Dungeons Are Random Download Ubuntu

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About This Game

Dungeons are Random is a fast-paced roguelike game, where everything is meant to be generated as randomly as possible, while still being enjoyable as a game. It's a mix of a roguelike and an action-rpg game: you improve your hero by running around and fighting monsters, while venturing endless, randomly generated dungeons

Key Features:

- Infinite, randomly created dungeons each time you start a game

- Randomly generated loot stats, giving you hundreds of different armors and weapons to find

- Hardcore! Steep learning curve, permadeath and no quick loading ensures a challenge

- Swords, hammers, bows, fireballs - choose your playstyle!

- Level up! Defeating monsters grants attribute points, which you can use to further customize your hero

- Random equipment forces you to adapt to a different style each time you start over...

- ... which you will have to do because you will die! A lot!

- No time wasting! You can start a game and end it whenever you want. Whether you have 10 minutes or 2 hours, Dungeons are Random will still allow you do have some fun.

- Full controller support: You can play either with your keyboard or pad (the later one is recommended)

- Multiple languages: english, polish, italian, russian, dutch, spanish

- Crafting: create the perfect equipment!

- Various game modes! At the moment 2, more to come!

- Quests! Get better loot for completing challenges!

- Highscores system! Compete with player around the world for the greatest score! Be at the top of the list!

DEMO available at: http://dungeonsarerandom.eu/

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Title: Dungeons Are Random
Genre: Action, Indie, RPG
Developer:
PIXELBUG
Publisher:
PIXELBUG
Release Date: 5 Jan, 2016

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English,Italian,Dutch,Polish,Russian,German

85/200

90/100

dungeons 3 random maps. dungeons 3 random parameters. gloomhaven are random dungeons scenarios. dungeons are random. dungeon random generator

I thought it was a good game and when i started playing it I knew it wasn't. DON'T BUY THIS GAME!!!

It could have been ok if the dev put ALOT more work into it. It was abandoned about a week after it was released and it's not worth more than $1 in it's current state, if that.. Disclaimer:
I helped translating the game and got a copy for my efforts.

The game is a fun little time waster where you think you know how to handle the enemies till you get bored and stop paying attention...and then you get eaten by a frog...I'm not kidding, this is my favorite way to die in this game, I was about to change my gear because I thought I cleared the room and picked up some loot...always look for moving shadows, that's my advice for you! ;-)

There have been multiple updates to the game since release which added nice effects and new enemy behavior.
Boss fights are fun but sometimes a bit too easy, but the difficulty increases with every dungeon you finish.

Duo to the recommendation of a high-score mechanic by many on Greenlight, including me, the developer implemented such a feature which gives the achievement hunters in us a reason to go on.

There are some really cool features in the game, like when there is a bonfire, you can shoot your arrows through the fire and it becomes a burning arrow which does additional damage to enemies. Also, enemies don't hit you by touching, they rather all have an attack animation which must clip with your character to hurt you.

There are a few issues with the inventory system and the enemy AI gets stuck from time to time, but for a low budget title from a new developer, it is a lot of fun, especially when you got friends to compare score with!

Over all, this game might be a bit behind of what it could have been, and you see potential in every corner, but I believe it's worth to pick up for the price to support the developer, this might be his first Steam entry, but it shows that there might be coming better games by him in the future!. Pros and Cons
Pros
I Like how old school it feels and does make a great challenge
Good amount of wepons and such
You cant just run-in melee every where, you have to think about your actions

Cons
The movement keys are hard to learn (for everyone else, just change them)
It's not the game you want to start off with, but fun
You didn't do go in too much detail on the keys (which leaves me madly pressing all of them)

However
No games 100% purfect on the relase and i want to see what this game give us (player) in the feature

What i think you should do
Make the controls a-tad simpler to learn
Have a button in-game that pops up the keys and what they do
Add a quick, small starting level for us to try and test different key-combos

In the end it needs some work but can turnout to be a top game

Keep up the work!. Very rough and amateur. I'm sorry. Can't recommend it.. Bad hit detection. Bad spell casting system where spells are hardly worth a damn since you will be using your melee\/ranged weapons most of the time. The bow is the most OP weapon in the game.

As far as difficulty...it has it. You will die in 1-2 hits by a boss. With the lousy floaty hit detection, this is exacerbated. Some

plus's this game has:

+Good soundtrack
+Quick gameplay
+Cute graphics

These dont make the game overall fun though. Play longer than 15 minutes and you'll get tired of it quickly. Melee is by far the WORST aspect of this game. You have to run away and do a move attack just to hit anything and not take damage. Could've been a real gem if not for the bad combat.. I thought it was a good game and when i started playing it I knew it wasn't. Just submitted a refund request. Would have stuck with this if it was in Early Access. I love the genre of RPG Roguelikes, as this type of game happens to be my favorite. I've never found myself having to figure out button mappings and being one hit killed at full health on so many different occasions. I read the sign and it didn't say anything about "Y" on the controller being the interact button for Enchanters. I was looking forward to playing this game and have been checking the store for it everyday up until it came out to see if the Dev said anything. It's just simply not finished and I wish there was any sort of mention as to whether or not there will be any further updates anywhere on the store page because I can't seem to find one. I understand one hit kills and everything after having played games like Spelunky and Nuclear Throne and games of the like, but this is absurdly unplayable. I'll keep checking back in on it to see how it does because I really wanted to have another game to constantly do runs and level characters in. It's not the time waster that I was hoping for. All negatives aside, the game is charming in its artstyle and could be really fun with a little more polish.

EDIT: Good on the dev for adding the interaction button to the list of commands so soon after this review was written.. Review Key dos brode

Our reviews are simple,direct to the point that interests,an overall quality of the game and a final consideration.

Game: Dungeons Are Random
Genre: Roguelike

Graphics: 7/10
History: 5/10
Gameplay: 6/10
Sounds: 7/10
Replayability: 8/10

Final Consideration:Game itself is simple,but great to play,the controls can be a problem but with time,you can master it,fun to kill some time.

Downloaded this game today and uploaded a video right after if anyone would like to see more gameplay check it out, for me i found it best to re-map the controls when not using a controler , also some glitches have occured when I continued to play such as when a quest was completed the BIG quest complete on the screen would not go away. also why cant I exit the game and save? Ihave to alt tab out and close application? this game would have been a lot better if these issues and other minor issues were adressed not sure why these small things sliped through. I cant completly recomend Dungeons are Random however I did play it for a bit and most likely will play it again I just hope they can fix some of these issues.

Dungeons are Random- Frog Boss https://youtu.be/VMKw-RIOOMo. There are good stuff in this game and some bad stuff that make this game not so good.

The good stuff is dungeons being random which will make any game a unique experience. The bad stuff is probably the control. I could not do much with melee weapons while I was able to make my way with a simple bow. Hence if you don't get a bow at the start, you sort of good for a quick death.

From what it seems this game seems to be a single person project. I could say kudos on that but with many games of the same genre available with better playability and implemented ideas in the same Steam price range, Dungeons Are Random lacks of the little extra notch, polishing and a serious dose of playtesting that will make it a great or at least good game and not looking like some game prototypes or school projects.

For a low price or in a bundle, this is a good game to get when you have to kill 10-15 min in a rogue game. For the current asked price, this is way too much to pay for the fun the game creates.

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Dungeons are Random- Frog Boss https:\/\/youtu.be\/VMKw-RIOOMo. game controls are really messed up by default with no tutorial.... Bad hit detection. Bad spell casting system where spells are hardly worth a damn since you will be using your melee/ranged weapons most of the time. The bow is the most OP weapon in the game.

As far as difficulty...it has it. You will die in 1-2 hits by a boss. With the lousy floaty hit detection, this is exacerbated. Some plus's this game has:

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