Dunia: Masters Activation Code [FULL]

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About This Game

Dunia: Masters is a first-person adventure game that has you take on the shoes of Masters Mason Northwood, a prolific scientist with the ego and self importance of a small moon who has just found himself on the wrong side of a bomb. After this failed assassination attempt it's your job to guide our 'hero' through the dark dankness of a dimly lit laboratory, collecting certain items to find yourself in even more dimly lit parts of said laboratory, before your eventual escape! Or not.

A Small World Packed with Lore:

Whether it's a passing comment Masters has about a pillar of salt, or something you notice completely on your own, every inch of the laboratory is jam packed with meaning, stories, and lore that may not have anything to do with Masters' current dilemma.

A Bunch of Voice Acting:

Masters has something to say on just about everything in his environment, (mostly because he likes to hear the sound of his own voice) whether it's mundane, or macabre.

60 Collectibles:

An assortment of world building collectibles litter the environment, pages from Masters' journal, audio logs that have been recorded without peoples permission, and a smattering of books that cover everything from Dunia's greatest disasters, to 1001 ways to cook Delta Fish (note: There are not actually 1001 recipes to cook Delta Fish)

3 Endings:

The collection, or lack there of, of the books, journal pages, and audio logs that are scattered throughout the environment will determine one of three endings you can get. Does Masters escape the dimly lit lab? Or is he trapped there for the rest of eternity?

WARNING: Dunia: Masters may potentially trigger seizures for people with photosensitive epilepsy. Player discretion is advised.

Title: Dunia: Masters
Genre: Adventure, Indie
Developer:
Team Wood Block
Publisher:
Team Wood Block
Release Date: 25 Feb, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 10 64-bit

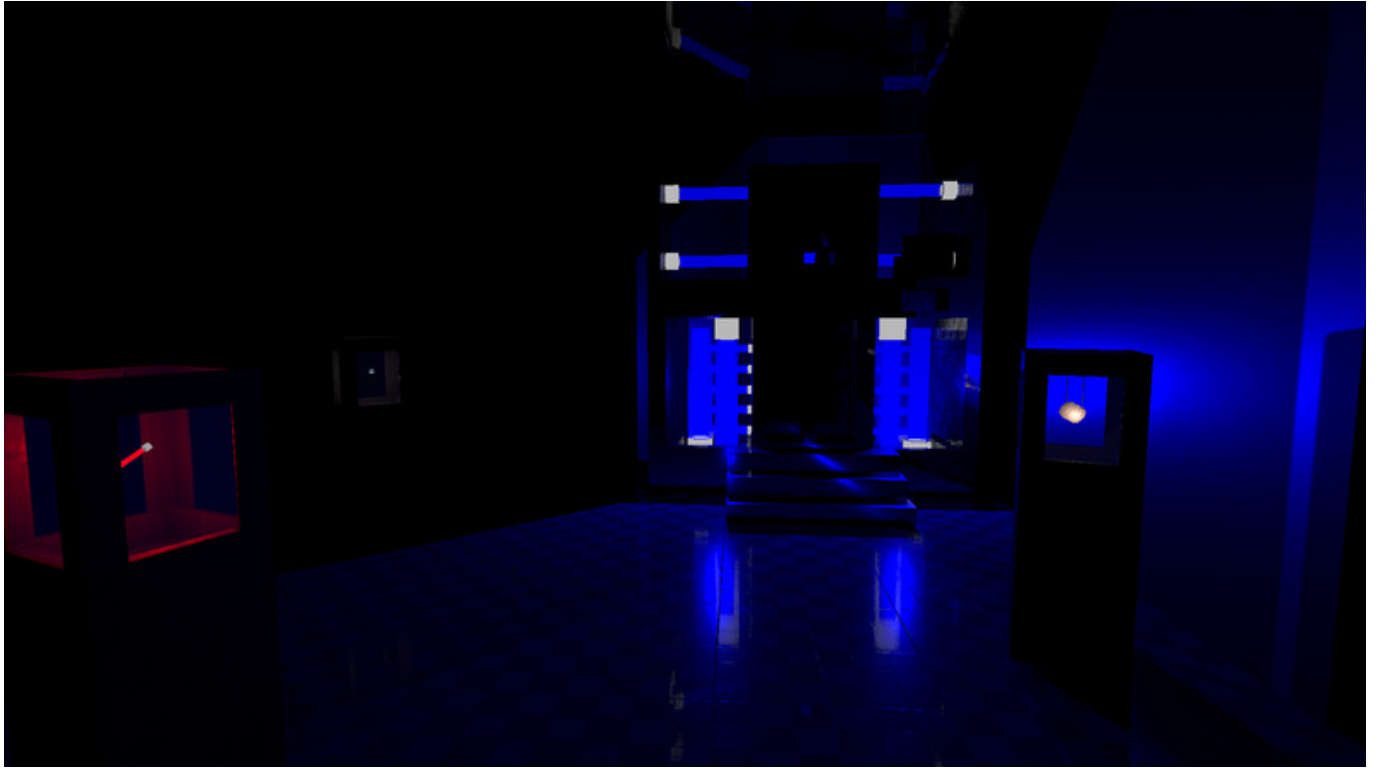**Processor:** Intel Core i3-2100

Memory: 4 GB RAM

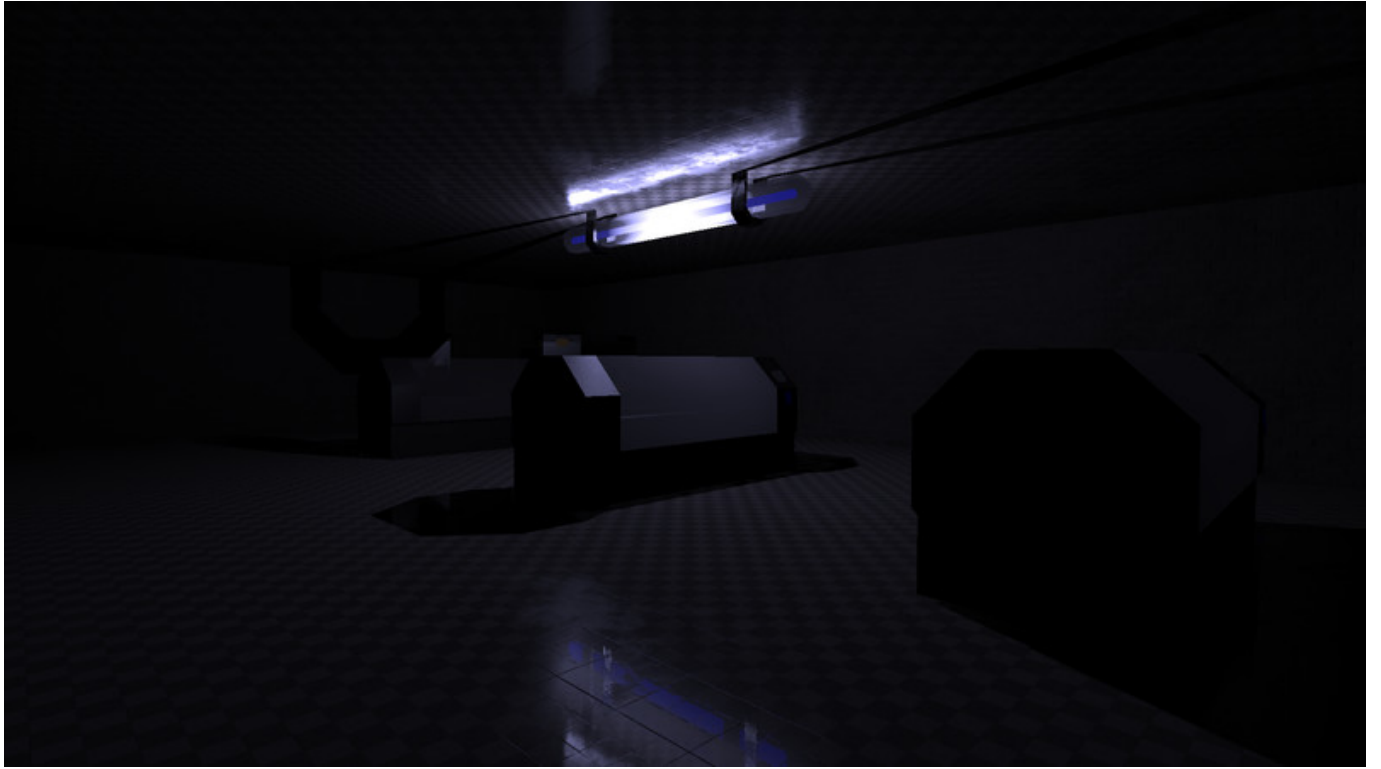**Graphics:** NVIDIA® GeForce GTX 750 Ti

DirectX: Version 10

Storage: 1 GB available space

English

Good game that shows what an up and coming dev is capable of. You can get the feeling that the dev put a lot of time and passion into this game and to get it right.

Bugs:
I encountered one bug while playing and that was that the flashlight would not turn on again if I turned it off and tabbed out of the window, however. I am sure that's something he will fix with his next game.

Graphics:
Graphics were nice but could be a bit over glancy (IMO, I am not sure if that's even a word.) for my taste. Some of the areas were way too dark and they could be a bit brighter.

Gameplay:
The gameplay was straight forward, walking and interacting with things in the game. The dev even puts in a few hidden surprises into the gameplay that I honestly didn't expect.

Story:
From what I understood the story\/campaign was an about a guy named master (you) and it was about him waking up after something had happened to him (I'll try not to spoil) and it's about him going around trying to understand what happened to him, you also collect these little logs that you can read and that gives you even better understanding in what's going on. I sadly did not read most of the logs, so I probably missed half the story here. But without spoiling anything, you will soon realize what happened to the master (you) and what he has been up to down in his lab. (spoiler alert; it has not been pretty). I know there will be a sequel, so let's hope it expands on this.

Lore:
The game has a lore and it's probably very deep and engaging, I am sadly not that huge into lores (except with a little bit of halo)

Verdict:
You can feel the that the dev put a lot of time, passion and effort into this game and it's a good game. The game made me chuckle a couple of times and did some stuff that I honestly did not expect and that's always a warm welcome. The campaign was good, but a bit short, and I know there's much more to this game.
The lore is probably very deep. I most likely have to play thru it again and it read the logs to get the full picture.

I would recommend this to people that love lore and reading.

I rate games like this: Don't buy. Wait. buy.

I am not sure if I would rate this "Wait" or "buy" to be honest. There is a sequel coming, wait until that game gets closer and then buy it or wait after the sequel comes and then buy it to get a better understand of what's going on.

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