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About This Game

Welcomed by the fluttering of cherry blossom, the main character, Brian, starts a new high school life in Japan. Brian soon starts to get along with two girls in the same class after they start to talk to him.

With their help, Brian gradually learns Japanese culture and customs.

He deepens his friendships with each girl as they teach him how to study and spend time together after school.

He gradually is able to survive through the commuter rush, May sickness, the rainy season, and more as he experiences Japanese culture for the first time.

Summer

After a particularly unpleasant rainy season, summer vacation starts at last.

Brian gets to experience a lot of fun things, including a beach trip with the girls in their swimsuits and summer festivals in yukata. He also experiences popular Japanese summer activities, such as suikawari (watermelon splitting) and summer festival food stalls.

And what he looks forward to more than anything is the most popular otaku event in the world, held twice a year– Comic Market. He goes to the venue with his heart racing with excitement, having long dreamt of experiencing his first Comiket.

What he sees there is.....a battlefield, just as rumored!?

Fall

The destination of the annual school trip is Japan's most famous ancient city, Kyoto. The three enjoy sightseeing among the old

streets and alleys, and experience the traditional culture of Japan to the fullest.

Back at school, Brian gets to experience an actual cultural festival, which he has seen a lot in anime. He is ecstatic when he gets to help run the maid cafe booth.

He also enjoys cosplaying for Halloween, which has rapidly developed in Japan in the last few years. With the beautiful colors of autumn in Japan, he deepens his understanding of Japanese culture further.

Winter

After experiencing a Japanese-style Christmas party, Winter Comic Market has arrived! This time, he doesn't just go, but actually participates as a circle!?

With the coming of the new year, he goes to experience Hatsumode. Setsubun and Valentine's Day arrive and makes him start to realize that soon it will be time to say good bye.

Just like when he first met her, cherry blossom buds are about to bloom.
What enters Brian's mind is her smile.

Along with those parting words, he embraces a new resolve...

Features:

- See the characters come to life through the power of the e-mote system!
- In-game text available in both English and Japanese
- An in-game accessible tips glossary with Japanese cultural and otaku terminology to enhance your game experience
- Nekomimi Mode! because everything is better with cat ears.

Voice Cast:

- Honda Chiyoko (CV: Taneda Risa)
- Suzuki Arisa (CV: Takada Hatsumi)

Title: Japanese School Life
Genre: Casual, Indie
Developer:
code:jp
Publisher:
Sekai Project
Release Date: 22 Nov, 2016

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English,Japanese







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A really simple and single-minded explorative game. It fails to deliver any meaningful experience rather focusing on the quantity of content than on his quality.

The graphics are very unoriginal and have the typical touch of low-end Unity games. I've already seen them many times before, it just fails to impress in any way and exposes the lack of a real effort.

Sounds are minimal and awful.

The mechanics of the game are very primitive, again, like the graphics, don't have anything unique. Just clicking around until you find the relevant content that you are supposed to find. It's not bad, it's just average, but I don't think "average" is worth investing your time into.

Now, the "best" part of the game is its narrative. Here we can see a collection of different stories about the many perspectives of life. But, sorry to say, even here I can perceive its lack of deep structuring. The stories, like the gameplay, are very generic, but in this case they try to bring a meaningful message that just fails to impress me.

There are many games out there that can have an emotional impact even on the most cold-hearted people. Every aspect of the game contributes to this experience, that's why *The Way of Life*, with its complete average content, falls into the category of games that you will not remember.

I appreciate the time the developers spent on this game, but they didn't go in the right direction. It simply can't compete with other really emotional and meaningful games.. I really liked this game, Its still in early access and its already a great game, so i'm looking forward to seeing it develop, Such a good buy for the price. If you're an Isaac fan, definitely pick this one up. Its similar but as said in other reviews quite refreshing.. if you don't know if you can handle Kerbal Space Program, this is a good starter into general orbital mechanics and the such. it WAS a plug from the phone though, so controls are the slightest bit wonky.. Interesting game, but only for the true fans of puzzle genre. The gameplay is not so exciting and in later levels it gets really tedious, because of how long the levels are. (Total - 150)

Graphics are really simple, controls intuitive and could easily be run on a computer from 12 years ago.

But as I said, only for the true fans of such puzzle games, so don't jump on the shovel too quickly.. Well first off this reminds me of another game in many ways when it started, "Stranded Deep". Personnely I think you are false advertising the game by your reviews. There is nothing in this game that comes even remotely close to the Steams Store page review's. My feeling is a bait and switch. For what I paid there is no loss. But anyone expecting what the reviews show it's not gonna happen. I am going to wait and see if it even updates or simply disappears. Nothing worth playing at this time. Not even ready to be sold as is.. If the phrase "Don't judge a book by its cover" was coined today, it would surely be "Don't judge a VR game by its 2D screenshots".

I initially thought the cartoonish graphics would be completely immersion breaking and that the game wouldn't be fun. Until I actually played it.

There's just one thing that I'd absolutely love to see - I'd love a coop multiplayer option. To have someone else standing next to me and be able to take the horde on as a pair would be awesome.. It's a great idea for a game, it just doesn't feel right when

actually playing.. Nice game. Register and Join now.. Dang this is a pretty sweet experience. Definatly recommend you check this out. Excited for the future with this one.

I really like this game. There are so many things into consideration to make a deck (they are called files in this game) shine, that makes the game experience deep with a lot of possibilities to explore. Also, it is perfectly viable to play competitively without having to pay, with the cards you get for free every day, the ones that you earn just by leveling up, the ones you get for play on the History mode against NPCs, and dueling other players.

. a bid confusing. technologies take way longer than time frame of game.. 5/7 best game ever made. the next minecraft fo sho.

Fun game with a good difficulty curve.

Definitely recomend.. Plagued by technical issues from the moment that I opened the game. Mouse capture sucks, resolution picker sucks, music overlaps with itself when moving between different parts of the game in a jarring way, there's inexplicably a loading time after you finish a level, stupid cutscenes when a puzzle is finished, and a number of ways in which this game pretty clearly fails the basics. Maybe in another few weeks or months they'll fix the technical issues and add polish, but as it stands, it's not worth playing, for any price.. I am a big fan of Wildlife Park. I love the previous incarnation of this game, Wildlife Park 2. I've put over 40 hours into my Steam copy of the game, and many, many more into my hardcopy. When I saw the WLP3 DLC bundle I thought "Awesome! around 80 animals to mess with, and much nicer graphics than the previous title, It should be great!". I was very wrong. The second game far surpasses this one. The maps in WLP3 are tiny- big enough for *maybe* 5 healthy exhibits. On a PC that runs DA: Inquisition on Ultra at 60 FPS, I was getting anywhere from 0-50 FPS every few seconds, even with vsync forced on through my graphics card control panel. The game froze within the first three minutes of gameplay on first launch.

It lacks the love, care, and attention to detail that made WLP2 so wonderful. Buy the second one. Pass this up.. For starters, the game looks great. The character designs are interesting, the environments look good, and I tihnk it's fun that you can either play the game as a group in a living dungeon, or as people playing a tabletop strategy game.

However, as a strategy game, I found the game very quickly becoming very repetitive and even a little dull. Besides the, somewhat gimmicky, mechanic of the flipping and turning of the rooms, the game introduced not too many interesting mechanics, in my opinion.

The game describes itself as requiring wit and luck. The wit should make sense, because it is a strategy game, and luck makes sense too, because there are dice, right? Well... What I noticed, especially in the stages where your objective was not to escape, but to kill a certain character in one go, is that the dice were just perfect. Impossible odds? Yes indeed. The dice are scripted. Let me repeat that. The DICE are SCRIPTED. So instead of giving you a random situation in which you need to make the best of things, the developers have already decided what dice you will get and they are thinking of the perfect solution, which you need to recreate.

To return to the mechanic of flipping rooms, I have found no way, but this could just be me, to figure out, before flipping, what the walkway was going to look like, resulting in deaths that felt, frankly, like bs deaths, as if I was being punished for not being psychic.

Something else that rubbed me the wrong way was the audio. The prologue, narrated by Sajotir, was really good, and it drew me into the story, which sounded genuinely interesting. The other spoken dialogue, however, seemed to be of very strange, phone-like quality.

Some of the things listed above could be fixed and changed, which I think would make the game cleaner (like text no longer moving out of the GUI), but when it comes to mechanics, it did little to interest me, which is my opinion, in the end. And perhaps I was expecting something the game wasn't.. broken, unfinished and damn near unplayable.... i only have 2 major regrets in life, 1) buying this game 2) Playing this game.. The game is super nice that is why i gave it a positive , but it does not work on my 720P laptop , i had to link it with my TV for it to work. I give it a positive rating per total , but i'm very disapointed that it's not working on 720p , i was hoping to play this at the office.. The story seems interesting, but the game crashes with a fatal error. I haven't been able to proceed. Beyond that, it is also difficult because the graphics are not great, making it really hard to find things for HOG. I would avoid this one and go with something else.. It's alright

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