
PROJECT AZRIEL Download 10 Mb



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About This Game

ZOMBIES CAN MAKE YOU THINK BETTER

The least boring brain trainer in the world. Most brain training programs are dull mini-games. Even when they work well, the player quickly loses interest in playing. PROJECT AZRIEL has been shown to increase fluid intelligence and it's fun to play.

Who doesn't want to take down some zombies while training their brain to work better?

In a study sponsored by the Office of Naval Research, people who played our game increased their fluid intelligence score by 5 points on average.

"Fluid intelligence (is) the capacity to solve novel problems, to learn, to reason, to see connections and to get to the bottom of things."
- Dan Hurly, New York Times

Do you play a lot of games? Being able to recognize patterns and solving new kinds of problems faster is what makes the difference between a good gamer and a great gamer. You do want to be a great gamer... don't you?

FEATURES & BENEFITS

- Improve your fluid intelligence while taking down zombies
- Rigorous brain training activities integrated with the gameplay
 - Adaptive brain training and gameplay difficulty levels
- Re-do missions or the entire campaign while keeping current experience points & difficulty levels

- Toggle between 1st & 3rd person cameras for a different gameplay experience
- Adaptive depth-of-field player camera for a more cinematic feel

OUR STORY

“Fluid intelligence (is) the capacity to solve novel problems, to learn, to reason, to see connections...”

We're a small scrappy little indie company that has been developing learning applications for over 15 years. At Curriculaworks, we care about helping people to achieve more through the use of targeted, research-based applications. We've helped over 200K students learn to read and now we're excited to be leading the way in the field of cognitive improvement through our development of this new type of brain training application that is both fun and gets serious results.

We'll use some of the proceeds of Project Azriel to develop a similar FPS brain-training game that is more age appropriate for children and to provide that game to students with learning disabilities free of charge. So, your purchase of PROJECT AZRIEL will help us to help others.

We're doing an Early Access release to help us further refine our brain training application with the immense feedback of the Steam Community. Together we can make brain training impactful and fun.

THE RESEARCH

PROJECT AZRIEL is the result of 5 years of R&D sponsored by the U.S. Office of Naval Research.

PROJECT AZRIEL is the outcome of five years of research and development sponsored by the U.S. Office of Naval Research to create a rigorous cognitive trainer that is robust enough to generate transferable gains in fluid intelligence and compelling enough to get reluctant trainees to engage in the training outside of a lab environment. PROJECT AZRIEL currently integrates three cognitive training tasks targeting working memory updating, mental set switching, and attentional inhibition in a deeply engaging first person shooter video game.

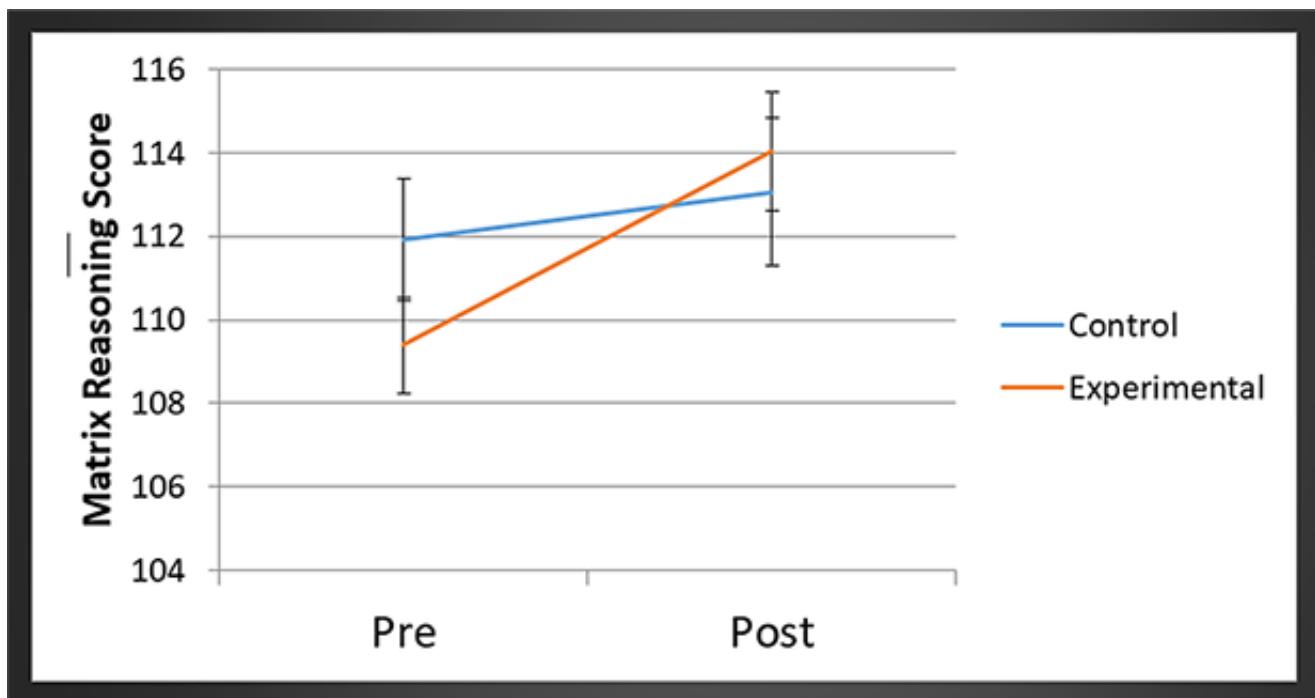
THE STUDY

The game was effective at improving fluid intelligence.

A randomized, blinded study with more than 165 subjects was completed to determine impact of gameplay on cognitive transfer measures. The evaluation showed that the game was effective at improving fluid intelligence, a finding that replicates lab studies reported in the cognitive training literature.

Fluid Intelligence

A significant interaction emerged between the within person factor (pretest to posttest) and the experimental condition on fluid intelligence ($F(1, 124) = 7.19, p < .01, \eta^2 = .06$). While both the experimental group and the control group improved on the fluid intelligence test from pretest to posttest, the experimental group improved significantly more than the control group. This interaction is depicted below:



Title: PROJECT AZRIEL
Genre: Action, Adventure, Indie, Early Access
Developer:
CurriculaWorks
Publisher:
CurriculaWorks
Release Date: 20 Oct, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 10 (64-bit versions)

Processor: Intel Core i5 2400s @ 2.5 GHz / AMD FX 6350 @ 3.9 GHz

Memory: 6 GB RAM

Graphics: NVIDIA GeForce GTX 660 / AMD Radeon R9 270 (2GB VRAM with Shader Model 5.0)

DirectX: Version 11

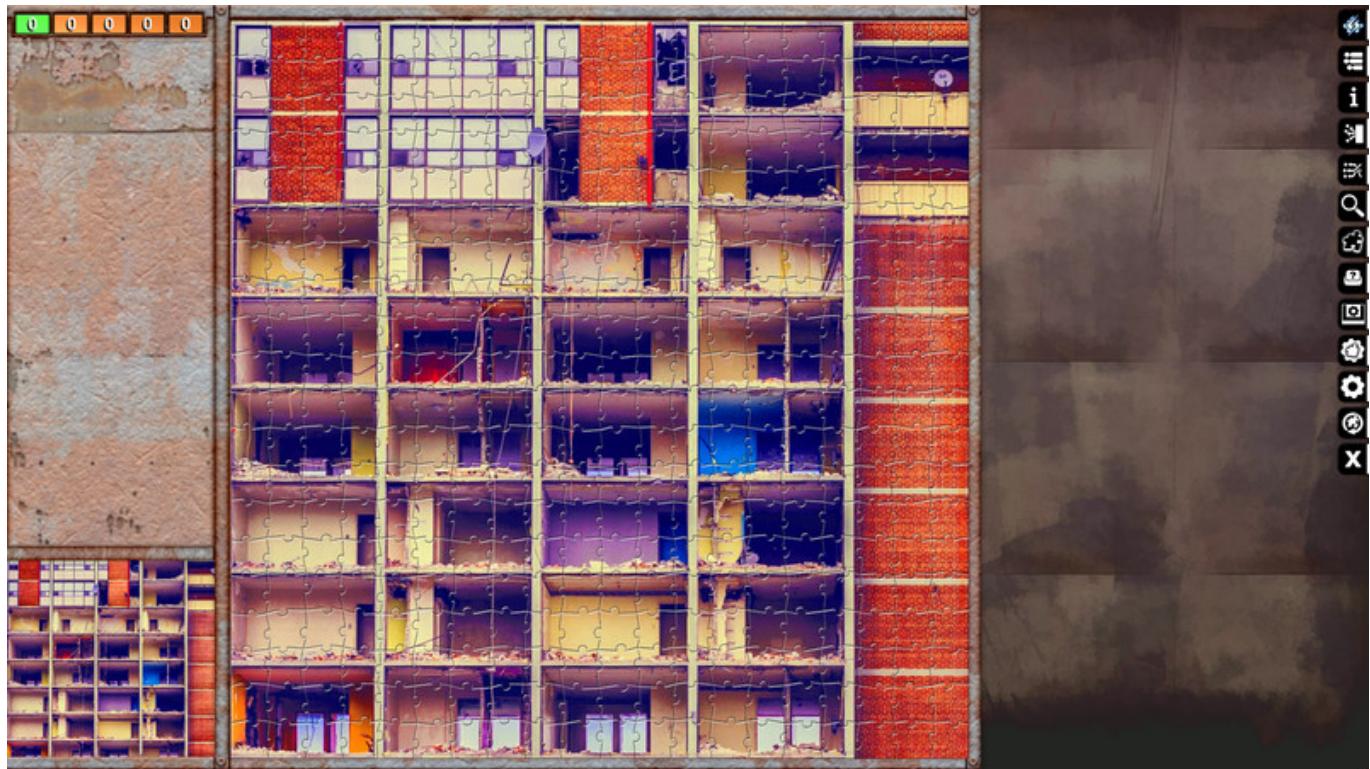
Network: Broadband Internet connection

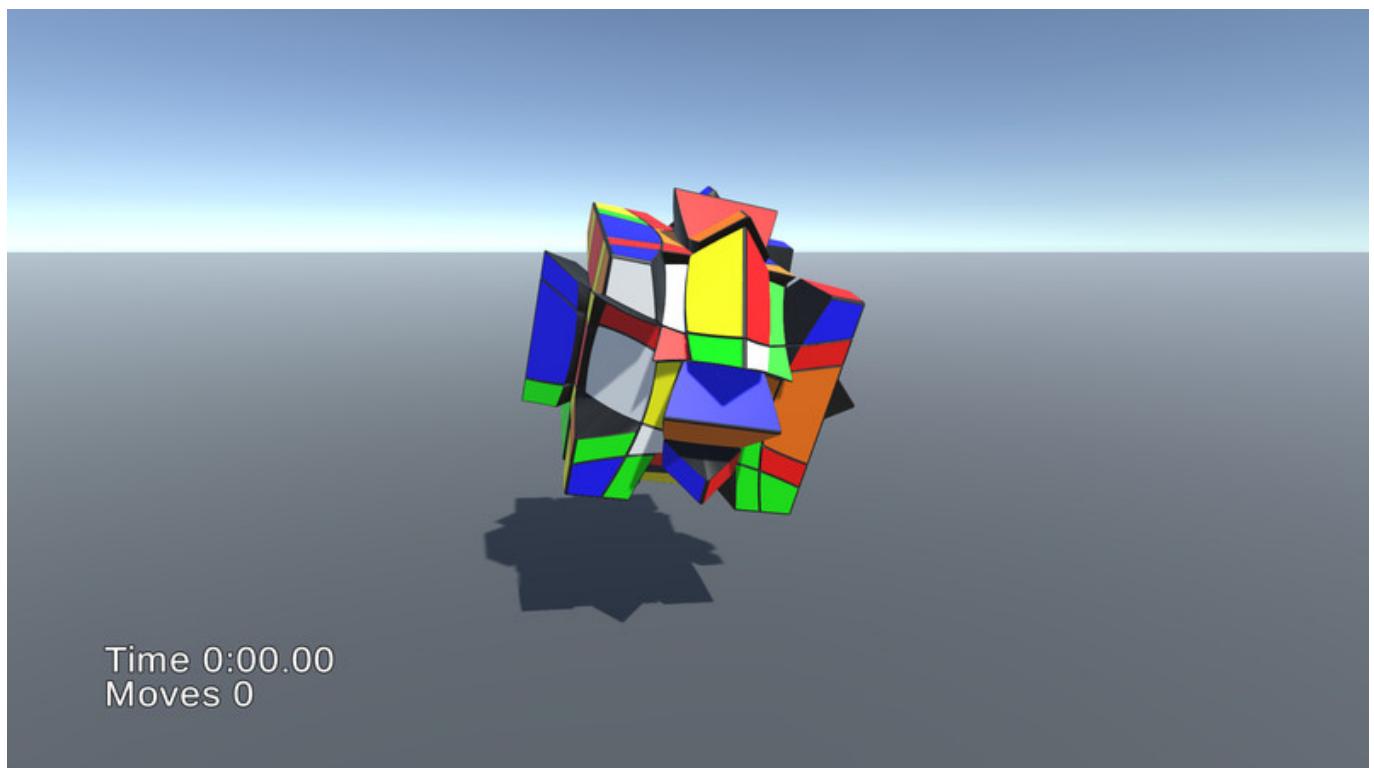
Storage: 8 GB available space

Sound Card: DirectX Compatible Sound Card with latest drivers

Additional Notes: Requires Steam activation and broadband internet connection

English







project azriel game. project azriel steam. project azriel

7/10

I like this, and I recommend it. There are very clunky moments, and I encountered a number of clipping bugs, but it is challenging, scary and fun. Well worth the money, but be aware that there is only 60 minutes playtime here.. before i whine and moan, let me say this. This game is a super great idea. fantastic concept, beautiful models and textures, brilliant gameplay. if they finish it

game was virtually unplayable for our evening. went to a lot of trouble to set up for having a 4v1 local game everybody was excited to try. screens would randomly go blank for the pc players when the hand went near them. there weren't eliminated or anything and could still be seen - just screens stuck on blackscreen. because of that bug, we never completed a round on the first of 3 levels.

on the 3rd of 3 levels, you can only eliminate one droid and the rest are invulnerable - broken, as the vr player no longer has the ability to pick up droids (the whole point of that player)

i've purchased well over 100 games to my steam library and never returned one. until now

if they fix the game-breaking bugs and flush out the rest of the content, would re-purchase

. This shoot them up is really beautiful. The game is a question of color. You have to kill the enemies with the right color and the most difficult part, it is when the ennemis are a combination of the basic colors... you have to find which colors are right to kill them.

The story? The Universe is in danger, Chaos became stronger and kicked you in the\u2665\u2665\u2665\u2665 You are playing the Law, you need to train, to learn more tricks and when you will be ready, you will push Chaos to its place and find the right balance for the Universe.

. i bought this game in sale for 1,99\u20ac its a nice puzzle game and a lot of fun solo or with friends it got good game mechanics and fun ideas and puzzles i liked playing the game tho i wouldn't pay the full price for it. Not sure what the German reviews point out, but I found this DLC ok.

All the achievements work. The scenarios can be completed with some work. Please note that one of them has a "ghost speed", from 60km/h to 40km/h right before passing.

The final part of the three part series of Runaway. As always it's quite funny and easy to get sucked into it, however the problem I had with it was the catch up from the last game when you learn everything was done a little too fast and changed the voice for Brian Basco and a few others (I don't know for what reason) and it's REALLY noticeable, as if the guy wasn't even trying to imitate the previous voice actor's way of speaking or tone of voice at all.

Quite disappointing on the voice side of things, but if you can get over that, it's still quite a fun ride, especially with the implementation of ways to see hotspots for when you miss some (a complaint I had from the first two games) and even a hint giver who makes jokes about Pendulo Studios employees. However the ending I loved and I can't wait to get stuck into their other adventures. Yesterday and The Next Big Thing.. this expansion rocks ! one of the most beautiful strategy games ever, very nice graphics and gameplay. its good but i think all it needs is custom mods from the workshop. Played it was fun for about 30 minutes maybe if they add more stuff to it then It could be more fun but I don't think they will.

Check out the gameplay here.

<https://youtu.be/HeV8ww8IDSE>. Fun little game to pass the time though expensive for what it is.. Don't give CodeMasters any money for this s***!

It's a buggy wasteland with absolutely no support and multiplayer just simply does not work!

Move along to Sonic & All-Stars Racing Transformed for a truely decent karting experience.. I bought it straight away because it was recommended by the 'choices and consequences' curator. While said choices are indeed present in the game, I failed to see any logic in how your actions affected the outcome of the game. Yes, you get to click a bunch of antique stuff and hear the snippets of the item's story, then you have some dialogue choices. But what good is the choice if its consequence is completely random and unrelated? Don't get me wrong, it's not like the consequence is so surprising that you can't even see how exactly you got to it. It's just that the consequence doesn't make any sense or have any relation to the choice you made so you start to wonder if your decision making even mattered. That's what annoyed me the most and that's why I regretted spending any amount of money on this game. Also, the structure of the game is very bizarre. I couldn't figure out exactly at what point one playthrough ended and the next one started because the game starts anew automatically. Maybe I'm just too dumb but I still think game developers should've done a better job of marking the beginning of each playthrough and overall explaining \u2665\ufe0f\ufe0f\ufe0f\ufe0f\ufe0f\ufe0f to the player. This particular player felt frustrated and annoyed by the lack of logic or at least the explanation of what's going on. Dislike.. Fun little tangram puzzle game. Can't really expect to beat the timer on most of them though but I guess that's why it earns you a bonus key?. this game essentially boils down to guessing which conversation tree will impact one of the 4 healthbars you must try to prevent from dropping to 0 or reaching 100. the impact of your choices on these healthbars is often arbitrary and, when not, force you to act out of character. there's no clear win condition or way to strategically build towards an end.. This is an interesting kinetic novel. While the premise appears to have started as a joke, the story that the author tells is thought-provoking and a fun read.

Fully recommend.

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