels, it can get annoying. It's mostly a metal\hard rock type of music here. Really suits the atmosphere.

Conclusion:

Monument may not catch up to today's look-a-likes of DOOM and Quake. However, it reaches just enough to give an enjoyable and nostalgic experience for old-school shooter players.

Pros:

Level design is basic. Easy moments and hard moments.

Save feature.

Simple controls.

Atmosphere that brings back DOOM and Quake memories.

Cons:

Coming across monsters slow things down

Music can be annoying after staying too long on a level.

Graphics and animations of monsters could be improved.

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