Lovely Weather We're Having Download Link

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About This Game

Go Outside With Your Dog

Lovely Weather We're Having is a goal-free explorer game. It uses local weather data to simulate the weather conditions where you are.

You're locked out of your house in an odd, peaceful landscape with your trusty pooch. Interact with a dozen NPC's whose moods change with the weather.
Jump off a roof. Kick a rock. Run through flowers. Be outside!

"The vibrantly colored world of Lovely Weather We're Having doesn't take you back to a specific time necessarily, but to a mind set, when the world seemed bigger and brighter and more mystifying."
-Jess Joho, Kill Screen

"Lovely Weather is a clever little mood stimulator on the contemplative end of the scale, a kind of dynamic Zen box. You open it and poke around a little and maybe close it, thinking "Is that all?"
And then you come back, and the weather's different, and the time of day's just so, and it takes your breath away."
-Matt Peckham, WIRED

"it looks gentle and colourful and weathery which is rather appealing as I've had a nice morning of typing and listening to the rain fall outside."
-Philippa Warr, Rock Paper Shotgun

"Watched the trailer and I have no idea what the game is about."
-Someone on reddit

SOME FEATURES:

- Responds to local weather data, simulates actually being outside.

- Pleasant sounds, colors, and visuals that I hope you like. Designed with introverts in mind.

- 12 NPCs whose moods and conversation topics change with the weather and time of day.

- Hundreds of conversations to be had (most of them not about the weather).

- Open gameplay, forever.

- Designed to be played in 10-20 minute bursts, endlessly.

- Cute dog.

- A top-secret c h e a t c o d e.
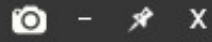
- Rocks you can kick.

SEE YOU OUTSIDE

Title: Lovely Weather We're Having
Genre: Casual, Indie, RPG, Simulation
Developer:
Julian Glander
Publisher:
Glanderco
Release Date: 10 Nov, 2015

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English

Monitor Ping

Host: google.com — Stop
50
0
Avg: 29 ms   Packetloss: 0 %   Highest: 35 ms
☑ Enable Alert

Host: store.steampowered.com — Stop
50
0
Avg: 21 ms   Packetloss: 0 %   Highest: 38 ms
☐ Enable Alert

Host: twitter.com — Stop
100
50
0
Avg: 56 ms   Packetloss: 0 %   Highest: 62 ms
☐ Enable Alert

Host: gamingvpn.com — Stop
40
20
0
Avg: 19 ms   Packetloss: 0 %   Highest: 26 ms
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same problem... ugh i was pretty hyped to play theese 2 games but both had the same problem
kapowmulti.exe has stopped working

what a ♥♥♥♥ing screwjob. I immediately fell for this game when I saw it. The fun, simple yet deep platforming mechanics, rich visual style, and fantastic music, all come toegther to make a platforming experience I've never had before. The use of environment objects and certain enemies in stages to add more "instruments" to the BGM is an amazinng touch. If you listen to the OST seperately you're actually not hearing all of the music.

Difficulty curve feels very fair and well-thought. Octahedron does a good job introducing you to new mechanics and obstacles in a naturalistic way, without having to spell out exactly how each one works.

Geat value for its price.. Pretty decent game to pass away an hour or two. 8\/10. Just shortly into the game so far and it seems like an early access game alright, unless I need to come back to edit this review later it has a ways to go. However, imagine Space Engineers, with the design style of Subnautica, super sleek interfaces, and a level of immersion that'll throw you off - literally - when you careen into orbital debris without anything actually touching your real body. I'll definitely be getting further into this game, and I expect I'll be sinking a lot of time into it.. A little unimpressed that it only has late model aluminum B-17s... as in it only has ONE skin for B-17s. I'd give that one aspect a serious thumbs down... Especially because some of the marketing I've seen has Olive liveries... but overall, one really needs all these great assetts to make some awesome missions. I'll give it a thumbs up, but I hope they include more texture options for that price... really.

Some times i think "am I real ?", what is being a conscient being on the planet ?, are animals conscient or just automata ?, I feel that creativity is the answer to those question. Being creative is creating something utilizing elements from the world around you and mixing everything with imaginary thoughts like a painting of a tree, yes you are reproducing an existing image but you are adding to it using your own elements and desing, it has been proved that animals like birds,mamals,etc are capable of such ability so are they concient ?

This game is not going to answer this question but ♥♥♥♥ its fun and makes my brain happy

. i really liked these player profile especially fallen and get right. What you are going to encounter: **Health is very limited, doesn't regenerate on its own and everything in this world is trying to kill you.** This includes your weapons and your own stupidity while shooting bomb shells in close range of toxic barrels. In other words: fun incoming!

Full [Space Grunts Review](#)[nerd-time.com] on my blog :). A very interesting program that changes the desktop wallpaper for a beautiful animation of the evolution of the planets. There are various settings and localizations, so no problems would arise.. This price is right for the Junior colonist, but unsure about Senior and upwards. It's only 70p, so the bank account remains more or less intact*.

*Unsure about that, to be honest.. Tl;dr Stellaris used to be a great game, but has turned unintuitive and very unfun in recent updates. 9\/10 before update 2.1, 4\/10 after update 2.1.

Stellaris was a great strategy game until they made it overly-complex, micro-management based, and incredibly un-intuitive. When I say un-intuitive, I'm not complaining from a "I don't understand the mechanics" standpoint, I'm talking from a "Even the game's AI doesn't understand the mechanics" standpoint. Whereas it used to be a decently-immersive, well thought out strategy game, it feels more akin to a mobile game nowadays with ridiculous amounts of micro-management and a slough of resources tied to an economy so fragile that only you (the player) are bound to it. If the game's computer-controlled empires were required to put in half the insight or strategy you are required to to keep your empire running smoothly, Paradox Interactive would have accidentally created Skynet. But more on that later in the review.

In previous iterations of Stellaris, you managed a select few resources: energy, minerals, food, and population. These were quite fun to manage; allotting entire worlds to massive mining complexes or energy plants was beneficial, simple, and kept the game running smoothly. Alternatively you could run less risk of losing a massive chunk of resources should a planet fall by building whatever the planet's surface tiles dictated: farms on rich land, mines on mineral-laced areas, and so on. Occasionally you would find Strategic Resources; finding these and harvesting them granted permanent bonuses to your empire as long as you controlled the resource.
Additionally, once your empire expanded to an appropriately galactic scale, you could allot star systems to sectors lead and autonimously run by governors. As long as a planet is well governed, the locals are happy. This allows for efficient expansion through the galaxy and intuitive trades with other empires as you become a notable force on the star map. DLC's added a massive amount of variety in your empires playstyle, adding content like ship designs, government types, empire backgrounds, races and traits, and so on.

In the current iteration of Stellaris, brought about with update 2.1 (the Megacorp DLC), you have upwards of a dozen resources to worry about in an ever-so-fragile pyramid scheme: A is required to make B, B and C are required to make D, A through D are required to make E and F, etc. etc. Additionally, modification of a populations current employment (which can be found on the bland new planet chart, as opposed to the previous map with land tiles) results in widespread unemployment, poverty, and unhappiness on the planet. As a result, production lowers, and even more unhappiness arises.
This chain of resources and population maintenance is so convoluted that a quick peek into any AI empire will reveal they actually have no idea how to manage it. The resource and production numbers you see from your empire's perspective while observing others are arbitrarily allotted, regardless of what the empire is actually capable of producing. This leads to very frustrating wars where it really makes no sense how another empire is withstanding yours even after sustaining critical loss of territory. And speaking of seizing territory, your economy comes to a grinding halt whenever you gain another empire's planet thanks to the painfully bad AI\/economy: often times a planet will be covered entirely in a single type of building, or some other incredibly inefficient design that keeps production almost impossibly low in addition to keeping the locals unhappy and

unemployed, which has ridiculously expensive repercussions across your empire.

The bottom line is strategy games are frustrating when, not only are you required to worry about a million little things at any given time, but your methods for managing the aforementioned million things is very poorly designed and inefficient. To top it all off, you are the *only person worrying about these things; the AI empires get to blissfully free-float in an economy magically materializing to fulfill their every wish. It feels very one-sided, rushed, and poorly thought out. I'd give Stellaris 4\/10 in it's current iteration, and a 8.5-9\/10 in previous ones.*

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