SURV Activation Code Download

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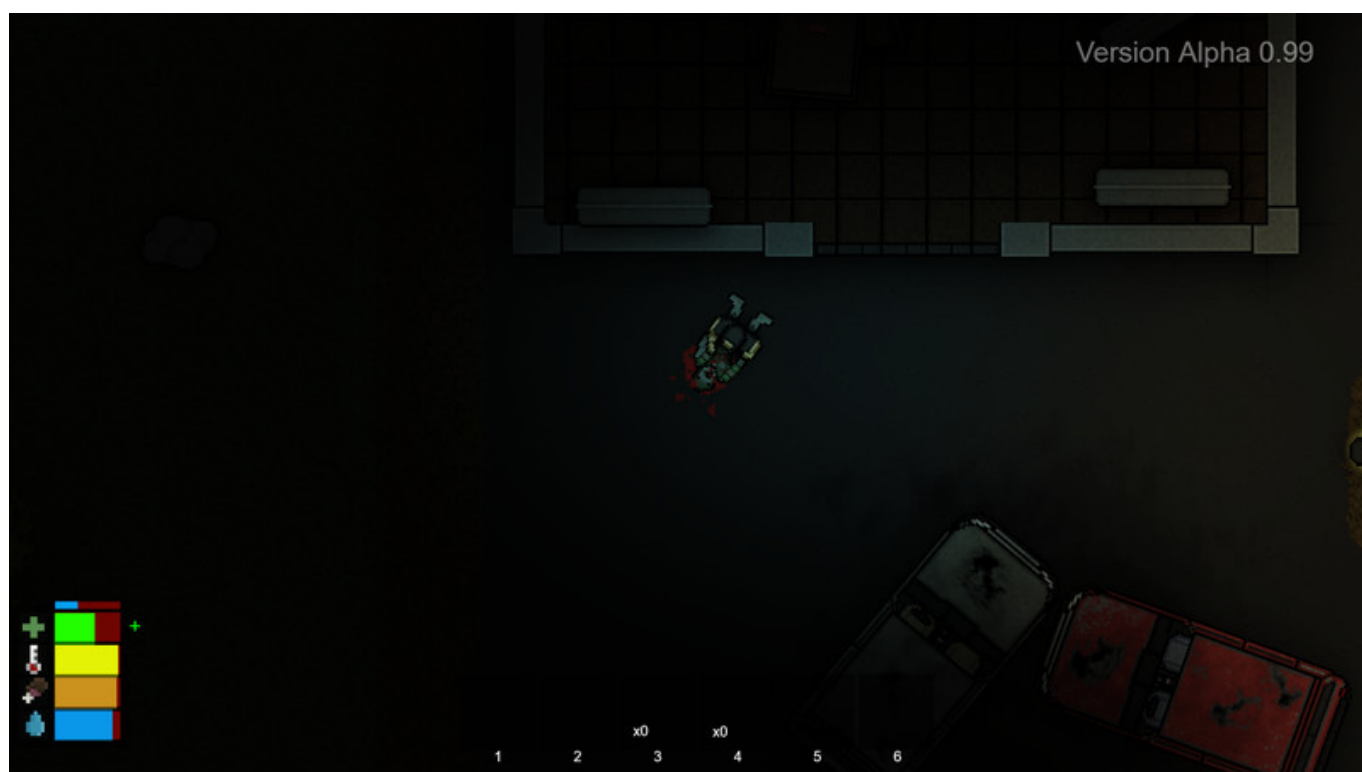
About This Game

SURV. Is a 2d top-down shooter video game, you will evolve in an open world full of dangers to which you will have to face. You play the survivor of a large-scale epidemic that is slowly decimating people. The spell is cast, the world dies and the only remaining survivors are either eaten by zombies, died of hunger or worse ... Surviving will not be any rest between bad weather, zombies it will be very hard to find resources (weapons, ammunition, foods ...) to meet your needs.

Features

Basic Craft System
open World
Weather
Powerful guns
Kill lot of zombi
Explore
Survive (food,water,Ammo,temperature,infection)

Title: SURV
Genre: Action, Adventure, Indie, Simulation, Early Access
Developer:
IceStudio
Publisher:
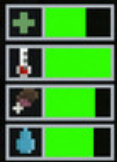IceStudio
Release Date: 25 Jul, 2017

 b4d347fde0

English

Craft

x62 x3 x1 x2 x2

x18 x6 x1 x21 x0

x1 x0 x0 x0 x0

x0 x0 x0 x0 x0

Soon Soon Soon Soon

x3 x18 x62 x21

3 0

SURV Is a great game and i don't just say that because i like it. Only one person is working on this and Release on :Jul 25, 2017 All the update's and added content. Yes it still has some bug's but all game's do [The screen randomly blacked out and i was hearing zombie's and when i could see the screen again i was getting attacked by two zombie's and when i'm looking at my inventory and left click it disappears like i never had it] I see big name game's or just small one's made by a team and they do not look as nice as this. This could be close to becoming a fully done game and adding stuff to add to the play-ability maybe even multiplayer ? But i just can see and picture much more. Was surviving off the land fighting off zombie's then walk to a building next malled by a bear.. Now that's what i call fun!. They just added all the early access information after it was released. No tutorial, in 15 minutes I hit 3 invisible walls in the open world. Confusing UI. The Options menu on the main screen doesnt do anything. I would have waited to purchase it, if they had early access listed on the product's release, but instead had to find out on my own. Now that game is labelled as early access I can forgive that aspect. Has potential to be a fun simple game once completed.. The game runs very well, but of course it is a 2D game, so it should. The games price is very reasonable. This game is like DayZ where you go around looking for loot with a small amount of inventory space until you're lucky enough to find a backpack (found 2), you try to avoid zombies and eat plus drink to survive. The food indicater does need slowed down, because it does go down too fast. https:\/\/youtu.be\/2-QVmHpJ8YM

New patch 0.95:
- Adds an animal (Rabbit) Loot of meat on the carcass with the axe).

-Adds of craft "Meat Cooked".

-Reorganization of the hud.

-New settings of the variables of hunger, thirst, ect ...

-New size of the trunk of trees.. **Update 13/04/2018 Alpha 1.1**:

- New sleep system.
- Addition of a basic day / night indicator.
- Addition of a humidity system (manages the chance that it raining in game).
- New sprite for the sleeping bag.
- Optimization and improvement of the rain.
- Problem of the player stuck in the bed resolved (on the test perform).
- New management of the A.I (optimization).
- New start-up logo.
- Addition of craft "gourd".
- You can now drink in the lakes and fill your gourd.
- New camera placement.
- Additions of craft table, furnace, ect ... randomly on the map.
- Most inventory bugs are resolved, but the one that allows you to make an
  Object when the inventory is full (take the resources but do not give the object)
  and always present so think to keep a free slot when you want to make an
  object (I am currently working on this point in order to solve it as soon as
  possible).
- Global optimization of the game (the first two areas its subject has some
  performance issues).
- Your character will not move when you are interaction
- Only one bullet or several hits in the head can kill the zombies.
- Addition of a sound when the player goes to sleep, or gets out of bed.
- Addition of footprints.
. **Update 16/09/2017_ 0.98**:
- Adding a gps.

- Addition of a random loot system.

- Added craft berries juice
.
- Addition of craft tart to berries.

- Addition of craft fish skewer.

- Addition of the Poisson resource.

- Addition of a fishing system.

- Addition of a fishing rod.

- Addition of craft furnace.

- Addition of animals (bears).

- Addition of enemies (creeping).

- Adding footsteps to enemies.

- Addition of Positioned Audio.

- Addition of a decor sprite "car".

- Added a life bar to the object "axe".

- Added an endurance bar.

- Modification of the sprint system.

- Added persistence to certain objects made by the player.

- The water collector gives you two water every 60 seconds (temporary).

- Improved walking animation with the axe.

- The size of the map has been doubled (gps tells you how to get there).

- New system of deposits of artisanal objects (you must remain press on the left click of the mouse to move the object and release to place it.

- New settings for blood effects.

- New fx for shooting effects.

- When you die the game restarts by causing you to respawn randomly on the map (you will keep the contents of your inventory.

-You can leave the game directly from the main menu (in the options).

-Global optimization

- Bugs:

- The weapons did not fire despite the players pressing the left mouse button (solved).

-The player could not pick up some items on the ground (solved).

- When the inventory is full the player can still manufacture an object but does not appear in the inventory (unresolved).

-Make sure you have a free slot in your inventory when you want to create an object (until I fix this bug).

Thank you all and good game!. **Patch Notes 10/08/2017**:
-the variable of cotton has been revised.

- add new sounds of displacements (on the grass).

-adds a sound when opening and closing the inventory.

-New variable for fog (this one should be denser).. **"SURV" News 16/03/2018**:

Hello everyone the development of "SURV" has slowed in a recent months and some critical bugs are still present in the game. The next update will correct most of the known bugs and brought new features and optimizations, this update will be published before the end of the month if everything goes as planned.

 Thank you for your patience and support !

. **Patch Notes - 7/30/2017**:
-The player burns in contact with the campfire.

-Reduction of places in the basic inventory.

-Adds a backpack system.

-Reorganization of the appearance of object names of crafts in the inventory.

- Slight improvement of walking animation (empty hands).

-New variable settings for rain.

-Adds of weather "Fog".

-the problems of equipped / unfitted object, flashlight + gun / torch + shotgun are resolved.

-magnification of the map.

-the player can not recover from the life when one is full life.

-Possibility to pass the logo "IceStudio" at the launch of the game (click mouse / any key pressed).

-New soil for supermarket.

-New icon in the inventory "Craft" (system of blue print recoverable to unlock crafts, currently in development).

-Bug sound when the player hit a resolute zombie.

-the rabbits are now kill to the ax (good luck).

-added a random player spawn at the start of the game and the player's death.

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