The Survivors Usb Download

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About This Game

Welcome to the 19th century. The Survivors is an Arctic Western Battle Royale where you and 99 other gold hunters fight for a claim in the gold rush. Scavenge for equipment 5d3b920ae0

Title: The Survivors
Genre: Action, Free to Play
Developer:
Radiant Game Studios
Publisher:
Radiant Game Studios
Release Date: Closed Alpha June 2018

Minimum:

OS: Windows 7, Windows 8.1, Windows 10 (64bit versions required)

Processor: Intel Core i7-4710HQ

Memo

English

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Patch Notes: 0.1.0.3 : Combat The shotgun no longer suggests you reload with 1 bullet left in the chamber You can no longer reload while switching weapons You can no longer shoot while switching weapons The sniper now reloads bullet by bullet You exit ADS during reloading You exit ADS after firing the sniper Loot Medkit spawn rate has been reduced Medkits now heal you with 50 health instead of fully healing you Weapon Upgrade System The sniper now has the red dot & scope upgrade The assault rifle now has the red dot & scope upgrade The revolver now has the hammer spur, heavy bullets & taped grip upgrade Scrap pick-ups now come in single units instead of units of 5 Upgrades now have different prices An indicator will pop up when an upgrade is available if you haven't opened the scrap upgrade menu yet. Squads Selecting the same tile as your team will now spawn you at the same campfire The spawn screen now shows your team & where they spawn Elimination System You no longer leave blood trails after receiving damage from the storm UI/UX When you open your map your icon will now always be above teammates Improved the colored icons next to your team names. They're now pointers instead of squares Reworked the inventory menu. It is now easier to tell that you can drag and drop items. Also added icons for ammo, making it easier to read. You now have the ability to set inverted mouse controls Added an animation on your player icon when you open the map, to locate yourself more easily All items will now show their name when looking at them in game A prompt is now shown when your inventory is full when trying to pick-up items Bandit camps are now shown on the map The fade from spawn selection to the game has been improved; your mouse will disappear and you can control your character during the fade now The map visuals have been improved World General world improvements Various world fixes (floating buildings, floating trees, collision issues, etc.) Bugs Fixed a bug on the assault rifle, that resulted in your rifle being misaligned after removing the 4X scope Fixed a bug that allowed you able to loot through walls. Optimization Changed from deferred rendering to forward rendering, this should improve GPU performance SmoothFramerate has been disabled.. Development Discontinued : As you may have noticed, we have been awfully quiet these past few months. In short, the development of The Survivors has been discontinued. The Survivors was a project made by a team of 30-40 students at Breda University of Applied Sciences as part of a yearlong assignment. Our objective was to create a viable proof of concept for a Battle Royale game. For a long time there has been uncertainty about the game being developed further (by a third party). Unfortunately, no significant developments have been made for months now. Making a game this big and complex with a wide variety of team members has been a great learning experience for all of us. We sincerely thank you for checking out this project and joining us during our testing sessions.. Patch Notes: 0.1.0.2 : Squads Max squad size has been reduced from 5 to 3, to increase the amount of combat engagements. Bugs Fixed a bug where the player would spawn out of bounds. Fixed a bug where you were able to fire your weapon while in the inventory/upgrade menu. Fixed a bug where the nametag of a dead squadmate would be locked to your screen. Other Settings are now saved after closing the game.. Closed Alpha Launch : The Survivors is currently in closed alpha. We already have our first batch of testers playing the game. Servers will be open each day from 20:00 to 22:00 CEST. By participating in the closed alpha & providing us with feedback, you will greatly help us improve the game and allow us to incorporate feedback from the community. The Survivors has been in development for half a year now by a group of students from NHTV Breda University, and we're happy to finally allow you guys to experience the game with us. If you're interested in joining the closed alpha, sign up through our Facebook/Twitter.. Patch Notes: 0.1.0.5 : Highlights Reduced storm damage from 5 to 3 per interval. Lots of bug fixes and polish across the map. Introduced many new animations. (First and third person) Combat improvements; added bullet decals, cooldown between grenade throws, and more. Looting corpses should now be easier. Combat Bullet decals now show on surfaces. Added a cooldown between grenade throws, preventing "grenade spam". Loot Increased the item drop spread upon player death, making it easier to loot corpses. Weapon Upgrade System Buffalo rounds now don't have damage fall-off, guaranteeing an instant kill on headshot. Elimination System Increased the initial first wave passive time, to allow for more looting & make sure all players can reach the storm. Reduced storm damage from 5 to 3 per interval. UI/UX Cleaned up the health bar a little bit. Improved the spectating UI, making it clear who you are spectating and showing how to switch between players. Changed the placement of the message that appears when you make a kill. Improved kill feed, now uses icons istead of text, tracks headshots Created a seperate button for the inventory & scrap upgrade menu Cleaned up storm eye message visuals. Cleaned up the kill message, popping on screen instead of fading in. Added a grid to the in game map. AI Bandits now run away when in fear. World Added missing roads across the map. Bandit area terrain flow improvements and POI tweaks. Polish, set dressing, and tweaks to some larger POIs: South Rickton, George Town, Blackpoint, and Jagged Peaks. Several smaller POIs polished and set dressed in the center and south-center parts of the map Bugs Fixed a bug that kept you from using a medkit on non flat surfaces Fixed a bug that caused screen freezing issues when matchmaking. Fixed a bug that did not cancel the reload when switching weapons Fixed a bug that resulted in certain customization items not being in sync with the character animations. Fixed a bug where the sniper reload animation would not play correctly with less than 5 bullets left in your inventory Fixed a bug where a client would drop out of a party due to packet loss Fixed always leaving left foot steps. Fixed various AI camps without navigation paths Other You can now switch between players in spectator mode using A & D or left & right arrows.. Patch Notes: 0.1.0.4 : Combat Re-aligned all scopes/sights to be more accurate with actual bullet trails Your crosshair

now disappears while sprinting Squads When firing at a teammate, you now get a "friendly fire" warning Elimination System Increased storm damage Reduced max circles per wave Increased active storm duration UI/UX Moved the blood overlay to be behind the HUD, no longer blocking vital vision Selected tile will be greyed out after selection time ends in spawn screen Added a specific looting prompt for if you are full on medkits or explosives Added colors to lootable names, indicating their category. (Weapons, utility, scrap, ammo) Added new icon for bandit camps You can now see a counter of medkits and explosives separately AI Bandits now react to sound Bandits no longer shoot dead bodies World Terrain and POI improvements on the right side of the map (D3, D4, D5, D6, E3, F6). Also, contain new loot Terrain flow, environment, and POI improvements across many tiles Additional smaller POIs across several tiles to fill the more empty spaces in the environment Large improvements to the Burial Site area Color variety added to buildings Various world fixes (floating buildings, floating trees, collision issues, etc.) Bugs Fixed being unable to click anything in the scrap upgrade menu, inventory, exit screen, or on the death screen sometimes. This was due to the blood overlay overlapping everything Fixed a bug that sometimes would keep you from being able to use your medkit Fixed a bug that allowed the player to shoot whilst in the spawn menu Fixed a bug where the healing bar would show up even though it could not be used. (While running, shooting, jumping, etc.) Fixed a bug that resulted in the audio for the grenade throw to be triggered on all clients Fixed a crash with the matchmaker upon receiving invalid JSON Fixed a bug that resulted in merged weapon meshes when switching weapons with the number keys Optimization Certain post processing effects are now disabled when not being used Other Updated the footprint visuals You can now see who of your Steam friends are online in the game Added camera shake when sprinting Added option to rebind your keys Your medkits and explosives are now counted separately

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