
Download Scrap Garden - The Day Before .exe



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About This Game



A new chapter of charming 3D platformer about the little rusty robot C4N who unwittingly finds himself in the midst of momentous events in Robo Land. In order to solve the new riddle, Canny will once again need to run and jump a lot, solve puzzles, and fight against enemies who are much bigger and stronger than he is.

- Travel in time! Take part in the significant events unfolding the day before the main game. Find out new facts about

familiar characters.

- Uncover the secret of the engineer's disappearance in the catacombs under the city.
- Test your abilities in mini-games and puzzles.
- Enjoy the game ambience with a new score by the same composers who gave you the original game's soundtrack.
- Receive the new Scrap Garden chapter completely free of charge (the prequel is not DLC and does not require you to have the main game).

Title: Scrap Garden - The Day Before

Genre: Action, Adventure, Indie

Developer:

Egidijus Bachur, Alexey Davydov

Publisher:

Flazm

Release Date: 7 Oct, 2016

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English,French,German,Japanese,Polish,Russian,Simplified Chinese







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I like the game. I mean, I would have liked the game (if I could play it). See, here's the problem; the game is not optimized for all, I mean, its resolution settings start at 1920x1440, not everyone can play games at that resolution. I do see good in this game, as I said, I would have liked it, the game looks interesting, it even looks amazing. I will be staying up to date with this game, and hope that the developers fix the game's problems. Cheers!. It's a 3D platformer but the game does not feel polished. You can finish the game in less than an hour. You are the robot, Canny, tasked with helping the city to save the city's water supply by finding the missing reservoir engineer robot. You go around the city collecting breaking crates to get Cogs. There is no need to do any quests/objectives to get the cogs. You can just break crates to complete the level.

You use 150/50 Cogs to open the doors to the next level instead of completing an objective. If you meet a monster, just jump on its head or throw an object at it. At the end of the demo, you will fight a boss. I will not spoil the surprise for you, so try the demo for yourself. The boss fight is simple but very boring. You fight a g**** n**** m*** r**

What's my conclusion? It's not worth the money. You can play the demo but the game is not worth the \$16.50 discounted price tag.

PROS

1. Contact Point for ladders

Very smooth at the beginning

2. Simple movement controls

WASD, UDLR, Left Mouse, Right Mouse, Spacebar. Standard issue. Pick up objects by pressing the Left Mouse. Jump and double jump with the Right Mouse.

3. End Cut Scene

The first 3 seconds of the end cut scene are okay.

CONS

1. Does not feel polished

The graphics, the objectives, the overall gameplay.

2. It's short

Really short. 25 minutes for me.

3. Linear gameplay

It's so linear and boring. Point A to Point B to Point C. Tada. Finish. There's hardly anything to interact with.

4. Graphics

Honestly, it's quite bland.. Short but sweet game that captures a lot of the good and bad from 1990's ps1/N64 era 3D platformers.

Pros

- Good gameplay
- Solid graphics
- Charming story
- Charming Characters
- Has replay value

Cons

- Very short and ends right as things get really good.
- Bad collision with some areas and enemies
- Bland final boss. Short, sweet, and filled with adorable robots.

The Day Before is not a difficult game, but that was never the point. There is some simple platforming and puzzling but mostly, it's a fun, whimsical story about a charming robot who always seems to be dragged into trouble, paired nicely with lovely graphics (even on a low-end computer) and music and quaint voiceovers.

There are currently a few bugs and some general polishing that need to be taken care of, but the developers are very good about pushing out fixes (There's already been a patch to fix some of the most glaring issues mentioned in some of the other reviews).

If you have an hour, give it a go... The Day Before is a nice little "taste" of original Scrap Garden game.

As someone who has played the original, I enjoyed the new puzzles and familiar faces. And I hope this is not the last we see of our brave little robot hero Canny :). I imagine the full game is pretty fun, this is quite a teaser in the true sense of the word. Fun way to spend 30 minutes even if you haven't played the actual game.

Overall, this game is alright if you enjoy adroable characters--However, if the 'goal' to achieve is something that give you some reason to paly the game, I don't think you would enjoy it that much.. Very messy prequel...yet I reccomend it for some reason...

<https://megabadger24.wordpress.com/2016/10/10/scrap-garden-the-day-before-review-some-joy/>. Update 1: I realised that you get achievement motication when you "continue" the game that is already in progress.

Hello developers and players. I completed this game and want to make not a review, but more like my note list that I made after playing this game. This list shows problems, bugs of the game and improvements that can be made in this game to make it better.

- Achievements -

As I started from the beginning and collected first screw, I got 3 achievements that says that I already collected 300.

At the end of the game I noticed achievement "motivation" that says "start the game". After my second start of the story I didn't get in either. Another thing is that you need to finish the game several times to get all of the achievements.

- Instant grabbing objects -

Its not clear what objects I can or can't grab. Will be nice if they would change tone of their color as I come closer to them.

- Empty and boring city -

If you walk in the city you can see 3-4 robot police officers and 4 robot citizens. That's not how it supposed to be if you look at the size of the city. You can't talk or interact with other robots. Only thing that is happening in the city is a script where the robot shows you a picture of his missing robot that you need to find (at first I thought he is selling it).

- Maps are unfinished -

If you will be at least a little bit curious you can find that you can go through the wall literally in 15 seconds walking from your house. There are also some places without textures where they needs to be. There are also lots of spaces where you can see through walls and make world in front of you disappear by moving your camera.

- Action button -

There is an action button that you can change in settings, but most of the time scripts activate themselves when its not needed. This applies to the NPC that needs his robot, repairing of the gate to complete first level, lever in sewer and many other things. Because of the second one I didn't explore first level fully when I was completing game for the first time.

- Arcade machine -

Its an interesting feature, but it loses it's awesomeness if it doesn't have a purpose. It also very dumb and doesn't increase difficulty through time.

- Story telling -

Story telling is awful. I forgot what is the plot of the story already on level 2. Maybe it's just my problem, but there is no such thing as a quest or aim space on the screen. I wouldn't say how story itself is not interesting because it's just a prequel to an actual game.

- Minor umprovements that should be made -

Screws should drop on the ground instead of floating in the air after you destroy a box. Wood on the ground in sewer should not push you in the water. In level 2 you drop the part of the puzzle when going through the door. In sewer or other places with fixed camera you can't see the bottom of the screen and can just disappear in it.

- Buttons -

In the level 3 I was so confused with buttons and their sounds. I tried to find a pattern in their sound, tried to put crates on them. It turned out that I needed to just run on all of them fast. Wow.. Really? Was quite disappointed to be honest. Was expecting more from that.

- Mobs -

Mobs are quite stupid in this game, but what is really annoying is that the scorpions are REALLY hard to notice. I don't know was is supposed to be like that or not.

- Final Boss -

Just not interesting and disappointing. What are these red light that hurt me? There are no background or explanation that are those.

- Controls -

Controls are really weird. You have mouse, but you can't control look in 2D levels or click in the main menu.

In conclusion I want to say that the game itself is not that bad, but all these bugs make it seem very crude. I hope developers will look at this list and fix the problems that are listed. If you want more info about bugs or places of them, you can contact me. So far I can give only "not recommended". I'll change it if the bugs will be fixed. Have a nice day.. edit: So, I bought the full game anyway. And...it doesn't have most of the annoyances that the demo has. So, don't be fooled!

I've been meaning to get the full game for a while, so was quite pleased to see that they've made a free demo available. I downloaded it, and was hoping that it would convince me that the full version was worthy of a purchase. That is, after all, the idea of demos, isn't it?

Well, I'm not so sure now. Sure, it looks pretty, the main character is charming, and it has a lot of potential. But there are some serious flaws which are making me wonder if the full game is going to be fun, or just an exercise in frustration.

Firstly, the jumping mechanics are awful. Your character "feels" really heavy. Yes, I know that he's a robot, but that's no excuse. And despite having a health bar, touching liquids is instant death. You'd think that a city populated by robots would be a little more careful, wouldn't you? Coupled with a lack of save points this means you're going to be seeing the same bits over and over again.

Secondly, the game can't decide what it is. Once I was out of the apartment I was in a free-roaming 3rd-person adventure game, with hidden items, optional sidequests and a sense of freedom. Then that is snatched away and you spend the rest of the game in a very linear side-scrolling platformer with a fixed camera, before finally returning to a free-roaming camera for a boss-fight that comes out of nowhere and doesn't seem to have ANYTHING to do with what else is going on in the game. You start off being asked to go and fix the water supply and end up fighting a giant bear by throwing barrels at it. It's death somehow fixes the cities water supply. None of this makes any sense, and you finish with the feeling that you didn't really have a lot to do with the success.

Thirdly, the enemies. Why exactly can rats hurt robots? I wouldn't have thought that teeth could do much damage to a lump of steel. There are also scorpions that literally appear out of nowhere. If you stop and carefully inspect the landscape you can faintly see an outline of where it's going to appear, but if you're moving, forget it. Just get used to walking into them by accident and losing a good chunk of your health. This is Rick Dangerous style gaming.

Fourthly, the collectables. You accumulate nuts and bolts as you play. These are found in corners, in boxes, and as rewards for optional side quests. These are then spent to pass through story-gates and onto the next part of the game. But...the story-gates always take everything you have. If you have 283 items and the gate asks for 150, it takes all 283. Now...since the collectables have no purpose other than to allow passage through the gates...where is the incentive to bother trying to collect as many as possible? They're only going to be taken off you when you finish the chapter...

There are also spelling mistakes in both the in-game subtitles and the achievement text, which suggests a lack of care and quality control.

I really don't know if I want to buy the full game now, because the demo makes me think it's going to be very slapdash and just a random assortment of ideas, rather than a cohesive ongoing story with developing mechanics and a well-designed learning curve.. Seems the concept and story seem nice but the controls are awful. The game doesn't point you to the right direction at all. I think I skipped a chapter and just kept collecting stuff and throwing it... not intuitive at all.

Lots of bugs and stupid deaths, like jumping of the window or sinking over and over and having to restart the room.

If you get stuck in the first screen, notice how the "phone" is very similar to another box you have in the room. So when you

obediently click and it blows up, maybe you don't have time to see you have to eh, put a box in a place... to answer the phone? Also, you can't open the door until you do that and the game doesn't give you any indication whatsoever except "click to grab stuff"

Last but not least, the game rickrolls you while trying to be serious and make a sense out of the "hacking".

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