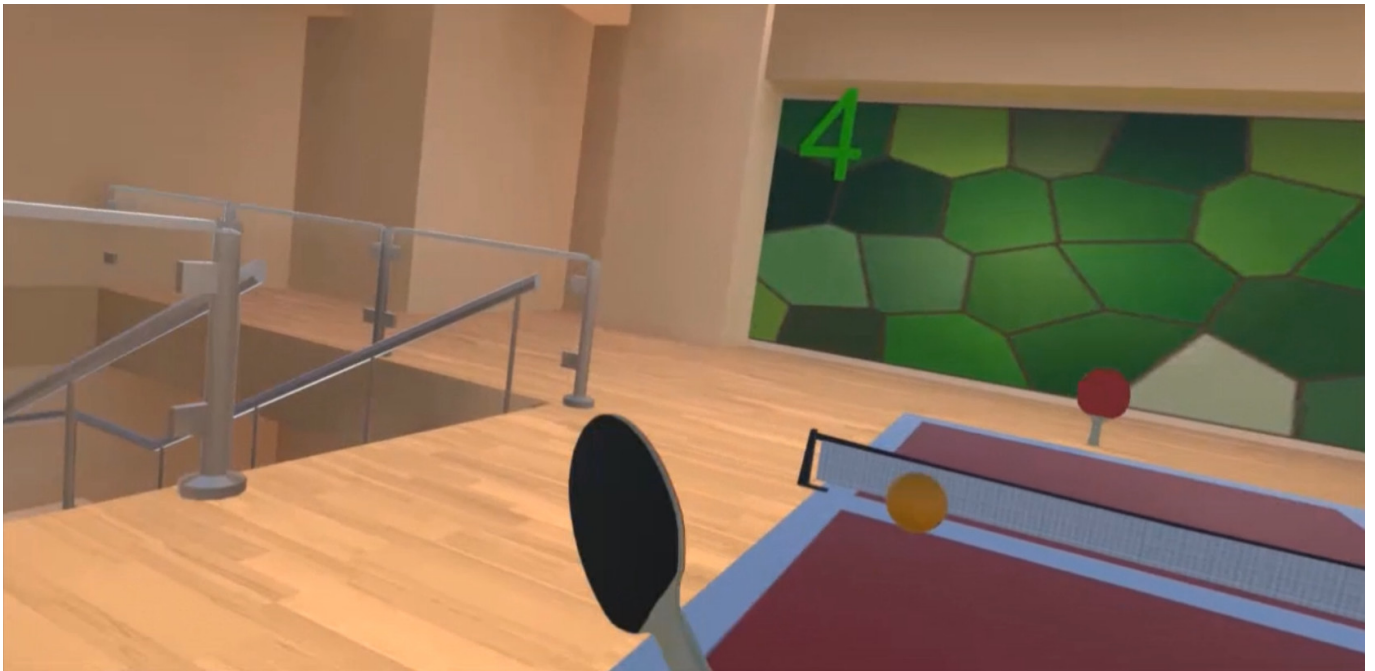

Pong Champion VR Activation Code [serial Number]



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About This Game

For the HTC Vive Owner who is looking for the best VR Ping Pong experience.

'Pong Champion VR' is a table tennis simulation with a state-of-the-art physics engine that feels just like the real thing.

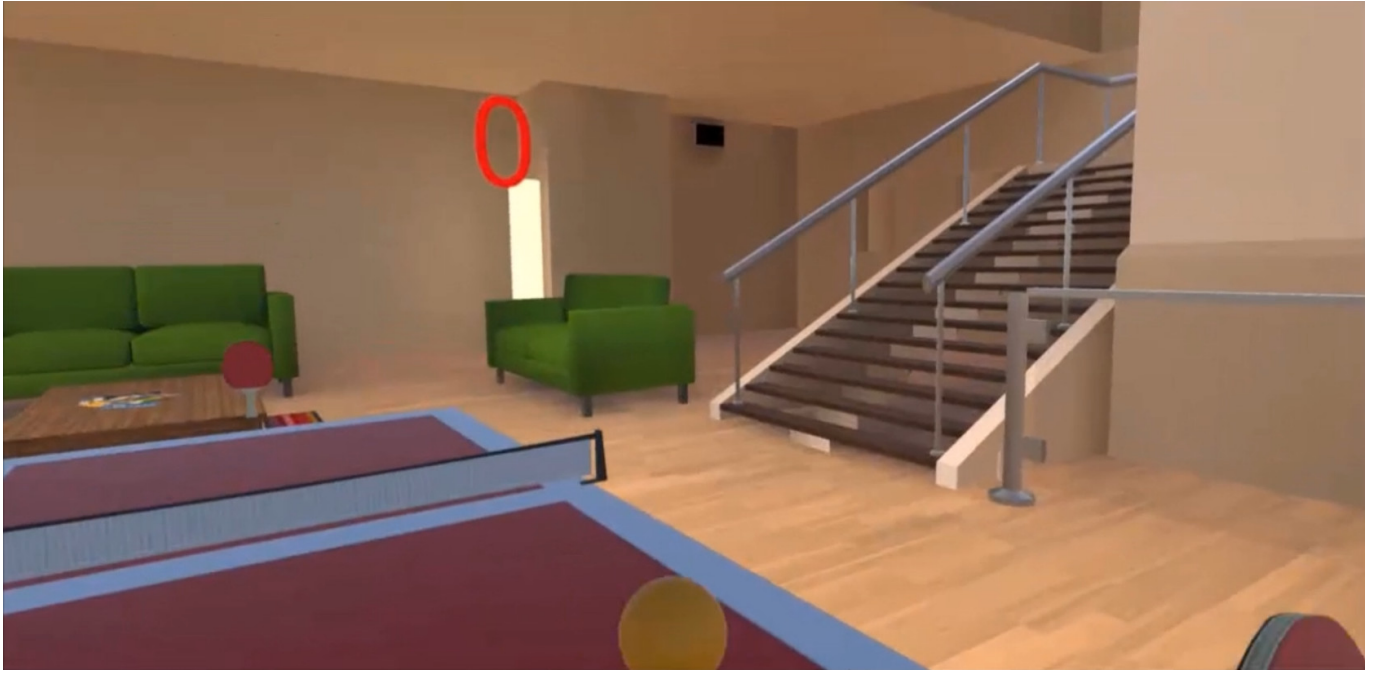
Unlike other virtual reality ping pong games, Pong Champion VR allows you to put spin on the ball and perform kill shots against your opponent.

Train your serve and test your skills against multiple difficulty levels. You'll never have to chase balls again!

Title: Pong Champion VR
Genre: Action, Casual, Indie, Simulation, Sports, Early Access
Developer:
DegaSolutions
Publisher:
DegaSolutions
Release Date: 26 Jul, 2016

7ad7b8b382

English







pong champion vr

Sorry, "best VR Ping Pong experience" and "state-of-the-art physics" is just not true. the physics are terrible, i never would release something in this state. there is so much work to do, on everything.... Still one of the best in it's own way. Has unique but learnable physics and options to change the ball speed so it feels like you're playing underwater.. Might be good one day, but that day is not today.

I get that this is Early Access, but this is not even playable for me since there is no option to reorient the table I have to stand at the very edge of my playspace, which means the cable is stretched.

Honestly, at the very least get a menu with this sort of simple stuff before launching EA.

I'll do another review once I can play it without pulling out all my cables.

Edit 1: Although this edit is a bit late I finally tried this game again, and being able to reorient the table at least made it playable :)

And I enjoyed a few rounds, with the AI slider in the middle the competition was at a good level for me.

Although almost two months later I would have hoped that the game would be a little bit more polished, aside from some UI tweaks (which aren't much better than last time I played) I didn't see any difference.

The music is very annoying after about a minute, since its like a 30s loop. And there is no variation in anything, aside from the table moving about a little bit.

I want more arenas (think world championship type arenas with audience), I want an actual opponent, not a floating racket. Maybe a hand model for the non-racket-holding hand.

Sorry dev, I think the base physics of the game is good, but right now due to not much happening I'm calling vaporware :(.

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I have played every VR table tennis game I can get my hands on. Pong Champion is absolutely worth the money. It is quite playable as of the previous patch and maybe just as importantly, the developer is actively interacting with users and really working to take their feedback to heart as he prioritizes and adjust the engine to feel better and better. Would I pay fifty bucks to play this game right now? No way. Would I pay 50 bucks for this game if it fully realized its potential and included multiplayer? Hell yes! Would I invest in the game to see if it meets that potential? Well it was about 5 bucks and I did. I hope some of you do too!. Sorry, "best VR Ping Pong experience" and "state-of-the-art physics" is just not true. the physics are terrible, i never would release something in this state. there is so much work to do, on everything.... I have played every VR table tennis game I can get my hands on. Pong Champion is absolutely worth the money. It is quite playable as of the previous patch and maybe just as importantly, the developer is actively interacting with users and really working to take their feedback to heart as he prioritizes and adjust the engine to feel better and better. Would I pay fifty bucks to play this game right now? No way. Would I pay 50 bucks for this game if it fully realized its potential and included multiplayer? Hell yes! Would I invest in the game to see if it meets that potential? Well it was about 5 bucks and I did. I hope some of you do too!. Still one of the best in it's own way. Has unique but learnable physics and options to change the ball speed so it feels like you're playing underwater.. I hate to write such a scathing review, but this game is awful. Low quality models and textures, a short looping music clip that doesn't loop cleanly, and the worst physics engine I've ever seen in a game that's all about physics.

This is unquestionably the worst experience I've had on the Vive to date. Refunded.. Sorry, "best VR Ping Pong experience" and "state-of-the-art physics" is just not true. the physics are terrible, i never would release something in this state. there is so much work to do, on everything.... Might be good one day, but that day is not today.

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