LogicBots Download Utorrent



Download >>> <u>http://bit.ly/2SMyHdK</u>

About This Game

Design, build and wire up your own unique robot to complete challenging logic puzzles.

LogicBots is a puzzle game where robots are used to complete the various levels. Sometimes the LogicBots will be controlled by the player and other times they will work independently to complete the puzzles. In both cases it will be up to the player to design, build and wire their LogicBot to meet the requirements of the level.

Key Features

- 40 challenging levels
- 5 in depth tutorials
- 3 bonus objectives for each level
- Language packs
- Sandbox mode
- Level builder
- Workshop integration
- Endless combinations of parts and circuits
- Physics driven gameplay
- Soundtrack by Brandon Penney aka Neon-Bard

Title: LogicBots Genre: Indie, Simulation Developer: Incandescent Games Publisher: Incandescent Games Release Date: 8 Feb, 2017

a09c17d780

English, French, German, Hungarian, Japanese, Russian, Simplified Chinese







logistic robots factorio. logicbots help. logicbots 1-3. logicbots walkthrough. logicbots descargar. logicbots line maze. como baixar logicbots. logic bot trading. logicbots 1-2. logicbots free. logic dots level 2. logicbots wall maze. logicbots first level. logicbots level 1-2. logicbots level 2. games like logicbots. logicbots play. logicbots download. logicbots free download. logicbots platform. logicbots steam. logicbots colour maze. logicbots level 1. logicbots crack. logic gates trainer. logicbots 2-1. logicbots color maze. logicbots steam key

If you've ever been involved in FRC, FTC, or any other robotics competition, this game is perfect for you. You get to design your own robot to complete varied and difficult challenges. Although the game may look pretty intimidating at first, the bot programing is based on simple drap-and-drop gates. This game will heavily test your ability to engineer a solution to various design challenges.. TL;DR \u2013 LogicBots is a great concept totally let down by bizarre design decisions and quite possibly the worst UI I've ever seen. It can't seem to make up its mind if it wants to be a robotic design simulator or a puzzle game, and winds up losing itself in a no-man's-land between the two, with the fiddly UI of a simulator at odds with the arbitrary restrictions and confinement of a puzzle game.

I came into Logicbots expecting something akin to KSP. I envisioned generalized challenges with lots of robot parts and options for different ways to complete the challenges, where my design decisions matter, and I can achieve some cool aesthetics.

Instead it's a very confined, railroady kind of puzzle game, where each puzzle has only a handful of solutions. The process of iterating designs to find that solution might have been fun... but an incredibly frustrating and fiddly UI totally lets it down.

Just for context, I'm not just talking out my rear here. I've done this in real life. In college, I designed and built an autonomous robot that could navigate a maze, "mine" marble and BB "ore", sort the ore to separate it, and deposit it in separate bins at the end of the maze. It included elevation changes, wall following, and line following. Did we use individual gate chips? NO! We used a freaking computerized robot controler. Twenty years ago! This is not new tech. I can't see anybody actually bothering, in today's electronics landscape, wiring AND gates together on a perforated circuit board.

Just a few examples...

 \sim Most parts are placed symmetrically on either side of the robot. Why then, did they not include a symmetry mode for part placement? Yes, I realize you can create snap lines. That's a lot of extra steps and extra clicks to do something that could have been done much more elegantly with a mirror symmetry placement mode.

~ Connecting circuit boards requires either extremely and irritatingly precise clicks on a few pixels, when zoomed out enough to see the big picture, or many wheel scrubs to zoom in and out. If you misclick, which you will do a lot, enormous UI elements come onto the screen, often blocking what you're trying to click. Larger pins or even a right-click context menu system would be much better. A key binding to go into wiring mode would be better.

~ When editing numbers in certain circuits, the game zooms all the way in for you, "helpfully". I'm sure this *seemed* like a good idea. It wasn't. If you can even begin to click on the tiny little connections to wire circuits, you can just as easily read the numbers you're typing. I don't need them blown up to be a 200-point font. And I definitely don't need the many scroll actions required to zoom back out to work on everything else.

~ Keybinding cannot be edited. Not even manually through a config file. It's hard-coded into the game. Some people may not care. I care a lot. I don't use wasd. I use esdf. Because it's superior in every concievable way. Feel free to disagree, but I should still be able to rebind keys in my game.

~ Reference information for things like what effect a certain logic gate has should be easy to find, preferably on the screen in a non-disruptive manner whenever the part is highlighted. This could be done with a tool-tip on mouse-over quite easily. It could simply be included in the frankly unnecessarily ginormous UI that pops up when the part is selected. Nope, instead you have to click an icon to open it up, every single time, which covers up most of the screen so that, rather than reasoning through your circuit with enough information, you have to choose: information or circuit visibility.

~ This scenario happens all the time. I pick out a part to put on the robot. I realize I needed a certain type of symmetry. Can I drop the part in empty space conveniently to pick up later, so I can add snap lines? Nope. Can I just hold the part in my cursor while I use other UI elements to at least turn on snap lines I've previously created? No again. I have to undo everything about the

part selection, or I have to put it on the robot somewhere else (which is ridiculous in terms of immersion and realism... "Let me solder this sensor onto some random part of the robot's body... then I can pick up my ruler to measure out where I wanted it in the first place... now I can de-solder it and move it to where it should have been." Ridiculous.) This may sound like a minor gripe, but it happens over and over, with the annoyance building up each time.

Other design decisions are just as bizarre:

~ Parts are arbitrarily and artificially restricted on each level. Why? Have they not invented the NAND gate yet? Really? That's odd since I can access mathematical logic, which very likely has NAND gates inside of it. Player choice is never a bad thing. Let me choose from *any* logic gate.

~ For that matter, why are we using physical logic gates at all? This seems like a choice more about reliving some childhood nostalgia than a real decision about how modern robot building works. In the real world today, I don't see why anyone would bother with individual AND and NOT gates when small computerized controllers like Arduinos are so cheap and readily available. Just googling now, I can buy an entire computerized controller for less than some single gates cost in this game. Did the developer just not bother to check that? I think a much more fun game concept, and a much more useful life-skill to teach would be to *program* the robot, rather than *wire* it from gate to gate. Why go with the wiring? Well because it's more like a puzzle, obviously. That kind of arbitrary game design is just... unfortunate.

~ Why do chassis include motors that can magically send output anywhere? Why do they only run at a single specific RPM? Why not let the player build *inside* the chassis? A trade-off between lightweight and simple versus putting in more battery power to supply more voltage to more powerful motors sounds a lot more interesting and engaging to me. Well, I'll tell you why. The puzzle. It always comes back to this game wanting desperately to be a -puzzle- instead of a simulation of real robot building. If you could vary the voltage sent to a motor, how could they make you choose between specific chassis on a simplistic comparison of cost vs. RPM? It would almost be like you could use whatever chassis appeals to you visually, and then solve the level in your own way... and we can't have that. You must do the level *their* way. The puzzle's way. Silly human with your desire for *choice* and *creativity*.

~ Why are prices so absurd and arbitrary? \u00a35 for a special signal splitter board? IRL I could do that with two bits of wire for probably less than a penny. \u00a310 for a single AND gate? Survey says: A 74x08 chip with *four* AND gates on it costs \$0.53. And again, the hundred-odd pounds of logic in many robots in the game could easily be replaced by a \u00a320 Arduino that has infinitely more interesting and fun possibilities for design and gameplay.

Imagine: instead of building a simple logic-gate-based robot that can barely manage to follow a line in a jittery way, you *could* do that with an Arduino-based robot design with the same simple logic, as the "beginner" robot. But a more advanced design might include multiple sensors to detect how *quickly* you're crossing the line, allowing you to write code to adjust the *voltage* to each motor for smooth curves, to complete the level with speed and style, via more advanced coding and design. That sounds like a fun game, where my decisions matter, and my skills actually help. Oh I wish I'd bought *that* game.. A fun concept, but cheapened by the endless parade of bugs. The circuits occasionally drop pulses. the walls don't always trigger sensors, the game has a memory, and I couldn't even begin to list all the physics issues. All in all, I wouldn't recommend this game unless you really like logic games, and even then not at full price.. I like it, but I'm also a sucker for logic puzzles. I'm an engineer by trade and this kind of game is right up my ally. One of my favorite games of all time has been Banjo Kazooie: Nuts & Bolts if that gives you a hint into what I think is fun.

I'm not going to call this a puzzle game or a programming game. The puzzle is "How do I beat this level?" The "programming" is figuring out which gates to use and how to wire them up.

Here's what I do like:

* It's an objective based robot creator! It makes you use your mind to figure out how to beat each objective.

* There are tons of parts and logic board configurations that you can play with.

What I don't like:

* Levels get pretty tough to the point you want to just quit and you can't skip them.

* Laying out wires should have been more of a click-and-drag function instead of a click-click function. It's very difficult to see if the wiring post is clicked on or not. Click on a post and drag it to another post would have been easier.

* There is no ability to do a simulaton senor check without using a "on/off" switch gate on your board, which takes up slot. It is especially annoying when your board is near full with gates and you have to run wires too. See above for why running wires is not a great method. If an option was included to "turn on the senor with a given input" then it would really help trouble shooting your boards. A little model of the bot doing the function in the corner would be great too instead of having to go to the actual challenge to troubleshoot.

Little story for the last point... I was doing the level where you have to design the bot to turn when it reaches a colored wall. Thankfully they set it up so that a left turn and a right turn had different colored walls. If your bot goes off course onto the red flooring you would fail the challenge. I kept trying to rig up the board to do a 90 deg turn with the gyros, with a count gate but I couldn't see what circuit board and values were doing. Gist of the logic function I was going for - IF SENSOR IS ON COUNT TO 90 USING GYRO OUTPUT AND TURN THE CORRECT WHEEL AT THE SAME TIME THEN RESET COUNTER AND GO BACK TO BOTH WHEELS ON. I finally had to setup another set of senors to adjust the wheel motor directions when they went over the red flooring because I couldn't see what the gyro and counter were outputting.

For the current price, \$20, it's not a bad game. I've spent more on AAA games and have gotten less play time.

If you like a mind challenging game and like mechanics/electronics, then I recommend this one.. I'd recommend this game for adults, or persistent teens. I'm only about 10 levels in. So far the game does an excellent job of letting you build and run robots through a variety of common obstacle course. The robots are realistic, meaning you work with the kind of components you'd expect in a school's robotic lab or from an electronic retailer. Chassis, wheels, various bits of metal beats, sensors, etc. The logic part is pretty limited, which is part of the challenge: it's quite a bit harder to program collision avoidance with a few basic logic gates than an Arduino. That's part of the challenge, and if you don't enjoy that, you might not find this as fun as, say, Matlab. But I'm enjoying it.

It isn't yet polished, and I find some of the construction process tricky due to UI limitations ... but I have yet to find an actual bug in the game, which is refreshing.. fun robot builder and sim. really good game - i wonder why so few ppl play this. I think it was worth an advertising-effort. I'd advise you to view the announcements page before purchasing this game. The recent update removed a bunch of content rather than adding more. It won't be returning for months either.

Just like the last patch took so long. This is an early access game but progress is abnormally slow in compairison to other similiar games. It hasn't recieved a content update since I've owned it.

I really want to like this game but untill the same thing happens every time I hit run I cannot recommend it. Each time you press play the simulation does something different.. Now I realize this might have appeal only to a specific demographic, but it's a demographic that's rapidly growing. Do It Yourself hobbies are on the rise and climbing faster everyday. Leading the charge is the world of electronics. I myself am a relatively new inductie. About 8 months ago, while plugging in my phone charger at work, staring at the powerstrip under my desk it occurred to me that I don't know very much about electronics. I consider myself a learned guy, college grad with a degree in philosophy and a view that an education carries far more worth than it's potential monetary value down the line. And I LOVE all things science so to not know much about something so pervasive as electronics didn't sit well at all.

Two weeks later, two dozen books later with 1000's of various components bought online and I was well on my way to learning everything I could. The end result, cutting a long story short is that I just finished my first semester back in college working towards a second degree, a B.S. in Nanoelectronics and all this stemming from my plugging in my charger. I mention all this because this game has been exactly the kind of game I've been dreaming/searching for ever since then. I just finished taking DC Circuits, C++ programming and well Chemistry tho that's less applicable here, but after 4 intensive months, I still managed to learn something new within the first two tutorials. But what's more is that it's really damn fun.

I, and I'm sure I'm not a lone, have my fair share of guilt whenever I spend more than a reasonable amount of time, (however we each define it), playing games when I should be learning something, anything. So to have a game that not only challenges/works out our critical thinking, problem solving, analytical reasoning skills, introduces concepts found in electronics, engineering, physics, and programming and is a really fun puzzle game to boot is a win win...win.

I especially enjoy the set up to each challenge. "Here's the course, the problem, challenge, puzzle or what have you, now go make a robot that can maneuver the challenge". And you're off building, testing, rebuilding then putting together circuit boards utilizing boolean based logic gates and the like, having fun all the while. This is the kind of game we should support.

Let's be honest, for many of us, gaming is an escape from the world beyond our monitors. And there's nothign wrong with that (in moderation). I admit that's why I game. But we all have to return to the larger world sooner or later so why not taking something away from our time spend in escape? That's my two cents anyhow. If you're into building robots, or have ever been curious, this is probably the simulation for you.

I'll post a more detailed review once I've had time to delve into Logic Bots more.. English Version:

It would be of great convenience for the players, if hovering distance measurement devices and a timer is provided while gaining access to survey the obstacle course from the objective window. Otherwise, under the current circumstances, long-term scheming will be encumbered by frequent adjustments and calibrations to the bot design due to recently acquired measurement parameters from sensor inputs while hard-labored bots are being tested in real-time.

Other than this, UI interaction issues can be easily overcome once you familiarize it after a few hours of practice.

?????:

Download Roman The Worm zip Magic 2013 Rogue s Gallery Deck Key key serial number Fever Dreams [FULL] 10tons Shooters download 2gb ram Paladins - Future's End Pack Activation Code [Password] Handsome Jack Doppelganger Pack download setup for pc Surgera VR Free Download Coach Bus Simulator Parking [Ativador] Necromancer Returns - Soundtrack + Concept Art 32 bit crack Truck Racer Download] [portable edition]