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About This Game

Imagine...

You live in your own small world that has everything you need – cozy home, backyard with a rocking chair, beautiful garden, and your own amusement park with music and unlimited amounts of fireworks to launch. You even have a Ferris wheel to touch the stars! Nothing stands between you and this secluded paradise, only an unsettling feeling in the back of your mind that something is going wrong. At some point, it all dramatically changes and now you have to find out what this world really conceals...

Features:

You are about to get on a journey around small planet-like worlds as if you were in the Little Prince's world. However, these ones are filled with monsters that are striving to kill you, deadly traps and riddles, which require you to be quick-witted and attentive.

Plunge into the quaint and atmospheric world of a dark tale and reach it's core to find out what hides in the haze.

The indie-platformer World of One has many levels and puzzles with multiple solutions, big boss fights, hostile creatures and 4 different endings, which depends on the actions you take throughout the course of the game. Only your determination will help you complete your journey and find the truth about yourself.

Beware, World of One will challenge your mind and skills. Moreover, completion of the game unlocks the "New game+" mode, which gives you only 3 lives. Will you accept this challenge?

this game has full controller support



**CHECK IT OUT IN
BIG PICTURE**

Title: World of One
Genre: Action, Adventure, Indie
Developer:
Grimwood Team
Publisher:
Grimwood Team
Release Date: 8 Jun, 2017

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Minimum:

OS: Windows 7 or Newer

Processor: 1,7 GHz Dual core

Memory: 2 GB RAM

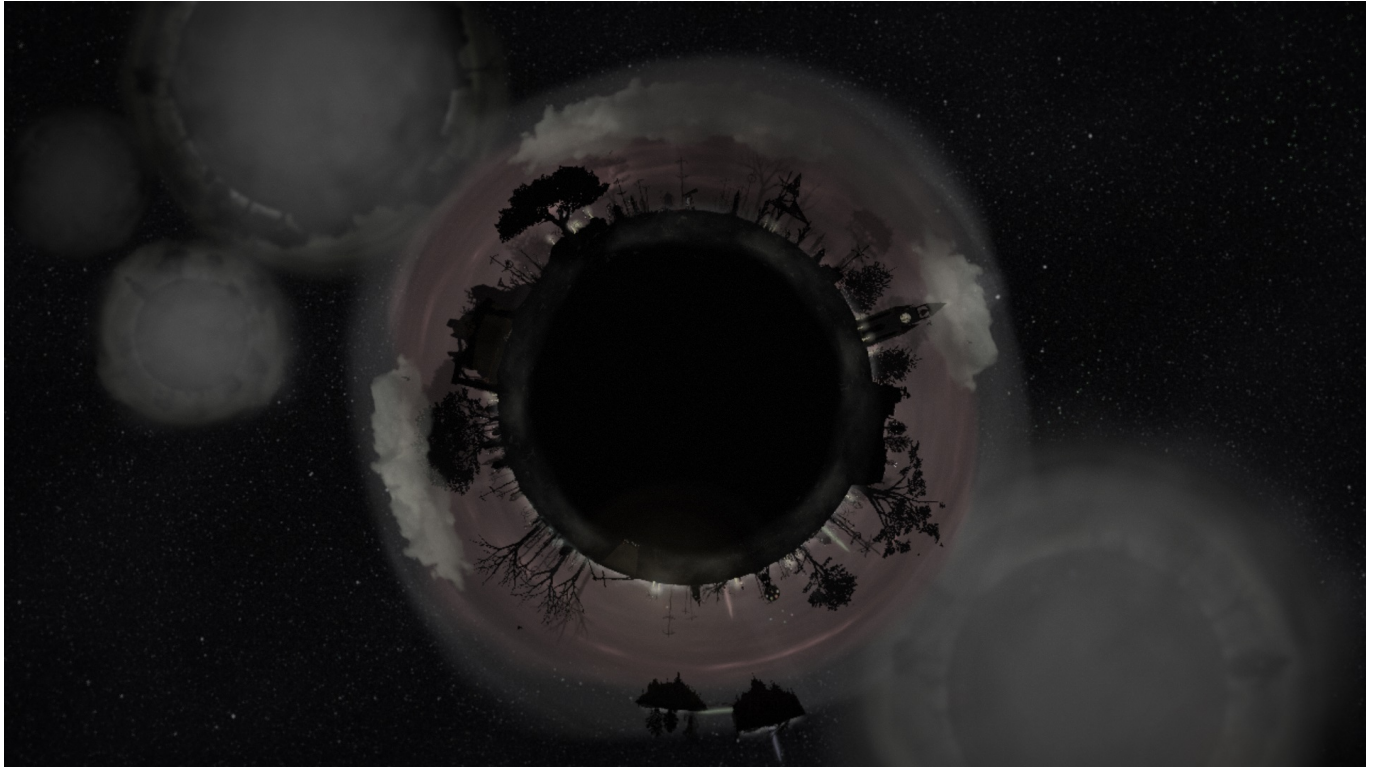
Graphics: NVIDIA 8600GT or equal

Storage: 2 GB available space

Additional Notes: Gamepad or Controller Recommended

English,Russian,French,German,Simplified Chinese







When I purchased this, I was in the mood for another Limbo-ish game with nice graphics so figured I'd give this game a chance but ended up not caring for it at all. I primarily quit due to the controls and user interface which I found awkwardly confusing to use. There's not enough feedback to let you know if you're doing something correctly or not. The jumping can be a bit odd with its collision detection handling so often it's not obvious if you should be able to make a jump or not. There's also the "use" button where the character awkwardly acts out hand motions regardless if you're near interactable objects or not so there's some ambiguity when trying to find the right position to do something. They were all subtle criticisms but collectively it just wasn't fun for me.. The graphics are fine and I enjoy the atmosphere so far, but overall the game leaves a bad taste.

The puzzles are kinda dull, the hitbox detection (of your attacks) simply sucks and the controls are clunky as hell. In addition the gameplay feels repetitive, at least I can't recommend this title.. It's pretty neat!. The graphics are fine and I enjoy the atmosphere so far, but overall the game leaves a bad taste.

The puzzles are kinda dull, the hitbox detection (of your attacks) simply sucks and the controls are clunky as hell. In addition the gameplay feels repetitive, at least I can't recommend this title.. Limbo is better.... Great aesthetic and beautiful visuals, but it's another one of those gotta-hit-the-exact-pixel kind of games. I really wanted to like this, but when I got about halfway through I realized that I was forcing myself to keep playing, so I quit and went outside.. The concept is great, the art style and music is perfect, visually good for what it is, but... it falls flat after an hour or so, at least for me. I became too frustrated with how picture-perfect you have to be. It stopped being fun and soon became something I was forcing myself through to just complete the game so I can move on, but I eventually quit the game.

Maybe if the developers got some help from someone who has made a good game in this genre this could be a much, much better game.

The art style and aesthetics are there, the soundtrack is very good. The thing that's missing is good and consistent gameplay, and not to forget the controls; the controls are horrendous.

If this game was released 5-10 years ago it would be quite good and would probably be quite popular, but today it doesn't really hold up to the rest of the games in this genre.

There's simply just better alternatives out there, I imagine anyone who enjoys this has exhausted all the other options in this genre, or is a person who enjoys this genre very much while also being a very forgiving person.. Sloppy controls and annoying jump mechanics. The game should've stopped after world 2, world 3 was just garbage all around; annoying enemies, tight jumps (only made difficult by the sloppy controls), and annoying sections to redo on death. One of the only games I quit before finishing because it was just a waste of my time.. Even when the story was okay (ish) i find the game completely boring and frustrating at some points.

Not worth my time, but guess you can decide

Limbo is better.... Artistically it reminds me of limbo and also i like games with mysterious background.
The puzzles are mostly straight forward not to hard to solve but also not to easy.
I like that game very much and honestly i am every time exited what comes next.

I love to record some Vids from the game.
Here is the first part of WORLD OF ONE:

<https://youtu.be/vKbC1c4LWDk>

. The style of the game is interesting but It is a tad bit boring. Artistically it reminds me of limbo and also i like games with mysterious background.

The puzzles are mostly straight forward not to hard to solve but also not to easy.

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. It is a really solid game, with some great puzzles, interesting design and not so good combat. This mini planet level design caught my eyes immediately after I saw the first picture from the game. I think this is a creative design, which adds a unique flavor to the game. The puzzles were great to. Not too hard and not too easy. It just feels rewarding when you figure them out. The only thing I didn't liked in this game was the combat. I don't know why, but it just feels repetitive and sometimes even boring after all.. interesting design and while the puzzles and encounters are not a huge challenge, its a well spent as I enjoyed the story even if the pay off is not particularly original.. When I purchased this, I was in the mood for another Limbo-ish game with nice graphics so figured I'd give this game a chance but ended up not caring for it at all. I primarily quit due to the controls and user interface which I found awkwardly confusing to use. There's not enough feedback to let you know if you're doing something correctly or not. The jumping can be a bit odd with its collision detection handling so often it's not obvious if you should be able to make a jump or not. There's also the "use" button where the character awkwardly acts out hand motions regardless if you're near interactable objects or not so there's some ambiguity when trying to find the right position to do something. They were all subtle criticisms but collectively it just wasn't fun for me.. This game would have been good maybe 10 years ago. But for 2017 its just not enough. The graphics are okay i guess, through the style is not my cup of tea. The level design is repetitive and tedious, the attempt to make this game difficult just made it annoying and frustrating, the controls are clunky, the fighting boring (Attack button, doge button, attack button, doge button) This game has the pace and control of a story driven puzzle game, but the content of a jump and run/fighting game.

For games like these I expect some kind of twist, something to make it tasty, something new, a wow effect. Breath-taking design, emotional story, a new gameplay element you haven't seen before this game has nothing of those.

I feel kind of sorry to give this game a negative review, because I do think someone out there did put some effort in it. And I don't want to compare this game with -75% AAA title, but rather with other smaller games. Considering the fun I had with games for the same price, games that either went a completely new way, or were just so incredibly well made this one is just dull. It is lacking the heart that I expect in such games.

I am still planning to finish it, as I do expect a cool ending, but honestly, its just not fun. I am finishing it for the sake of finishing it. Should the devs ever make a new game in my opinion they should focus on making their game more of an experience. Make all the little parts work together nicely, so that you have something to dive into. I know that might not be the best explanation, and from other reviews it does seem like some people are enjoying it, but even though this game seemed to made for me, it's just not enjoyable.

. I want to reccomend this game, but I encountered a game-breaking glitch in the graveyard area with the guillotines. The game kept crashing everytime i died, but dying is essential for the puzzles here, so I am blocked from completing the game.

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