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About This Game

Have you dreamed of what it would be ... to soar like an eagle?

Aquila Bird Flight Simulator lets you experience soaring bird flight using virtual reality. It was originally designed for the Oculus Rift, but has now been modified for OpenVR. You embody one of three species of eagle flying over either Northwest Scotland, a part of Columbia, or Graham Island in British Columbia. This is designed as a relaxing soaring flight simulation, and is not arcade-style flight, and as such you can make use of ridge lift and thermals. If you want a work out try flapping with motion controllers!

Proceeds from this project go towards a major bird of prey centre in Hampshire (UK), where I do voluntary work. Supporting this project helps towards vital conservation, rehabilitation, and education schemes throughout the UK and overseas. So on behalf of the birds, and the staff, thank you!

Main Features:

- Dude you're an eagle! Featuring three species of eagle:
 - White tailed sea eagle
 - Bald eagle

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- and the Harpy eagle.
 - Simulates an 8kg bird with a 2.5m wingspan. (cosmetic difference only at present).
 - Steer your bird using:
 - An Xbox360/One controller
 - Your VR headset
 - or Motion controllers (experimental).
 - Satellite photography scenery for:
 - 13km x 13km for Northwest Scotland
 - Columbia and British Columbia, of equivalent size.
 - Day/Night cycle using UniStorm.
 - You have thermals and ridge lift to make flying easier.
 - Configurable wind direction and speed, shown as 'dandelion seeds' in-game.
 - Free looking in VR, along with selectable views on the birds back and a chase view.
 - You can land and take off, and walk around on the ground.
 - Options to start in the air or on the ground.
 - Tutorials for gamepad control and motion controllers. (headset steering tutorial to come)
 - Comfort mode: This levels the camera, and limits your pitch and roll to produce a more comfortable experience. It is on by default, but can be turned off.
 - Some relaxing music to go with the flying.
 - Observer mode: The in-flight menu allows you to select a view that is displayed on your main pc screen while you play in VR. This can impact performance, but allows people not playing to watch your flight.
 - Non-VR ... the game will run without a VR headset connected, and defaults to a chase view, but it's just not the same as VR!
 - Next Level V3 motion platform support is working, but is not included in the Steam or Oculus Home versions because of the SDK's involved. Contact me if you are interested in this feature.

Current issues:

- Satellite photography is best experienced with a bit of height. The illusion will not work when you're near the ground.
- Currently ugly if you look behind you, if you don't move your own head up, as you'll look through yourself!
- If you fly too fast, you pitch down. With comfort mode on, it is rare as your pitch is limited.
- You can't currently 'trim' in pitch, although you can fly just fine without.
- The white tailed sea eagle does not have a ground walking animation, but has more flexible animation in the air. The

other two eagles use normal Unity animations.

- Observer mode does not output sound to your normal pc speakers, if you are using the Rift headphones.

Future plans:

- (PARTWAY THERE) More dynamic landscape with things to do of course (challenges).
- Trophy/achievement support.
- (PARTWAY THERE) Maybe one large landscape, or many smaller ones. I'd love to be able to add more trees!
- Possible survival simulation including weather, defending your territory, nest provider, etc.
- Expanding the tutorial to be narrated, perhaps from another bird flying with you nearby.

Final note:

This game is not finished, and is under early access. It's a start point of what to expect, and an opportunity to report back with bugs. Please do report back with any issues you encounter; it helps me make it better!

Also note that, due to the SDK's involved, Next Level Motion platform support is not included in the Steam or Oculus Home versions. Contact me if you are interested in this feature.

Thank you again for your support, and thank you for looking!

Graeme

Title: Aquila Bird Flight Simulator
Genre: Casual, Simulation, Early Access
Developer:
Graeme Scott
Publisher:
Graeme Scott
Release Date: 18 Aug, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

Processor: Intel Core i5- 4590 equivalent or greater

Memory: 8 GB RAM

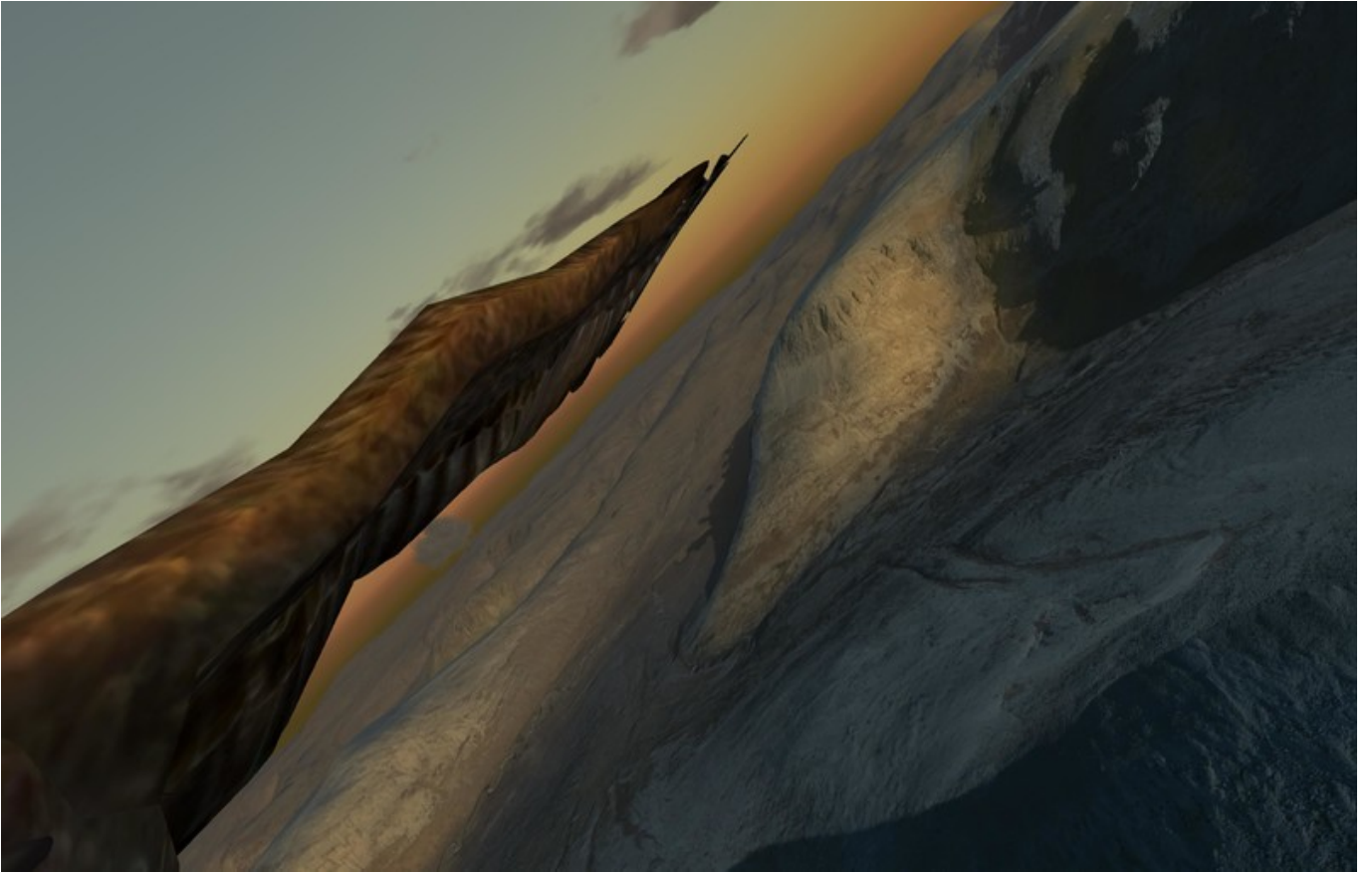
Graphics: NVIDIA GeForce GTX 960 or greater

Storage: 3 GB available space

Sound Card: DirectX compatible

Additional Notes: Your pc must meet VR Ready specs to use this application successfully with VR.

English







Definitely in my Top 10 Worst Controls for VR Games.

. I'm playing this game on the Oculus Rift with Touch Controllers and this game can be quite exhilarating and frustrating. It takes a while to learn how to glide and especially with touch controllers, your arms will get tired. However, it's very majestic to "glide" in the air and just experience the wonder of the terrain. However, I keep crashing to the ground (but there are options to make flight easier). The graphics are not the best, but they are good enough to give you that feeling of wonder. With just a few tweaks this game could be perfection.

I hope the dev keeps improving this game. It's off to a great start and I hope it only gets better from here. Given the price, I highly recommend this game. I felt absolutely no nausea during the 30 minutes I played this game and can't wait to get back in the air. Just need to nail down the gliding so I can experience more of the game. But I needed to give kudos to the dev for the solid start to this early access game.

Rating 8/10 (could be 10 with future updates)

suggestions to dev, please work on the tutorial and the UI, it's not easy to follow; also please make a city landscape; also maybe some prey to hunt and maybe even a nest to get back to

EDIT:

So I played around more, this time with a controller. Flight is super easy with a controller. I could never figure out how to get back from the ground using the motion controllers, but all you do on the controller is move the right stick. However, I definitely do not recommend this game using controllers even though flight is much easier because you lose immersion. Using motion controls, I felt like I was an eagle. I didn't feel that with a Xbox gamepad.

However, using the gamepad, I did notice a few things that should be updated/fixed if possible. The terrain really needs to have higher textures. Everything is static except the bird animations. The terrain is photo-realistic, but with low resolution textures. So it ends up looking like streaming 360 videos. Also the draw distance is noticeable on my i7 1060 GTX so I imagine this would be the case for most rigs. It would be great if the water flowed and wasn't a still photo, and in fact, your bird can walk on water LOL. The night sky is amazing, but there are some distractions to its beauty. The moon moves way too fast and for some reason, the direction you look causes a shadow to happen on the sky. The day night cycle should be slowed and maybe some weather effects added.

Also would be nice if there were more sounds. The sound of air as you fly around is great. But that's the only sound besides the built-in music. You should at least be able to make your Eagle screech when you want. There should be other ambient sounds. Also, I'd like to listen to my own music because the built-in music is not so great.

I definitely will practice flight with the touch controls and the 3 maps allow for decent flight time. I enjoyed the Canada map the most, it is very beautiful. I have felt no nausea and it's just fun to fly like an Eagle.. Not very Good Kept Crashing Into Mountain side Plus I Was Inside The Eagle . I Like The Idea Of Soaring Like A Bird , but This Was Not It. played with 4gb ram the minimum and recommended requirements i believe are too high but i will change to positive review. To be honest, i did not practise that much yet, but, i think i can tell, this simulator has potential. Okey, here and there its behavior is quite strange and the landscape is a quite simple textured surface, but hey, its early access - and i am very happy to be able to try it right now. The first thing i had to do is disabling the comfort-options, otherwise it felt absolutely wrong. It is quite challenging to get used to the controls and spreading your wings .. eh, i mean arms, with the controllers in your hands for a longer time is not that easy too, but you have to go through that. With eagle flight - which might be my favorite game for now - i leaned to move freely in a 3 dimensional room, but that is "just" a "simple" point and fly, i think this simulator is or will get more realistic. Even if it looks very stupid for the first time you learn to fly here - move your wings.. arms in a circular pattern, this might come quite close to what real birds have to do to fly.

Sitting on a chair in the real world might be saver, but it does not feel "free" anymore. Maybe you should do it anyways before getting used to moving in the third direction.

All in all, very nice. Absolutely worth it :)

=== Review UPDATE 28.Feb 2018 ===

I feel i have to post an update to my review, not because the original is wrong, but because i learned a lot since then. Since there is an answer already, i'll leave the original untouched above :)

Well, this is more a report about my progress until now.

First of all, do i still recommend this game?

Well, it depends. If you are looking for a fast game that you buy, start and have instant fun, this might be not for you.

But, if you have the endurance to learn flying like a bird does, than, definite yes, get it!

The love to the detail of how the bird is behaving is incredible and the "flat environment" (yet?) does not hurt that much if you are up in the air.

In my original review i refereed to eagle flight. In that game i was about 55h in the air before i tried this, so i thought, i got used to flying - but i was wrong. Sometimes this game was behaving very strange. Maybe its because its still early access? - Nope, now i know it was my fault. Simply i was not able to fly, or more correct, i can not fly yet. Of cause i tried to use the motion-controllers the first time, but with these i was able to try about 3 - 5 minutes, then i had to stop because it begins to hurt in my arms. But in that short time it is absolutely impossible to get into the complex physics of this game. Its not only, how to flap your wings, there is also wind for example, and at the the mountains this wind can make you a lot of trouble.

Then, there was this valentine challenge with a steam achievement and i want to get it. With the motion controllers it was impossible for me to be in the air for that long to find them, so i got out my xbox-controller, put in fresh batteries, set the controls to headset and began to fly. After some time in the air i noticed that the strange behaviors i mentioned are not bugs, i was just fighting against the physics - very bad. But my flying skills got better over time and i was able to keep me in the air for a longer time without crashing.

What ... it got night? There are stars! Not focusing on the controls anymore, i was able to get into a quite relaxing mood under the dark sky at night - forgot about it - and i crashed. Actually i imagine that the wind at night is different than at day - which might be an indication for correct thermal winds(?). But, ok, again, the night (in the simulator) passed by and it got morning there. Being a free gliding eagle in the sky watching this wonderful sunrise where the sunlight touches the the mountains - impressive. Don't know, something happend with me at this point. I forgot the challenge and just enjoyed it. :)

The next real world day, gamepad and focus to solve the challenge. I did not crashed anymore (that much) while flying with gamepad, looks like i was able to learn it? So, it seems to behave correct? And i solved the challenge! Jipi :)

The next time, i tried to use my wings again, ehh, i mean the motion-controllers again. I did it like a chick. No, it is impossible to fly with these. But, it should be possible and for me its even more impossible for me to give up :) So it tried, and tried ... and again ... and i was successful! At least a bit. Very badly, but yes, it seems to be possible to fly with these wings. I was able to keep me up for a while at least. Control was a different topic, but i can fly! Next day, i remembered this the whole day, i've overdone it, it hurts in my arms.

Now i spent about 10h in this game, sessions are limited by my wings... arms, but getting longer from time to time, so it might be correct, it is an exercise :)

In another review i've read "no story" - that might be correct, but, its still an early access, i'm sure there will be added additional content later :) For now, lets use our imagination: You are a very very young eagle. Of cause, in this young ages everyone have one wish - since you see these adults can fly where they want, they can do what they want. No one is telling them what to do and what not to do. You want to be an adult, right now! ... Your wish comes true. You are a adult right now. But, still, you have to learn to fly! You have to get something to eat, you have to improve your flight and nobody is helping you. You are on your own. There are other eagles far away, you can see, looks like they respect and tolerate you so you don't get into conflict with them. But, again, you have to learn to fly, no matter what. (the game starts now! :))

So, my recommendation as a young part-time-bird now: Sit on a chair at first, get a gamepad, use the assistance the game provides, like comfort-mode, level wings, autopilot and get used to the game-physics. If you think you can manage them, disable the assistance options, step - by - step ... slowly, take your time. You don't have a clock, you don't have any appointments, you are not in a hurry. That's all human problems, but as a bird, all these problems and limitations are gone. Just don't think about - simply enjoy. If you feel ready, you can switch to the motion controllers. Again, take your time, it is a complete different method of control, seems not designed to be easy, it seems to be designed to be more realistic.

P.S.

this review is about VR (HTC Vive) only. Never tried it in desktop mode (but should be possible :))

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