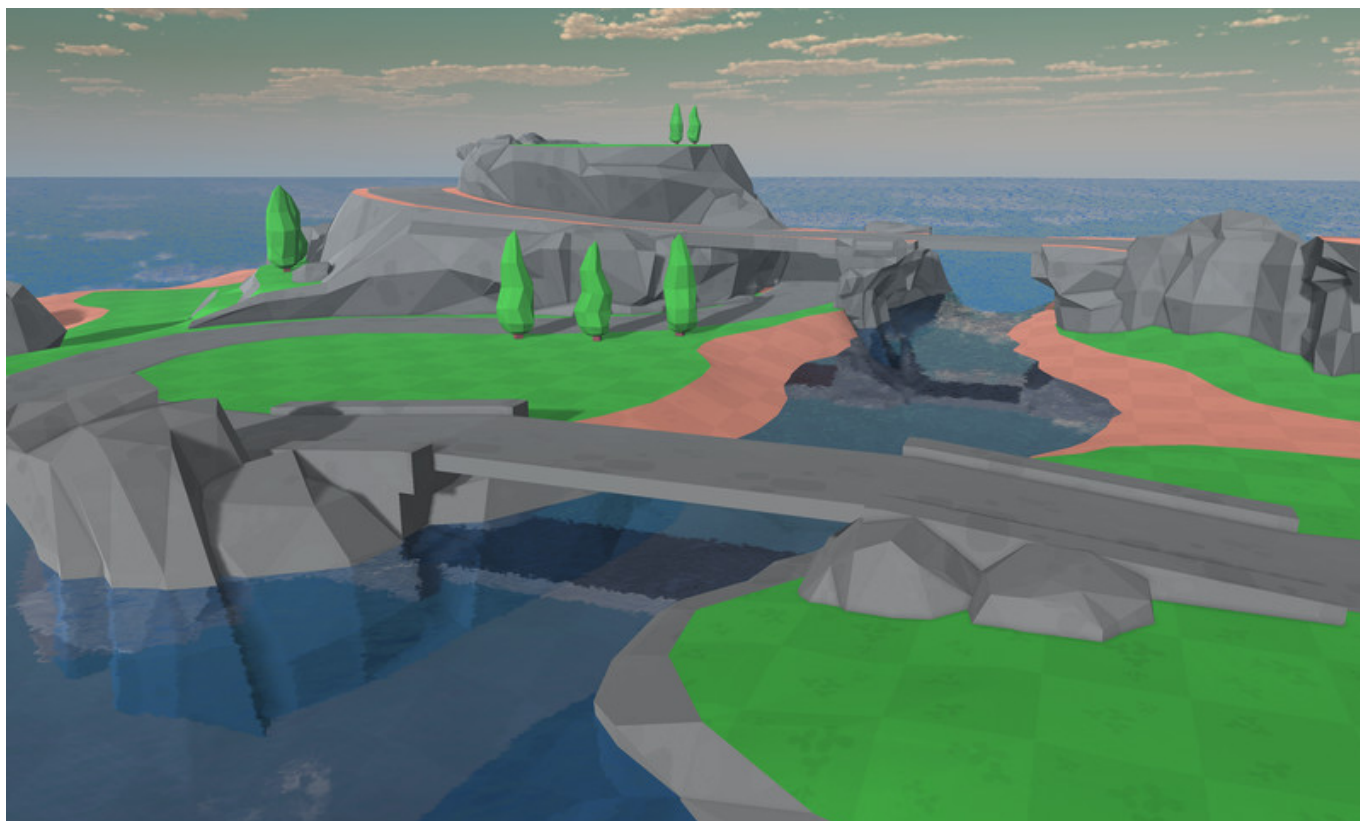

Stream Buddy Download] [Xforce]



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About This Software

Stream Buddy is a tool for Twitch streamers to help you provide more entertainment for your viewers. With Stream Buddy you can use mini-games for giveaways or for fun, and also use a 3d avatar as your persona where when you talk into your microphone, the avatars mouth will move to look like the avatar is talking.

Stream Buddy hooks into the Twitch API, meaning **you will require a Twitch.TV account** to use some features, allowing for viewers to interact with Stream Buddy. With the mini-games, players can enter during the lobby phase of the game by typing "!play", then random players that enter are selected in random chance games to play.

Another great feature of Stream Buddy is Viewer Street. With Viewer Street, you can watch your stream viewers chatting in real time live as if they are characters walking down the street in Stream Buddy. When a user enters a message in your Twitch chat, their character is created in Stream Buddy Viewer Street and their messages will then appear above their head. If you don't like the viewer, you can use the overhead camera to shoot them down by shooting down a hailstorm of bullets to destroy that viewer.

Features that require a Twitch.TV Account:

- Mini-games where Twitch viewers can enter.
- Viewer Street - where your twitch viewers can appear in Stream Buddy along with their chat messages.
- **Note: Port 6667 TCP/UDP must be open to access Twitch chat api.** Some routers might block this port by default, however you can usually open access to this port in you router settings. Port 6667 is a very common IRC port and Stream Buddy uses it to connect to irc.twitch.tv to access your stream chat in real time.

Features that don't require a Twitch.TV Account:

- 3d avatar and moving mouth which syncs to your microphone (microphone required moving mouth synced to microphone input).

Title: Stream Buddy
Genre: Utilities, Video Production, Early Access
Developer:
Stardale Studio
Publisher:
Stardale Studio
Release Date: 19 Oct, 2016

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Minimum:

OS: Windows 7, 8, or 10

Processor: Intel i5 or better

Memory: 2 GB RAM

Graphics: 1GB - DirectX 9 or better

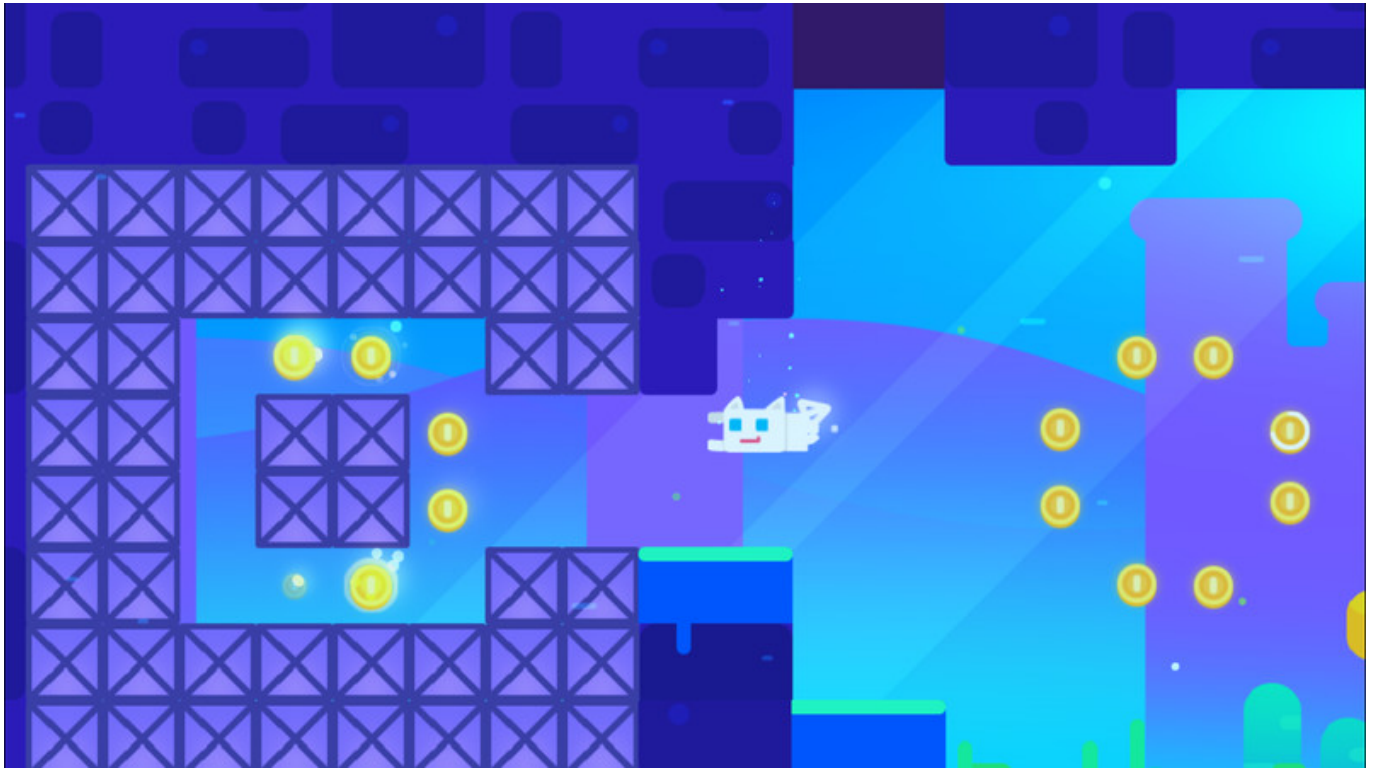
DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 3 GB available space

Additional Notes: NVIDIA or AMD/ATI GPU recommended. Microphone for avatar lip sync.

English,French,Russian







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Great game, had some problems but it was fixed by truning on vsync.. A pretty basic concept with alright gameplay, but there was nothing unique about the game that made me want to play it.. This game is rad.

Mecha combat in pseudo 3d space.

Super bright Neons, bullet hell, upgrades, all sorts of battles.

The ships you fight are all a bit samey, but it is super fun anyway.

<https://youtu.be/VrRViEe-w7E>. Super Ninja Hero VR is what you buy if you're hungry for a gourmet burger but can only afford Maccas or Burger Queen. After completing the first two missions on easy mode, you'll already have been familiarized with all of the different enemy attack patterns that are repeated on hard mode (but faster!), and will have seen you can only choose between two ranged weapons: A bow, and shuriken. There is no melee combat in this game: if you're looking for ninja themed melee combat, consider Sairento VR.

The shuriken feel like shooting two automatic pistols. Every weapon comes with an aim assist, so aiming is quite easy. There is only teleport locomotion, but it's not free form. You can only teleport when you've completed your wave of enemies. The bow feels alright. There were a few times when I had trouble nocking arrows. Aiming was super easy because of the built in aim assist reticle.

So gameplay is like: Dodge a few ranged attacks, kill melee advancers. After they're all dead, you teleport to a new area. Rinse, repeat.

After a bit, you'll end up fighting a boss. The boss fights are a little more involved than the minion fights, but not that much more involved.

If you're looking for a ninja themed vr shooting gallery and are on a budget, there's currently no other option than this game.

. This game is literally unplayable. Aside from the fact that it's a glitchy mess, obvious from the moment you launch it, there doesn't seem to be another human soul online to play it with. And you can't play against the computer. So if you love running around in an empty and glitch ridden futuristic sporting arena, go for it.. The controls are amazing in the practice mode. They could do an entire game with just the practice drills. It's more difficult in actual games where things are faster and more hectic. Once you get used to it, it becomes very immersive like you're really in the game.

Some of the reviews complaining about controls are outdated because the game has been updated and more control options have been added.

What's there now is actually pretty addictive because there's a learning curve and you can improve your skills. The level of ball control is unlike anything I've seen. Basically your controller angle matches the foot angle so you swing the controller to kick the ball at any angle with your foot. Ends up feeling a lot like real soccer. I even caught myself doing the motions with my foot while I swing my hand, sure enough the ball goes where you expect it to.

Would be nice if you could play as goalkeeper. The graphics are decent but not quite as good as Final Soccer. That game's graphics with this game's ball control would be amazing.. Does this map really exist ? Never seen it before.. ing♥♥♥♥♥

Gameplay is great.

BUT, there are a myriad of bugs and poor design choices that causes my attitude to swing from glee to irritation, then to reality-warping rage.

The university of trials is a great idea, and I love Fatshady's soothing aussie voice whispering to me that I'm doing a good job. However, the contracts are a pain, specifically because you need to manually end the session before the timer runs out, and that can require \u2665\u2665\u2665\u2665ing femtosecond reaction speeds.

The levelling process, as you might guess, is an absolute\u2665\u2665\u2665\u2665\u2665ache, a total waste of precious fapping time, and is really unworthy of anyone's patience.

If the contracts were fun and levelling was sped up I wouldn't be so salt and vinegar, but they're not fun, and half of them require hours of seeing red and resisting the urge to rip your dog's head off; all with no satisfying pay off.

By the way, it'll take you upwards of 12 hours just to unlock the extreme tracks.

The camera for replays is\u2665\u2665\u2665\u2665\u2665faced and just randomly starts looking at the rider from various nonsensical angles. It also requires an F-14 licence to manually move it around, so unless your Maverick or Rey, good luck.

Speaking of which, there are many tracks where the replays just don't work, which is a nice feature.

You have to pay with in game currency to unlock the Helium (BMX) and the Donkey, which is just a way to encourage you to buy the premium currency. Thanks Ubisoft.

A problem many people have, myself include, is that you are flipping a coin around level 80 where if you land tails you get \u2665\u2665\u2665\u2665ed out of your rewards, loot boxes specifically. That loot box you were promised after every level up? \u2665\u2665\u2665\u2665 you. The stuff you wanted that you can only get from loot boxes? LOL, no. Don't expect any reply from Ubisoft if you bring this up to them either, they've got your money now, so you can just go deal with your issues somewhere out of their purview.

Track central is finicky, sometimes the tracks don't work, and often when you finish or quit a track you are just sent back to the main track central screen, thus losing your place 5 minutes down track menu you were in. Track central in Fusion was perfect, so it boggles the minds of the world's best scientists to try to explain why the \u2665\u2665\u2665\u2665 they would change it.

This game is a gleaming diamond covered in cat\u2665\u2665\u2665\u2665\u2665 If you can get passed the crap it's definitely worth the pennies. But I recommend waiting a few months for when its been polished, if its polished. At that point I'll give it the thumbs up I know Ubisoft and Redlynx desperately want from me.. Best sandbox game i have ever played. Graphics might be simple but the fun is beyond epic. Also the riddles are really tough but not to tough. Full 10/10 totally recommend buying.

The only thing i miss here is a multiplayer but since this is an Alpha still i am pretty sure it will be added in the future.. What a lot of fun! Shooting hoops (and hitting the girl on purpose) while slowly moving forward.

Ball physics work very well. The graphics look great.

Highly recommended.. Couldn't get the game to save more than one 'unique' unit to my army so I was stuck with highly unoptimized units against a more powerful AI.

BOOOOORING. Simple but fun.. It works well at what it portrays. Teleport around, shoot stuff. I would have liked a little more direction as to where to go and some variety of enemies and weapons but the shoot from cover is pretty cool.. --oo-- Look I like the game but I don't like the controls we don't have alien hands to shoot .The game is not fun the way the controls are now. mixed on recommend yes or no

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