
Housekeeping VR Download Setup For Pc



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About This Game

You are embarking on a fresh start. It is your first day of work as a housekeeper at one of the most luxurious apartment buildings in the city. However, before you can power up the vacuum cleaner for the first time, a mysterious person informs you that you will be making a lot more money than you were originally contracted, but instead of cleaning apartments, you will be demolishing them. At first, you hesitate, but then you realize how this much money can change your life.

Housekeeping VR is a Virtual Reality game for the Vive and Rift. It is a race against the clock as you completely destroy luxurious apartments in an attempt to locate hidden information and objects for your boss. Throughout the game, you will amass an arsenal of tools and weapons to help make your job easier. If this job does not seem odd enough, you will quickly begin to realize that something in this world is not right, and the search for the truth about your mysterious boss, and the company he represents will consume you.

Features:

- Nearly 100% completely interactive environments! Interact with and destroy everything, even walls!
- Tons of Destructibles (tables, chairs, TVs, kitchenware, windows, and so much more!)
- 20+ Unlockable Weapons and Items!
- Play rounds to make money to buy new items and weapons, or play Zen Mode and just explore the interactive world and

have fun!

- Tons of interactive content (fridge, drawers, cabinets, doors, faucets, food, money, etc.)
- Tons of Weapons (pistols, shotguns, swords, hammers, knives, explosives, and more!)
- Expansive and Well Furnished Levels!
- Realistic Objects, Weapons, and Lighting!
- Secret Rooms and Items!

Planned Features:

- Complete Story with unpredictable twists!
- 6 Fully Destructible Levels, each with their own style, missions, and secrets!
- 60+ Unlockable Weapons and Items!
- Crazy modifiers like slomo, baby mode, and giant mode!
- Get raided - Shoot enemies!
- Global Leaderboards!
- Achievements and Stats!
- Potential Multiplayer!
- Potential Non-VR mode!
- And so much more!!!

Title: Housekeeping VR
Genre: Action, Adventure, Indie, RPG, Simulation, Early Access
Developer:
Peach Pie Productions
Publisher:
Glass Hand Studios
Release Date: 21 Feb, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 - 64 bit

Processor: Intel i5-4590 / AMD Fx 8350 equivalent or greater

Memory: 8 GB RAM

Graphics: NVIDIA GeForce® GTX 970/ AMD Radeon™ R9 290 equivalent or greater

DirectX: Version 11

Storage: 4 GB available space

Additional Notes: HDMI 1.4 or DisplayPort 1.2 or newer, 1x USB 2.0 or greater port

English







vrudhi housekeeping. vrbo housekeeping. housekeeping vr

TL;DR: Its new and a little buggy but really fun. ("zen mode" in options removes the timer)

A VR experiance where the objective is to destroy everything. my childhood dreams are getting closer and closer.

Housekeeping VR is a fun little explore and destroy everything in your path kinda game. It got a pretty good smile in me and had me accidnetly punch my computer desk a few time on accident thrashing around breaking everything in the game. I guess I need a bigger playing area or foam padding on my controllers.

Here are a few things to point out. the "main game" is timed and its a pretty short timer however this is fine because in the options they have a "zen mode" where it removes the timer and money earning system and you just go around and break things taking your time.

I havent played much but I did enjoy all the little hidden things, the ghosts, the hidden room etc. Idk i just love stuff like that. Im sure there isV will be alot more in future updates. maybe hidden rooms behind walls. there is alot of room here for expansions beyond just breaking stuff. so many mini game ideas are running through my head with targets and mazes etc with this gameplay mechanic.

the game is at the time of writing this review very new and still being delevoped and It does show but its stuff I can look past as long as the devs keep working on this game. few things the game (i think when its loading things) gets very jittery. and fazes in and out of the game. also the hands are backwards so I need to switch my left and right controllers when I play. also another thing I just wanna put in here if the Devs are reading. the stuff seems to weak or im too strong. I feel like the Hulk trying to handle fine china sometimes. I try and pick a bottle up and it just explodes in my hands almost every time.

Overall for the price at the moment it is fun. It does need more in the future but for a preview and. Is it alpha or beta? ...im not sureV but still early development, its good.

. lemme smash. This game would easily be in my top 3 if it didn't crash ALL THE TIME. I've tried reinstalling it. I have a 1080 graphics card. This is the game I would show all my friends if it wasn't broken.. lemme smash. Super buggy. screen flickers all around the place especially in the elevator when trying to buy weapons. wait for patch!. Pros:

Physics are not bad...actually pretty good.

Lots of fun smashing stuff. Feels right.

Runs great on my 1080 set up

Cons:

Caricature like furnature.

Not much to do right now.

Not worth the price right now.

Not really a game here.

Love the idea but this needs more polishing. Obviously being early access I'm not going to be to hard on it.

Right now I hate the time limit. It's there to make it feel like a game but it comes across more forced than anything. The objects in your hand are at an awkward angle and does not feel like a natural position (VIVE).

Going forward there could be some fun here. It would be nice to see different places instead of just different rooms...Oval office, China Shop, Museum, Work office etc. External camera for recording. Mabey make your own set for Youtube videos. Actual measurements for modeling would be great for immersion. Like I said the furniture doesn't seem real. It's oversized.

There is some great possibilities for multiplayer as well.

I think this has some fun VR potential going forward so I'll give it a thumbs up.. Fun frolic of destructive mayhem at the moment - knew what i was getting from the store video so hard to be disappointed! At this very early access stage you have access to a very large apartment - complete with its own bowling alley! I've seen flat out virtual spaces that offer less than that so its already a win for me. The game promises some massive updates and a lot of additional content to come and the Devs seem

eager to listen to feedback so everything positive for the future.

OH WAIT i forgot the game! So yeah you just absolutely TRASH the place :P Everything you destroy earns money for your savings which you can then spend in the apartment complex elevator on bigger badder weapons each of which have their own damage level to cause more chaos :P

***TIP: just click\tap on the weapon to equip it - don't get distracted by the sign that says grip it - if you hold down the button you dont equip the weapon and will just get frustrated - my first two playthroughs were barehanded because i hadn't figured this out...though that did mean i got to trash the place with a washing machine i picked up so theres pros to that too! ^_^ ***

The whole things tied up with a neat little bow of a Tony Hawks style mission objective screen where theres hidden things to find and do around the level to clear those objectives off your checklist within a very small window of time (ie. hit Steve Jobs picture with an Apple :D) <-- this alone adds a lot of replayability and a good sense of humor to the game.. I LIKE IT! SUPER FUN! heres a link to me playing it https://www.youtube.com/watch?v=irg6_9D9DFI

Got a refund coz it wouldnt load up a single stage without crashing, and it aint my high end computers problem. What i saw everything looks way to big, like im a small person who climb up Jacks bean stalk and live in a world of giants, everything is over sized or under, had a hard time finding a middle ground, but dnt take away from the game coz it didnt even load a single stage for me in the time i played. Doesnt mean the game is bad. Cant recommend something that didnt work.. so bought it and played bout 30 mins of it so far theres only 1 room and i dont know how you get other weapons besides the hammer ... theres tons of weapons but not available i wanted to use the guns so i thought u had to save money to unlock well i made up to 900\$ and still had to use hammer..... as of right now this game is not worth the price and still has bugs going on elevator is jittery and when u teleport too close to something it automactically breaks it without you trying to use the hammer to break things so in conclusion this game as of right now with little content is worth 7\$ in my eyes... i can see it being fun and challaging once they add more rooms and more weapon unlocks and fix the bugs out then it will be a pretty decent game.... i hope the devs get a move on and are fast like some of these other devs on there games .. until then i cannot recommend this game but i wont ask for a refund cuz i have hopes this will be all fixed. We allow our two young sons to vent their destructive urges in this game. Leaves them both tired and smiling.

Catch it on sale, game is fun but content is short for the current \$15, unless you have a need to vent by breaking things

Requests: additional levels and weapons, perhaps some challenges or storyline.

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