Behind The Door Download In Parts



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About This Game

It's a story about a skeptical detective John who's investigating the abandoned's house massacre where group of teenagers were killed.

On early night Detective John arriving to the abandoned house to find out what has happened there but suddenly he realized that he is not alone...

Hello, John. You could already hear about this mystery house near the city. Three bodies were found there. Rumors say, that those people were killed by ghosts. Yeah-yeah, very creepy. But we both know this stuff doesn't exist. Anyway, John, dead don't talk.

Your work is to find out what really happened.

Good luck, John

- Deep horror experience
- Find letters and solve puzzles
- No screamers! Only environment, ambience and the story makes you fear
 - Interesting and catchy story

Title: Behind The Door Genre: Adventure, Indie

Developer: Dio Alias Games

Publisher:

Dio Alias Games

Release Date: 16 Aug, 2017

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Minimum:

OS: Windows 7

Processor: 1.2 GHz

Memory: 512 MB RAM

Graphics: 128 MB

Storage: 340 MB available space

English,Russian







First off I really enjoyed the game for the price aswell very good. Atmosphere was spot on thought the puzzles weren't to hard either.

Feel free to check out my gameplay if you have time maybe you have a different opinion.

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https:\/\voutu.be\/bPA5BcO4pMs. chujowa 37 minut "gry" szmata strata kasy pzida. Very Uneventful Game. The horror theme is there but quality needs improving. Controls are a bit of a bummer.

If you can buy this on sale, why not.. For a full playthrough please see my youtube video below!

https:\/\www.youtube.com\/watch?v=RwqkBIOynHE&feature=youtu.be

TL:DR - Behind the Door is a decent little game, considering it is made in Unity, and I feel it's worth the price.

It's a bit short, and assuming you got lost like me, can take up to 1 hour to complete. The graphics are OK, would prefer if they were higher definition but again. Unity game. The sound design is pretty good, the effects are crisp and well chosen.

The gameplay itself is standard fair. Go here, find an item, use the item on object and receive spooks. The atmosphere is average again for a horror game, very dark, and the flashlight doesn't help a great deal. The 'batteries' for it to me seem mostly useless, because it's such a short game, the batteries only last for like 5 minutes. Would suggest using batteries like this for much longer games.

The spooks mainly come from the atmosphere and anticipation of things lurking in the darkness, but I would like to warn people, while the game description states it doesn't have 'screamers', it DOES have jumpscares. They don't happen often and are placed pretty well at the end of atmospheric segments.

The story is almost non-existent, with there only being a brief mention at the start of the game. You never really find out what happened and why. Would advise to add more story elements to the next game.

There are a few bugs. The first is that 2 crucial items (the cup and leaky pipe in the bathroom) do not have a cog icon indicating they can be used. The second is the flashlight having a black splodge in the centre, but the developers have said they will fix this in an update. Controls are a bit of a bummer.

If you can buy this on sale, why not.. It's seriously not worth your time.. For 99 cents this game wasn't terrible but there wasnt really much to go on as far as story went not to mention most of the time this game had me searching for a part I couldn't find. But all in all the game wasn't half bad I have played worse games for a higher price than this.

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. chujowa 37 minut "gry" szmata strata kasy pzida. Steam's binary system fails me again. I recommend this game on a big sale(75%+). I picked it up for \$0.99 and I feel ok with what I paid for it since it always takes me forever to finish games. But a lot of people would probably want to get it for much cheaper.

This game is REALLY short.

I was a little worried because I heard about the problems with the flashlight regarding the battery life and a black circle in the center. I'm pleased to say that there is no longer a black circle in the middle of the flashlight so that has been patched. I didn't have a problem with the batteries either because my monitor has night vision mode.

There isn't much of a story outside of the details provided in the beginning, but I found the atmosphere to be solidly spooky. The spookiness didn't last long however since I learned that not everything has a 'cog' to indicate that it can be interacted with, a lot of my time was spent wandering around the house mashing 'E' to try and figure out what to do next.

I spent a really long time being lost in this game for three reasons(minor spoilers here):

- 1. There was no indication that I needed to find a mug and use it on the leaky pipe in the bathroom
- 2. I thought that I was supposed to find something to clean off the dirty picture with the final number of the code.
- 3. I'm a goofball and didn't realize that I could push objects out of the way.

After watching a couple video walkthroughs, I was able to complete the game. The ending wasn't great. I felt a little disappointed after all the effort of exploring and solving puzzles that it suddenly ended like that.

That being said, the translation was solid but there could be a better indication of how saving works. It just says 'Press to save'. Press what? I assumed it was 'E' but there is no indication that I have saved once I press it. *shrug*. It's like a love poem to the creators of most games ever made.

You thought the entire time you were playing some first person exploration game with hand-holding puzzles to solve in some uninspired RE7-like home. Foolish you, the creator just wanted you to think that, before it drew the curtain and ate your soul.

https://www.youtube.com/watch?v=7HtMYnYwmH8. For this genre of dollar horror it does well. I go with an hour per dollar and this game hits that goal at about an hour. Dont expect the world and you will enjoy it.. It's not terrible, but ultimately playing it isn't a very fulfilling experience.

Gameplay consists of exploring an abandoned house, spamming your E key hoping to find the item you need to complete the puzzle you're confronted with. Some of these items are easily spotted and even have icons suggesting they can be used, while others don't, for whatever reason. Providing you find the right items though, the puzzles won't test you in the slightest. Saving, however, proved to be challenging.

Visually, the game looks pretty decent. If you've ever played a Unity horror game from Gamejolt or Itch.io, chances are you'll know what to expect. Audio is okay, with some basic ambient noises and sound fx adding a little extra creepiness to the experience.

Is the game scary?

Not especially. Don't listen to that "No screamers" bit in the description.

Completing the game will probably take you around 20-40 minutes, after which you'll probably regret becoming in any way invested.

I've paid for far worse, but overall, I still wouldn't recommend this unless you've really run out of other games to play.

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