One Day For Ched

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About This Game

DIVE INTO THE WORLD OF OLD SCHOOL SHOOTERS! HARDCORE CORRIDOR SHOOTER ONE DAY FOR CHED BRINGS YOU A GAMING EXPERIENCE LIKE NO OTHER!

Fight the monsters, shoo 5d3b920ae0

Title: One Day For Ched Genre: Indie Developer: BS1 & BSL Team Publisher: Strategy First Release Date: 12 Sep, 2014

Minimum:

OS: Windows XP SP2+, Windows Vista, Win 7, Windows 8

Processor: 1.8 GHz

Memory: 1 GB RAM

English

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Quick review: Spent \$1.49 to spend 10 minutes figuring out how to pick up weapons, and another 20 getting blown away from a

shotgun in the first horde spawn. I grew up on the days of 486 computers and classics like Doom and Quake, so when I say "u2665u2665u2665u2665 this unplayable one-hit-death difficulty level!" I mean "u2665u2665u2665u2665 THIS UNPLAYABLE ONE-HIT-KILL DIFFICULTY LEVEL!" Made it to the second room twice, no check point system (not always a bad thing but in a game like this it's damn near necessary), annoying voice acting, and damage ratios that are in no way balanced. At this point, only worth it if you enjoy throwing your controller at the screen or get off on committing acts of violence against machinery.. Nope. it's a load of nope. so much nope I couldn't hold it all thus this review.. Wow. worst voice acting, cell shading up the rear, low resolution, despicable hit registration, hitscanning enemies shredding you to pieces withing a fraction of a second, no control settings, hud is black squares on grey ground. It doesn't take one long to figure out One Day for Ched is a brutal game. 95% of the user reviews here don't even play the game longer than 20 minutes. Alas, I have spent time with it, and have seen the game to completion. Twice. I've seen it all, and what there is, isn't worth the frustration and mental pain to experience in this game. GRAPHICS: You might be fooled into buying this game because of the screenshots on the store page. 1DC has a cell shaded asthetic that looks a lot like it was going for a Borderlands look, and to a certain degree, it succeeds. However, the rest of the textures are so flat and bland that it actually looks downright awful at times. There are hallways in the game long enough that the games draw distance just hard blurs it out. Enemies also just look poor. They don't even have textures, they have certain shapes such as demons, imps, and weird grey grunty things. but aside from their shape they just get colors. GAMEPLAY: 1DC claims to be a classic FPS game. It's main way of conveying this is that the combat is fast paced, and instead of using cover, you strafe back and forth to avoid enemey fire. Its problems start with that enemy projectiles are either too numerous, or completely invisible and impossible to dodge. Second problem is that being hit more than twice will result in death. Many players have stated that God Mode is required to complete levels beyond 2, and I have to agree. SOUND: All of sounds in the game are standard Unreal 3 Dev kit stuff. Guns sound good, but a few of them sound the same. Music in game is nearly non-existant apart from boss battles, and what their is, isn't good. The second boss theme is actually a Jack-in-the-Box theme. unbelievable. Voice acting here is atrocious. I wouldn't be shocked if it was one of the Devs themselves doing the lines and English is not their first language. STORY: Ched is drunk. Very very drunk. He passes out in the middle of the street and within his subconcious, Ched must battle and destory his inner demons in his own 4 Floors of Hell before sunrise or else he'll succumb to alcohol poisoning and die in his drunken sleep. Or at least, I think thats whats going on. It's an extremely short story with just FIVE missions in the game. It takes less than one hour to complete the campaign. There is an extra DLC episode, but if you play through the game you won't want to play it. OVERALL: I own a lot of games. Over 500 in fact. That list includes some of the worst to grace the industry (Sonic 2006, Rogue Warrior, AMY, Tunnel Rats, etc.) and despite all of those; One Day for Ched is by the WORST of them. This is easily the worst game I have ever played and own. and thats not hyperbole.. 15 minutes played. 15 minutes too long. This game looks like it took less than that to make. And whoever did the voice-acting should definitely not quit their dayjob. If I had to rate this on a scale of 1-10, I'd rip out my tongue and staple it to the wall.

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