A Fear Of Heights, And Other Things Download With License Key

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About This Game

This is a VR experience which shows how virtual reality can invoke an involuntary response. I created the first scene - the canyon - as I wanted to demonstrate the effect to friends without having to guide them through a game to a suitable point. It was so effective I wanted to expand on it. This is very much aimed at being an experience you can keep in your library and bring out to show new users - it isn't a game so there aren't any challenges in it, and will have less effect on veteran VR users.

The current stationary scenes are:

- A wooden bridge over a canyon
- A narrow ledge on a cliff
- The top of a building in a city
- Being in a dark passageway with only a flip lighter
- Being trapped underground with the walls closing in
- In the ocean surrounded by sharks
- On a window cleaning gondola on the side of a skyscraper

There are also scenes which include player movement:

- Performing a base jump
- Swinging round a city with grappling hooks

Title: A Fear Of Heights, And Other Things
Genre: Casual, Indie, Simulation
Developer:
Fulby Technologies
Publisher:
Fulby Technologies
Release Date: 17 Oct, 2016

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 SP1

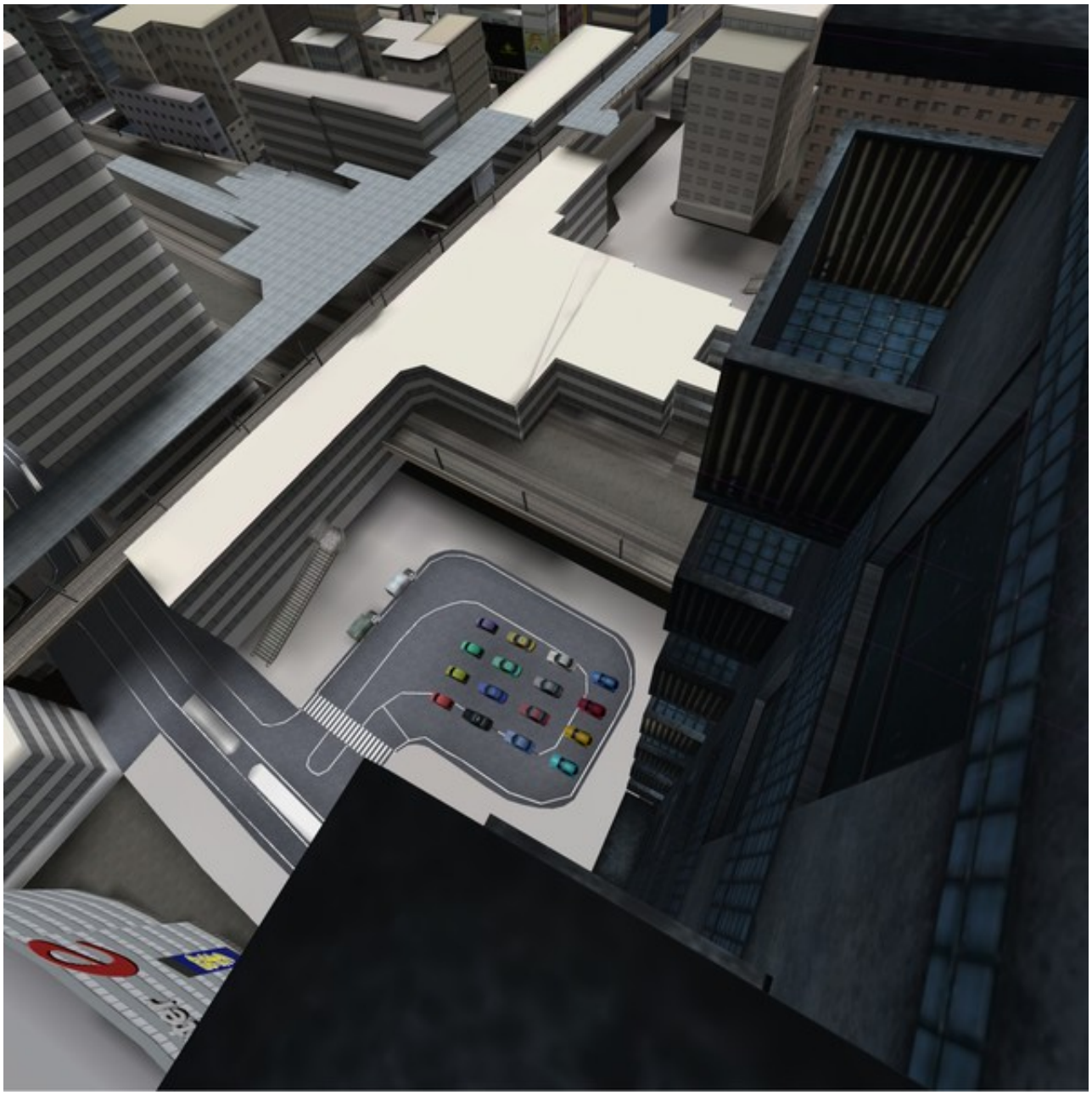
Processor: Intel Core i5 4590 or AMD FX 8350

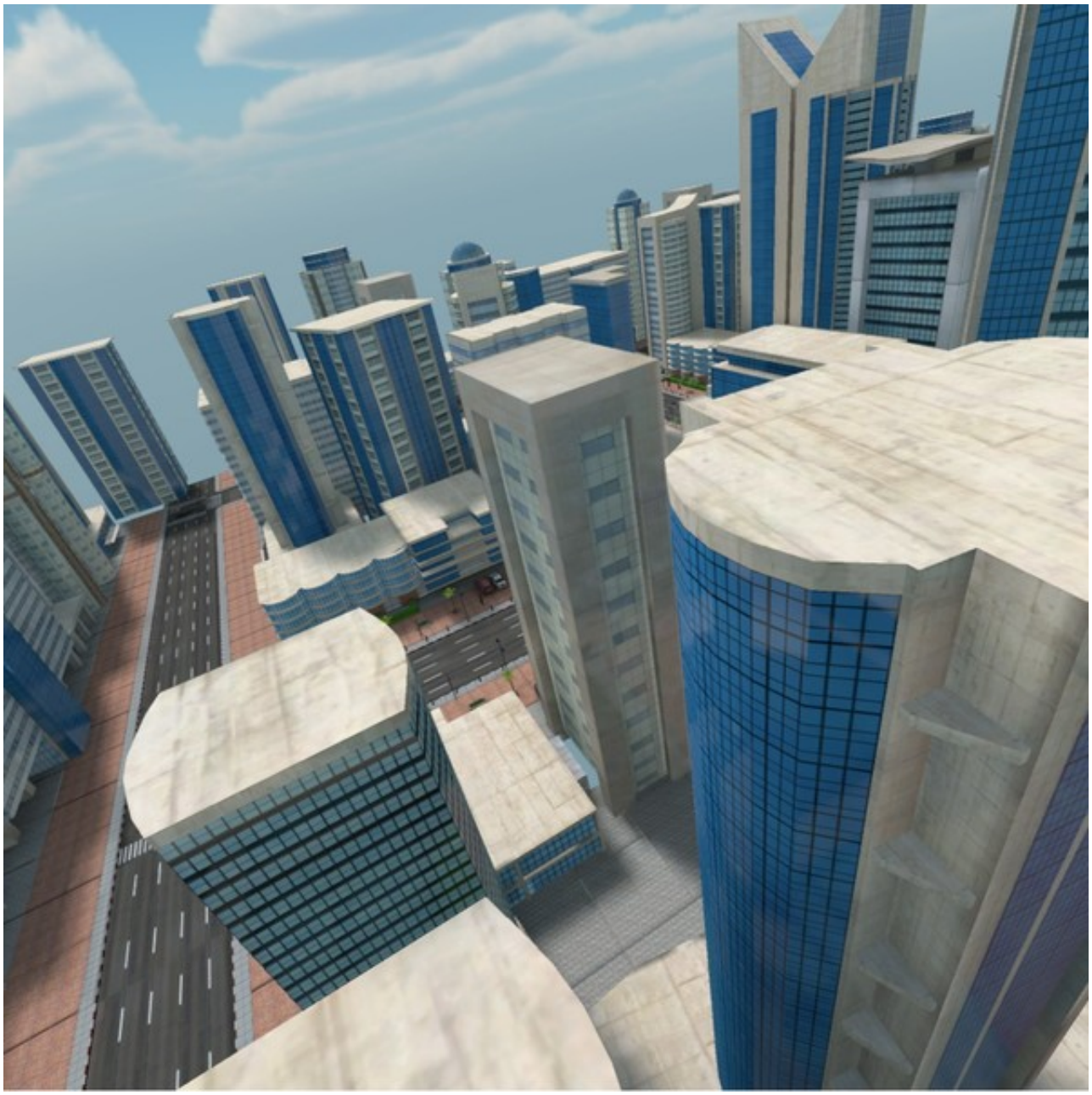
Memory: 4 GB RAM

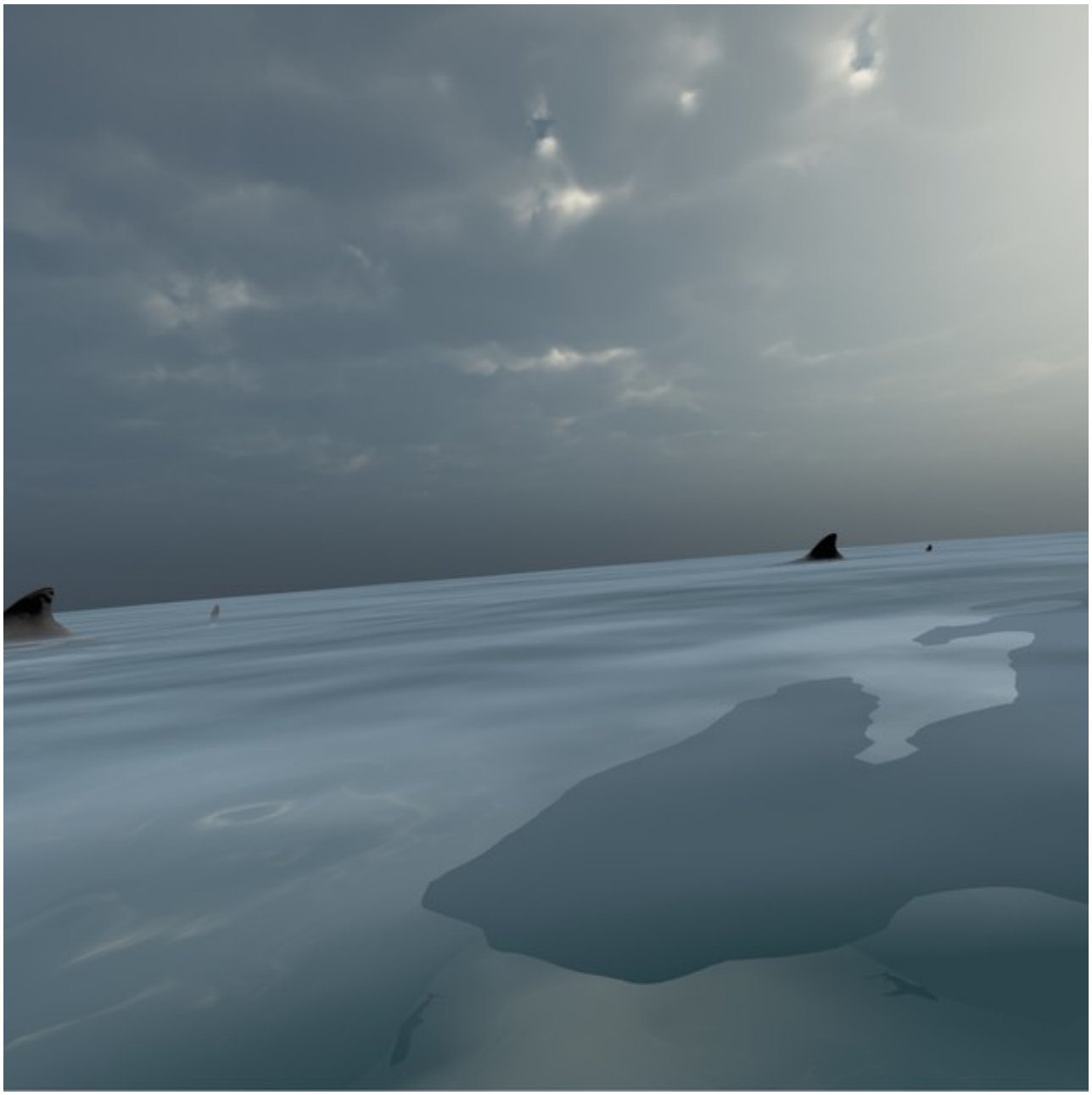
Graphics: GeForce GTX 970 or AMD Radeon R9 290

Storage: 900 MB available space

English







The static scenes were kinda meh for me, but oh man, that grappling section. Best Spider-Man game never made, in my opinion. I felt a good amount of vertigo in that; the fun kind. This is just a tech demo, but I really hope someone expands this mechanic into a full game.. For the very little price you can't go wrong. If I was the developer I would consider expanding and improving the concept, for example, considerably improve the graphics of the city, improve some of the experiences, offer more experiences, and then charge more. If Richie's Plank can charge \u00a36 all day long you could improve yours and charge more - I think people enjoy experiences and you're on to something by offering a program that offers multiple experiences. As it is, it's well worth the asking price.. Yeah, it's worth .99 cents, but just barely. Just don't have high expectations. This VR experience is really geared for VR beginners. Nothing was scary, the graphics were on the low side, and you can't even jump off the ledges (you just hang out in the sky looking down).

Still, it's a nice intro for complete VR noobs who want a light adrenaline-inducing VR experience.

Rate 5\/10. Really good game for the price. The ropeswing was amazing. This is a decent VR tech demo to show off different environments and their effects in VR. It's pretty good for introducing people to VR because its surprisingly effective (especially the rope swinging scene).

The game is split up into several scenes which include you standing on a narrow cliff, in the ocean with sharks circling around you and performing a base jump.

Well worth it for the price and good for showing VR to the whole family.. This invoked a crazy fear of falling for me. LOVED IT!. I highly recommend with *one serious caveat*.

The base-jumping experience gives you no warning before very fast, no acceleration movement hits. For me, this was deeply nauseating. Took about 2 hours for the blech in my stomach to wear off after that.

This coming from someone that has had no problems with artificial locomotion in the past (except for rotating in a swivel chair while running away from things in Dreadhalls on the GearVR, to put it in perspective).
. Great experience to showcase VR to VRgins. My wife absolutely screamed at the base jump one and my daughter loved the rope swing mode.

Nice showcase for some perspective based VR!

This has become one of my primary go to experiences for introducing people to VR. These are great and everyone agrees that the Basejump, the 2nd time, is the best. (I've had a few people end up on the floor the first time through so now we are in a position to catch them the first time we put them through it :-)).. I really just bought this for the rope swinging. I thought it would make me feel like Spiderman. It does. The other stuff is cool , too, but 98% of my playtime has been me swinging around the small cluster of buildings and bridges. Definite recommendation!. This is exactly what it says, a collection of the sort of scenes that you might want to demo in VR to new users. Graphics are good and vary from photorealistic (cliff) to the kind of Richie's Plank effect when you're standing over the city.

The cliff ledge in this is as effective as the tower scene in Oculus Dreamdeck with birds flying above and the wind blowing. I'd pay $1 for that alone but there's a bunch of quite polished scenes in this that are perfect for VR demos.

I can think of a couple of scenarios i'd like to see added but for the price and the convenience of being able to demo multiple scenes from the same program this is great value.

. Some experiences are good, like standing on the cliff, or going up a lift. The dark experience is spooky. Overall,good for a quick all round multifaceted VR experience.. Pros:
Great for scaring your friends by giving them a push when they're looking down a cliff.

Cons:
Might have some human waste on the floor because you tried to push them off the cliff.

10\/10 would recommend.

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