Dino Scourge Download]

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About This Game

Why we fight

Aeons ago, dinosaurs were expelled from Earth due to their eating habits.
Dinosaurs were never extinct like humans thought though, th 5d3b920ae0

Title: Dino Scourge
Genre: Action, Adventure, Free to Play, RPG, Early Access
Developer:
Scourgey Works
Publisher:
Scourgey Works
Release Date: 18 Dec, 2017

Minimum:

OS: Windows 7

Processor: 2.0Ghz

Memory: 2 GB RAM

Graphics: Gefo

English

dino scourge

v0.1 Released! : Thank you all for playing this game, especially Zerul who has found so many bugs (which are all still yet to be fixed). Dev will be focusing on fixing more bugs in the near future. -------- Patch Notes: Added Options Buttons and removed activating the options menu via the escape button. Added ingame resolution change options. Improved Cargo ship survivability by increasing hp and shield regeneration on higher levels Seeker now: No longer reduces reload time. Increased turning speed boost by item level by 50% Energy cost modifier reduced from 20% to 10% Fixed a display issue with extra bullet casings on the shotguns Fixed display on the trading screen (right clicking on an item). Added an close button. Made the trading screen reload data on the item when opening and scrollable. Energiser attachments now increase reload speed by a flat amount 0.1 seconds but the flat damage has increased by 60%. Fixed a critical bug where players could not perform any actions past level 61 It is now possible to purchasing refund points with Dino Crystals Fixed minor reloading issue after purchasing a stash tab. Improved button animations Fixed bug where - Double clicking on exit button from hangar caused the main menu to not display if your connection was very fast Hyphens do not cause the text at the start of the mission to stop anymore Made buttons darker when disabled Reworked crafting screen: Made the crafting display scrollable Hovering over the crafting selection will provide a small description Fixed issues related to refreshing the crafted item. Added a cancel button to the crafting screen. Various fixes on the crafting screen. Crafting costs should scale on the level of the item (20% at item level 1 -> 100% crafting cost at item level 81) - Exceptions are: renaming items, increasing quality of dinojuicers & attachments.. 0.1.8 Released! : Updates are going a bit slower than I expected. 0.1.8 addresses the following bugs: - Asteroids inside asteroid missions now always explode on zero hp - Homing missiles now recalculate their orientation 10 times a second instead of 4 times so they are more likely to hit now. Patch 0.1.12 Released! : Changes: Fixed a critical bug in higher levels where it was possible for ships to become invulnerable. Server item patch : The first Win of the day will now grant additional 15 items instead of 5 items.. 0.1.5 Released! : Changes to display with very few gameplay changes. Gameplay fixes: Mobile force field will no longer cause the player ship to take damage from projectiles hitting it. Fixes/Changes: plasma ball brightness reduced further to reduce eye strain. Fixed the fast reloader description. It was using the Turbo Booster description by mistake. Fixed a display issue with the strafe engines displaying despite generating any force Fixed a display issue with the hovering panel with the weapon's dps header being in the wrong position. Weapons without any reload time now show N/A Improved appearance of the tactical nuclear missile explosion. Improved weapon overall display with colours.. 0.1.7 Released! : Apologies for the long delay between updates, I've been taking in some of the feedback and I've decided to try and change the damage types a bit more. Basically now: Kinetic damage deals extra damage to hull. Heat damage deals damage over time Electric damage reduces energy regeneration. Disruptor damage continues to deal extra damage to shields. It's all still a work in progress, and I'll be adjusting the game based upon feedback. Changes: ----- Damage Type Changes: Kinetic - less damage against shields (25% of base damage). More damage against hull (200% of base damage). Heat - any damage dealt also causes burning over time (5% of total hp / sec) as a buff. Every percentage point of heat damage to full health (hull and shield) adds 0.25 seconds of heat debuff. So 1 damage on a 100 hp ship grants 0.5 seconds of debuff. Electric - any damage dealt also reduces weapon, shield & engine energy regeneration over time (50% reduction / sec) Every percentage point of electric damage to full health (hull and shield) adds 0.5 seconds of electric debuff. So 1 damage on a 100 hp ship grants 0.25 seconds of debuff. Disruptor - no changes Renaming stash tabs now resizes the tab size. Now possible to purchase stash tab(s) and continue playing the game. Number of enemy ships spawned after level 75 remains the same, each successive level wil make enemies stronger: Damage: 2.5% damage per level instead of 2%. Health bonus: 5-6.25% per level instead of 4-5% per level. Artillery ships on blockage maps won't start firing on the cargo ship until the mission has started. Xp is now calculated correctly on the rankings board for very high level players Fixed a label header on viewing damage resistance on armours. Enemy lasers now deal 25% kinetic and 75% heat instead of 50% kinetic and 50% heat. Improved seeker attachment turn speed. Fixed some turret placements on enemy ships Trail renderers for player missiles / rockets are now fixed Energisers no longer add flat reload time, they have now had their weapon damage increases reduced to 30 Vulcan cannon family weapons now have an increased reload time from 0.1 seconds to 0.15 seconds, their damage & energy expenditure are now increased 50% to compensate for this. Reduced their trail render size.. Server Stability patch : I've made a patch to the Dinoscourge server stability so it will automatically restart in the event of a server outage (which has happened a few times in the past month). It now has an automated restart ability, (triggered if the server has been offline for 10 minutes, I will increase the frequency when I can confirm it is working).. v0.1 server hotfix : Just a short note to inform of some recent fixes applied to the server: - level 50->51 had a skill point allocaiton issue where it would grant skil points instead of paragon points leading to a skill allocation bug - Pilots now gain a refund point every 10 levels, existing characters over level 10 have received, this has been retrospectively applied to anyone over level 10.