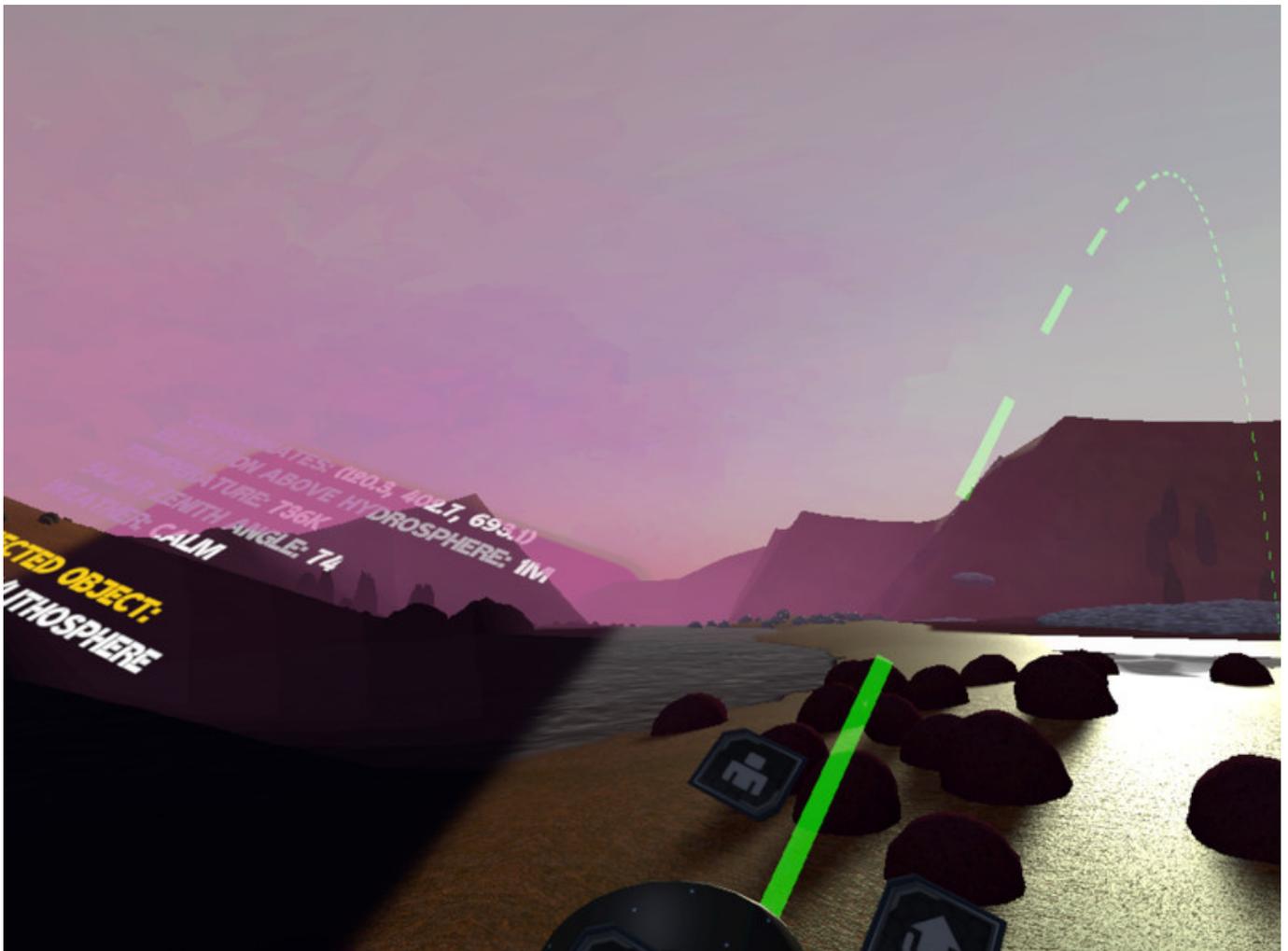

Exoplanet License Keygen



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About This Game

Exoplanet is a procedural galaxy explorer written from the ground up for VR. You can explore thousands of star systems and the worlds they contain entirely in room scale virtual reality. Discover icy, molten, rocky or Earth like planets, each with unique features and terrain. And, after finding one you like, teleport to its surface and experience every mountain, valley and ocean.

Exoplanet is inspired by the classic PC game Starflight. Almost everything you see in Exoplanet is created during runtime.

Title: Exoplanet
Genre: Adventure, Casual, Free to Play, Simulation
Developer:
Gregg Brzozowski
Publisher:
Gregg Brzozowski
Release Date: 25 Jul, 2018

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Minimum:

OS: Windows 10

Processor: Intel Core i5 or Equivalent

Memory: 8 GB RAM

Graphics: Nvidia GTX 970 or equivalent

DirectX: Version 11

Storage: 1800 MB available space

English







Minor Bug Fixes And The Sun:

Hello Everyone,

A minor update today that includes some polish to the UI icons, a tweak to a few terrain textures, and the Sun is now drawn in the sky. So, look up!

I'm starting to work on some "gamification" elements. Hopefully, by spring I will have much more to say about this. Stay tuned!

Thanks,. October Update:

Hello Everyone,

I thought I'd share some of the things I've been working on with Exoplanet.

The goal is to have something with rules, challenges and maybe even a story, within the next 12 months. Basically, a game to add to the exploration. To that end, I've been working on many updates in the last few months.

- Procedural galaxy generation with star systems, planets and all the meta-data.
- An interactive room scale galaxy map, with a ship you can guide through the stars.
- More options; graphics options, locomotion options.
- Two new planet types; icy giants and gas giants.
- UI sound effects.
- Creative commons sourced music.
- Continued UI improvements and official WindowsMR support.

Thanks Everyone!

<https://youtu.be/hBb83FzMu4c>. **September Update:**

Hello Everyone,

Today's update includes a complete UI overhaul. The UI is now a more traditional point and click affair with limited touch-pad fiddling. This should be much more comfortable for WMR and Oculus Rift users. You will need 2 controllers.

Pro Tips:

- Use the menu button (on your left controller by default) to bring up/dismiss a projected menu.
- Simply point and pull the trigger with the right controller to select things.
- Squeeze the grip to swap primary/secondary controllers, or sometimes to dismiss dialog boxes.
- The Object Scanner is on by default upon first teleport. You may disable it from the main menu.

Also included in this update are some minor bug fixes.

More to come,
Enjoy!

. A Small Update:

Hello, a minor update before I add some significant features later this summer...

Control Enhancements:

- Added snap turning (left and right) to the teleport menu.
- Exoplanet will now display both controllers. You can swap controllers by hitting the menu button.
- You may now select menu items by using the grip buttons instead of pushing down on the thumb pad (for Vive, WMR, and presumably, Oculus Rift).

Other stuff:

- Chance for SNOW on all planets, except rocky planets.
- Fixed a collider bug that could cause atmosphere and cloud weirdness.
- Minor performance enhancements.

Known Issues:

- Snowflake world space issues, more noticeable at elevation.

Thanks Everyone!. **January Update Is Live With Life!:**

Hi Everyone,

In this month's Exoplanet update, let there be life! Procedural animal life, that is.. **Initial Release Of Exoplanet:**

Hello Everyone,

Exoplanet is a relaxing exploration experience for VR. I developed Exoplanet on my own as a hobby. Today, I present the initial release.

I've made the engine for Exoplanet open source, available with the MIT license. [You can find it here.](#)[github.com]

I hope you enjoy it and stay tuned for more updates!

. October Update Is Live!:

Today I released a huge update!. **Minor Update With Thunder And Lightning:**

Hi Everyone,

I took a break in recent weeks, but I'm back today with a small update.

It includes:

- Lightning and thunder! The effect is pretty great, if I might say so.
- A bug fix to render the large planet right in front of the player so it's easier to teleport to.

-
- A few minor bug fixes and some serious debugging enhancements throughout my code, which of course the player won't notice.

I hope you enjoy and I'll keep iterating.

Thanks,

. February 2019 Update:

Hey Kids!

I have a big update to Exoplanet today. This update includes:

- Free movement and a jet pack!
- Support for Windows MR thumb-sticks.
- Angled orbital planes. Solar systems are no longer "flat" but much more immersive and 3D.
- A larger procedural galaxy with more depth and scale.
- A more beautiful and dynamic skybox.
- Options for draw distance and comfort vignette.
- Brighter stars.
- A revamped menu system.
- Better grass
- Many minor fixes, including a few new sound effects.

Enjoy!

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