CommunityUs Activation Code And Serial Number

Download ->->->-> http://bit.ly/2NJNpDg

About This Game

What's Inside?

- An advanced game that is immersive and massive in scale - the crossroads where community, gaming and storytelling precipice.
- From mini games like match 3 to full on adventure gaming with farming, crafting and land ownership - everything is accessible.
- Respecting the player, woven into the play are the concepts of Edutainment and EduTECH - with these tenets we can soar to new experiences that aren't watered down for the masses.

The ambitious feature set of essentially a completely open and fully intractable world will make use of *Steam Workshop* and other *Community Hub* features day one. This is why we call it *Community*Us.
The point of this game is community first and game second i.e. the game is the thing to talk about in the various community channels.

Start your journey in a small low detail yet polished world.

Use the in game workshop to grow your world with CommunityUs contributed content.

Become an active community member.

- Encourage others or do your own stuff.
- Discover guides to help you grow.
- Anyone can get their feet wet with simple pixel art.
- Work on skills that carry over into real life.

Title: CommunityUs
Genre: Adventure, Casual, Free to Play, Indie, RPG, Simulation, Strategy, Early Access
Developer:
CommunityUs
Publisher:
CommunityUs
Franchise:
CommunityUs
Release Date: 1 May, 2019

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Minimum:

OS: SteamOS, Fedora, Ubuntu, Red Hat

Processor: amd/i3

Memory: 4 GB RAM

Graphics: Intel HD or AMD 540/560/590

Storage: 1 GB available space

Sound Card: Intel

English

SCORE 995680 MANA 99 FRICTION 83 10 PHASELEVEL 2
AREA 20
11Hits

0/5
x9
x0

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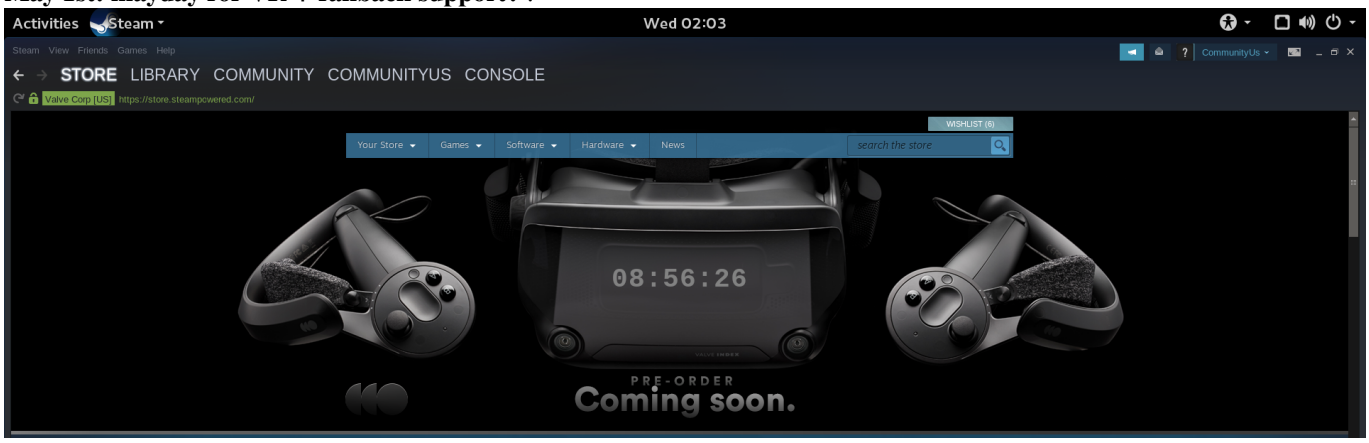
May 1st: mayday for VR + fallback support? :



We love VR, we can't wait to try the new index and headset. As we begin our journey as a Valve Partner and Creator we believe supporting these fun things on linux as our first platform is a must.

But what about those that don't have VR figured out yet on linux?
"Good point let us start with that."

Later today we will post a simple preview build with a beta access password: "index"

It's called "fallback support."

Excited to begin the convo.
-C

[update 14:52] May 2nd
https://steamcommunity.com/app/1062330/discussions/3/1651043320649893615/

[update 13:26] May 1st
guide started, in draft state about how to opt in on linux to the tiny demo to test the pipes.
https://steamcommunity.com/sharedfiles/filedetails/?id=1729185744. **What do you want first?**:
We see a few faces in members area that are new. This annoucement is for you to have an easy place to drop us your biggest wants for a new steam game. We need data.

We have a few more days to finish up our first early access slice of the CommunityUs App(LE) Pie and as stated in our first annoucement:

True to the name - mayday mayday meaning help! emergency!, with our 1st debut we wanted to find the biggest thing the steam community on a whole could use help with and do that.

So here is what we plan to answer for this months mayday call to arms:

Provide a rock solid experience of how to use source sdk on linux and then add vr to it.

Ref: https://steamcommunity.com/games/1062330/announcements/detail/1643160751044460359

To get into specifics, we are really working hard on all things linux. We have followed Valve's work with linux for a while now. We have also followed Steam games on linux. We often see comments saying what linux gaming needs are more games that are linux first.

Assume linux first is our motto - we see this meaning a few things in practice.

- The game will need to be scalable. Not everyone has a fancy linux machine, and many members who stop by on a whim and like what we are doing enough to maybe install linux on a old pc, that pc won't be a good spec one.
- We don't want to build a lack luster game either. Esp. when we have a framework for doing both.

So with this in mind, for now we really only want to walk down the path our present members want. Later we can fulfill the other ideas.

So members, this ones for you...what do you want first a top end linux game that even does VR and the AAA graphics or do you want a retro feel game that works on all your friends and family old computers?. **Download Game: Steam Key**:
We have a fresh set of keys to enable immediate access. Join group chat and *get your key* anytime.

https://steamcommunity.com/sharedfiles/filedetails/?id=1730003517
Glorious Full Size Pic. **MayDay Marketing Mayhem**:

WHAT IS TIME?. **Mayday Launch**:
Steam accepts our store page in time for May 1st release.

The launch date was internally important too us, as we feel a sense of urgency and real need for some of the goods we have cooking!

We look forward to many more annoucements, but for now we did want to set a clear expectation of what we have planned for May 1st.

True to the name - *mayday mayday* meaning *help! emergency!*, with our 1st debut we wanted to find the biggest thing the steam community on a whole could use help with and do that.

So here is what we plan to answer for this months mayday call to arms:

- Provide a rock solid experience of how to use source sdk on ***linux*** and then add vr to it.

Soon after that we will bore you with a Unity release of much of what you have probably already seen so we can have comparable offerings to other studios but we wanted to focus around supporting tools that are native linux and to steam and do what other studios aren't all doing.

[April 17 - Update]
Thus far we have source filmmaker working on an old Alienware Alpha i3, 8 gig ram (it plays the "heavy" scene in real time flawlessly) with SteamOS brewmaster beta using vulcan and proton wine! - *And if that doesn't sound alien i don't know what will.*

We will be writing a guide for getting up in going with this, then how to do a mod of our mayday content -> all on linux native (assuming we can end 2 end linux this. [in theory we can but now we have a deadline to deliver o my!])

So we wanted to lay clear expectations. Once this is done, we will call off our mayday alert and switch over to Unity 3d, do some guides for how to workshop with us and do unity on Linux native too - get those workshops-a-working too!

Stealth Achievement: (Impossible Long Range Shot [side mission])
We have in mind a directory strucuture using steam pipes/depots and packages to facilitate both of these (Unity and Source SDK) side by side like how the old SteamVR demo used to work where the secret shop was the only thing that was Unity but in a buggy way then (not buggy for us we hope) it was possible to switch from source to Unity and back again real slick stuff. We want to get this flushed out and polished for everyone so everyone can draw from all the strengths here on Steam.

Lastly, there are some open source licensed steam file format importers that work with Unity. If curious duckgo a search for "Hammer to Unity" this is the other part of it, plus SteamVR unity asset from 2017 already had most of steam materials wired up. We think valve wants us to do this, just haven't broken the cipher man.

So thats all for now, signing off. Enough radio chatter already geez, like only the 4 people reading this know what you mean. oops!

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