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About This Game

ZOMBIES CAN MAKE YOU THINK BETTER

The least boring brain trainer in the world. Most brain training programs are dull mini-games. Even when they work well, the player quickly loses interest in playing. PROJECT AZRIEL has been shown to increase fluid intelligence and it's fun to play.

Who doesn't want to take down some zombies while training their brain to work better?

In a study sponsored by the Office of Naval Research, people who played our game increased their fluid intelligence score by 5 points on average.

"Fluid intelligence (is) the capacity to solve novel problems, to learn, to reason, to see connections and to get to the bottom of things."
- Dan Hurly, New York Times

Do you play a lot of games? Being able to recognize patterns and solving new kinds of problems faster is what makes the difference between a good gamer and a great gamer. You do want to be a great gamer... don't you?

FEATURES & BENEFITS

- Improve your fluid intelligence while taking down zombies
- Rigorous brain training activities integrated with the gameplay
 - Adaptive brain training and gameplay difficulty levels
- Re-do missions or the entire campaign while keeping current experience points & difficulty levels

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- Toggle between 1st & 3rd person cameras for a different gameplay experience
 - Adaptive depth-of-field player camera for a more cinematic feel

OUR STORY

“Fluid intelligence (is) the capacity to solve novel problems, to learn, to reason, to see connections...”

We are a small scrappy little indie company that has been developing learning applications for over 15 years. At CurriMedia Labs, we care about helping people to achieve more through the use of targeted, research-based applications. We've helped over 200K students learn to read and now we're excited to be leading the way in the field of cognitive improvement through our development of this new type of brain training application that is both fun and gets serious results.

We'll use some of the proceeds of Project Azriel to develop a similar FPS brain-training game that is more age appropriate for children and to provide that game to students with learning disabilities free of charge. So, your purchase of PROJECT AZRIEL will help us to help others.

We're doing an Early Access release to help us further refine our brain training application with the immense feedback of the Steam Community. Together we can make brain training impactful and fun.

THE RESEARCH

PROJECT AZRIEL is the result of 5 years of R&D sponsored by the U.S. Office of Naval Research.

PROJECT AZRIEL is the outcome of five years of research and development sponsored by the U.S. Office of Naval Research to create a rigorous cognitive trainer that is robust enough to generate transferable gains in fluid intelligence and compelling enough to get reluctant trainees to engage in the training outside of a lab environment. PROJECT AZRIEL currently integrates three cognitive training tasks targeting working memory updating, mental set switching, and attentional inhibition in a deeply engaging first person shooter video game.

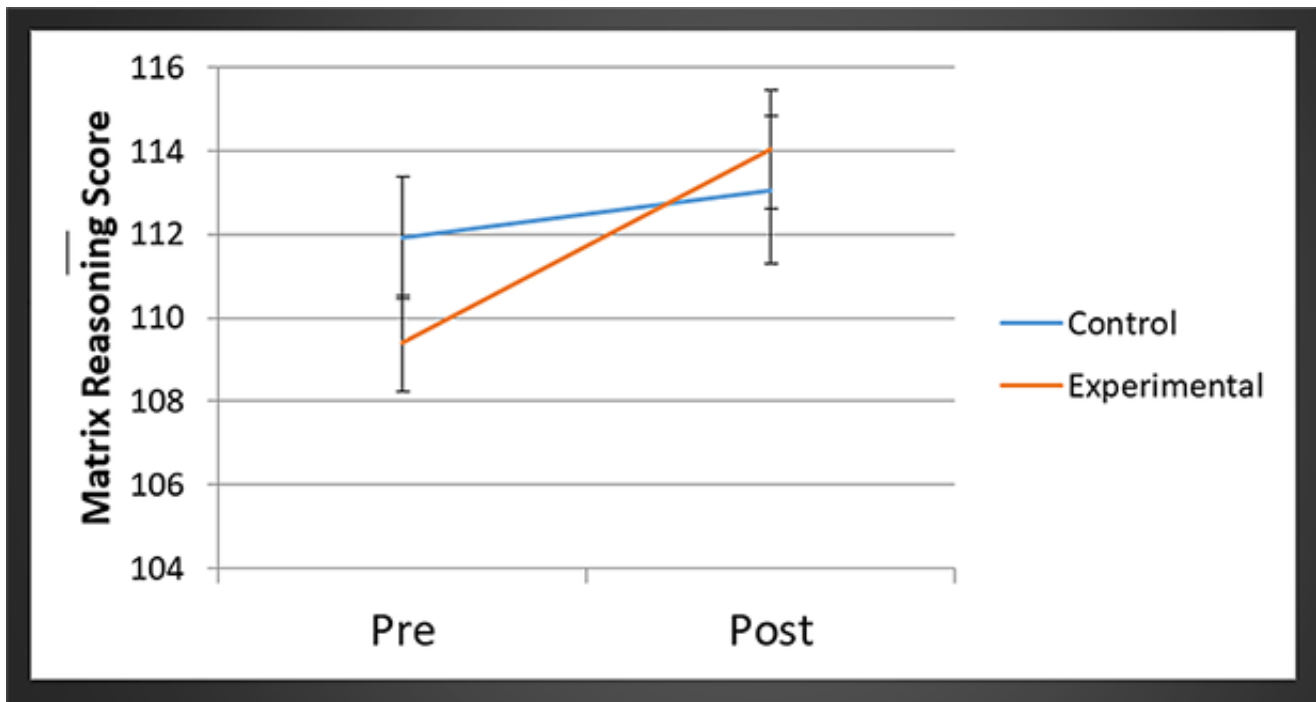
THE STUDY

The game was effective at improving fluid intelligence.

A randomized, blinded study with more than 165 subjects was completed to determine impact of gameplay on cognitive transfer measures. The evaluation showed that the game was effective at improving fluid intelligence, a finding that replicates lab studies reported in the cognitive training literature.

Fluid Intelligence

A significant interaction emerged between the within person factor (pretest to posttest) and the experimental condition on fluid intelligence ($F(1, 124) = 7.19, p < .01, \eta^2 = .06$). While both the experimental group and the control group improved on the fluid intelligence test from pretest to posttest, the experimental group improved significantly more than the control group. This interaction is depicted below:



Title: PROJECT AZRIEL
Genre: Action, Adventure, Indie, Early Access
Developer:
CurriculaWorks
Publisher:
CurriculaWorks
Release Date: 20 Oct, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 10 (64-bit versions)

Processor: Intel Core i5 2400s @ 2.5 GHz / AMD FX 6350 @ 3.9 GHz

Memory: 6 GB RAM

Graphics: NVIDIA GeForce GTX 660 / AMD Radeon R9 270 (2GB VRAM with Shader Model 5.0)

DirectX: Version 11

Network: Broadband Internet connection

Storage: 8 GB available space

Sound Card: DirectX Compatible Sound Card with latest drivers

Additional Notes: Requires Steam activation and broadband internet connection

English







project azriel steam. project azriel. project azriel game

I work professionally in games as an artist. While I use Maya, Max, Zbrush, and Mudbox for Modeling at the studio, I love using this at home. It has all the basic tools for most folks and is increadably intuitive. Plus you just can't beat the price for how good this is! Definitely recommend.. This game literally injured me...

<https://www.youtube.com/watch?v=OINpXxyIP4c>. DOES ANYONE KNOW OF ANY TURTORIALS FOR THIS PROGRAM I CANNOT SEEM TO FIND ANY AND IMNEW TO THIS...AND CAN YOU USE THIS FOR FUN PHOTO EDITING ASWELL?. This game forces you to wait for a real long time (in real time) in order to advance... WTF!!!

[So only buy this game if you like waiting.. Amazingly awesome. Super addicting.. When looking for an easy but enjoyable game. Hypnosis is a good one to play for an afternoon.](#)

[The story is pretty basic. you are a hypnotherapist who gets called by the police to come to a secluded little place in the middle of nowhere which serves as a clinic. all of this because your exboyfriend \(who works there\) has vanished. Meet some of the characters: \(who are THE MOST stereotype characters in the world\) a punk teenage girl who thinks her parents don't love her. an autistic indian who loves writing code. a confused mathematician who looks like einstein etc. As a hypnotherapist you "dive" into their subconsciousness. where you have to find out what the problem is and how you can fix it. I found this to be the most fun part of the game. as every consciousness is unique and can be fun to explore. And despite the fact that the characters are rather bland. it is fun to get to know their inner thoughts better.](#)

[You battle so called "phobias" in an easy battlesystem. don't go looking for a challenge here. The main storyline is actually less interesting than the characters.. I found it to be rather dissapointing. However the game is enjoyable and very easy to play through. it only took me about 5 hours \(and this is even when you use all of your "talking" options and exploring options\). So i wouldn't buy it for more than 5.](#)

[And, as an official psychologist. i have to say that every psychological aspect of this game is complete nonsense... really. what a load of crap..](#)

[But in all. an enjoyable game to play if you don't want to think too hard and just have fun for a few hours!. \[Initial review\] I wrote English just for Devs or Publishers. what a Shamful dispray. \u3010\u521d\u671f\u8bc4\u4ef7\u3011\u4e2d\u6587\u5f80\u4e0b\u62c9\u82f1\u6587\u5c31\u662f\u60f3\u7ed9\u5f00\u53d1\u8005\u6216\u8005\u53d1\u884c\u770b\u7684](#)

[Again a classic RPG game with classic Koei Tecmo Bad Port make it mix\u2665\u2665\u2665\u2665\u2665 But I'm still recommand if you didn't play Arland series on console like me. +Good characters and CGs from \u5cb8\u7530\u30e1\u30eb +A nice second line or maybe third line? JRPG compare with Persona\Final Fantasy 1-14/Zelda](#)

[-Classic Koei Tecmo Bad Port -Just simple key remapping to keyboard again -No setting at all -windowed mode only 720p and 768p \(Fullscreen mode can use 1080p but I find others got problems with 2K 4K in discussion\) -micro stutter every 0.6s-0.8s with very high and stable framerate 60-75Hz during CG or Ingame \(Can be fix only if I plug in my Xbox1elite controler. didn't try with my 360 controler\) -Koei Tecmo sell this game with full price after decade \(Just few month now\) of first release. with no inprovement Again! NMSL KoeiTecmo -When setting on English. all audio an VO also fixed to English can't change it.\(My mistake it's can be change inside ingame setting\)](#)

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Its okay.. could use alot more work on it tho. TL;DR:

It's a neat game from a neat developer in a large, untapped game space. And it's cheap. If you've got a VR set, definitely buy it. If you don't, maybe buy it anyway.

Pros:

- Novel concept
- Mind-tickling
- Large problem space, lots of mechanics for the developer to explore
- Cheap

Cons:

- Simple
- Currently (3V17) doesn't encourage use of the time visualization component enough, which is the bit that should set this game apart
- The VR version crashed on me once when switching audio devices

Long, for those with trouble sleeping:

Way back in 2011 Achron exposed time as a navigable dimension. The analogy between time and spatial dimensions is stronger in Achron than in any game before and any game since. In Achron time is a freely navigable ~10 minute window that resolutely marches forward, as opposed to the zero-length window we're used to. While the game has (effectively) two spatial dimensions, time acts much like a third. In my utterly amateur opinion two major wrinkles held Achron back - a sub-par implementation of RTS principles painstakingly perfected in other games, and immense complexity conveyed to the player in an unintuitive way.

Imagine if, instead of seeing a typical two-dimensional RTS map, you could only see one column of pixels at a time. You could freely navigate the columns, but you could not see all of them at once. Imagine how much harder it would be to understand the playing field, especially as the game progressed and the field changed. It is similarly difficult to understand time in Achron. The player must select and view each time slice, a single scene does not convey the whole space.

zTime takes the time dimension and visualizes it along a spatial axis (the z axis I presume, hey that's probably where the name comes from). You're on a two-dimensional obstacle course, and the paths of you and the obstacles are drawn over time along an axis orthogonal to the obstacle course. They appear as contiguous lines. By aiming your future-position line between the future-position lines of the obstacles, you can avoid them a few seconds in advance.

Even when projected onto a two-dimensional screen, the player can take in vastly more information about time when conveyed visually. The VR experience is an ah-hah moment as well. Seeing that third dimension with stereoscopic depth cues dramatically increases the fidelity of the information. zTime conveys time as a first-class navigable dimension in a way that Achron never could, because zTime is a simpler game.

Unfortunately, zTime eliminates the mutability of time. The player observes time as a navigable dimension (navigable by the eyes), but can only make changes in the current time slice. It's a little like Guitar Hero et al. in that way. The player can see the future, but must make changes in the present. The past is therefore irrelevant and not shown. The earth-shattering mind-bendiness of Achron is notably lacking in zTime.

After playing zTime for maybe twenty minutes I had only one "hey that was pretty cool" moment, where I navigated the obstacle course using the spatial representation of time more effectively than I would have used everyday prediction of the movement of the obstacles. In many more cases, trying to utilize the time dimension resulted in my death, where navigating the same obstacles without the fancy lines would have been trivial. All of the obstacles (up to level 11, at least) move in short-period repeating patterns (or just follow you), so they are predictable. When there are many obstacles to keep track of, the time visualization becomes helpful but not necessary. It seems like obstacles with random movements would make the time visualization more rewarding. With unpredictable obstacles, the player would be forced to use the visualization of the future to navigate the maze safely.

The developers made an interesting decision when deciding how to visualize the player's future position - your future-position line assumes you will maintain your current acceleration indefinitely. This makes predicting where you will be in three seconds easy, but makes it difficult to make small changes to your trajectory in the x\y\time 3D space. When you press a key to make a minor modification, your future line shoots off in that direction, and you must release the key to see where you will end up without input. It becomes a guess-and-check game, and you only have a few seconds. Using the Vive controllers makes this a bit easier because it has a high-resolution trackpad for movement, instead of the measly four keys on your keyboard.

Other minor gripes:

-there should be an obvious visual cue in future-position lines to indicate that an object hit and bounced off of a wall. The change in direction from the bounce is easy to miss

-viewport zoom is unbounded, which is amusing

-on the Vive controllers, the trackpad is used to navigate menus, but the trigger is used to click. The more common convention is to use the trackpad to click if you're using the trackpad to navigate

Final thought:

Personally, I think the developer missed an opportunity to pare down and polish Achron. Take that same time-bending engine, incorporate it into a simpler RTS built on a generic game engine, and you've got yourself a compelling modern game with all that mind-blasting goodness.. Sailing the seas, trading, battling, questing... Large procedural world... Awesome game and a lot of fun!!!. while it is a fun vr game for like maybe 10-20 mins, i feel like this is a incomplete project and needs more to be added or at least a price drop, i feel like the game is worth no more then 2.49 theres just not much to do in this aside from hitting balls. i feel like there needs to be more variety in stadiums (theres only one right now) and more modes to keep people playing longer

at this time i would not recomend buying this vr game. hmmm So.....

Epic game

Great graphics

Still more to come :). This game is great so far - a mix of dry, British humor and lots of old school LucasArts mixed in. This is the kind of indie game that should be getting attention for it's writing and throwback style.

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