Ghost Platoon Download By Apunkagames



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About This Game

Ghost Platoon is a fast-paced, easy-to-pick-up, PvP First Person Shooter with stunning visuals. Built with Unreal Engine 4, this game places emphisis on gunplay and map design. Read the environment and take down your enemy before they get the chance to get you!

Thought-out, handcrafted maps

- Village: A small town in peace, it would be a shame if someone would ruin it.
- Storm: Can you hear the thunder? Along streets and back alleys or tight indoor parts, learn to master the transition from close quarter combat to long-range shooting.
- Crosspoint: Set around a central crosspoint with a crashed helicopter, tanks and destroyed buildings, this truly a war-torn town.
- Depot: What is stored in this depot far out in the desert?
- Garage: Water is dripping from the ceiling, trash in every corner. This parking garage has seen better days.
- Temple: An ancient temple with tight corridors and a large central courtyard.
- Sunset: Welcome to paradise! A large tropical island with bamboo huts, suspension bridges, thick vegetation and sandy

beaches.

- Container: The obvious map required in each shooter. Ideal for a hot brawl.
- Trainyard: This large industrial train yard offers large spaces and several accessible buildings.
- Treehouse: Snipe your opponent from a treehouse high above the ground.
- Backalley: Fight between two apartments on each side of a parking lot.

Diverse weaponry

Master a variety of modern-combat weaponry like Pistols, SMGs, Shotguns and Assault Rifles.

Fast-paced game modes

- Classic Deathmatch (the player with the most kills wins) for 2-16 players.
- Team Deathmatch (the team with the most kills wins) for 2-16 players.
- Bot Deathmatch, with AI soldiers joining the brawl for 2-16 players.
- Resource War (two teams fight over resources dropped by the AI) for 2-16 players.
- Golden Gun (Fight for a central placed golden revolver with unimaginable power) for 2-16 players.
- AIM (Only sniper rifles are allowed and players can't leave their base) for 2-4 players.
- Melee (Let your fists speak, no guns allowed) for 2-16 players.

Straight progression system

Gain experience with every kill and climb up 140 ranks, with unlockable character skins along the way.

Old-school experience

- No loadout pick up your weapon on the fly.
- No automatic health regeneration your only chance is picking up a medkit.
- No classes you just live for the frag.

Title: Ghost Platoon Genre: Action Developer: Polygon Art Publisher:

Toplitz Productions

Release Date: 24 May, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7, 64bit

Processor: Quad-core CPU with 3.3 GHz (Intel Core i5-2500K or equivalent)

Memory: 4 GB RAM

Graphics: Dedicated GPU with 2 GB VRAM (Geforce GTX 570 or AMD Radeon HD 7850)

DirectX: Version 11

Network: Broadband Internet connection

Storage: 10 GB available space

English, French, German, Russian, Turkish







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This is trash.

Downloaded this crap, loaded it.. went to "quick play"..."No Servers found"

Went to create a server, was waiting in a lobby for players to join.. 1 min later it starts a game with no players.

Uninstalled, applied for a refund.. Alright, so I played the game for 0.2 hours so I can't really judge much but then again I was not given the chance either. When I went online during the night (EU Timezone) there were 0 servers to join. The game was literally dead. So I tried the game in the bot deathmatch.

What I found:

- Considering it was made by 1 individual I have to say im not let down in terms of quality and stability of the game.
- What I do dislike is the fact there is not a few dedicated servers around (would maybe get people a bit more started on creating a list of servers which might actually attract more people).
- Well and obviously the game seems to be dead even before it started (I played on the day of launching and there seemed to be no one interested in hosting a game for at least the first 24 hours).
- I am sorry for the guy who made it, but unfortunately this is not a game I would recommend mostly based on the fact there is no one to play against.

Engraved. Don't do what I did and waste your money. No. Just no.... Good FPS MP shooter. Not AAA but good and very stable, even for EA already.. This is just the "Generic Shooter" Template, mixed with some Weapon\Character Models. Video Proof Here: https:\/\www.youtube.com\wasteh?v="j-C5HG-9WE">https:\/\www.youtube.com\wasteh?v="j-C5HG-9WE">https:\/\www.youtube.com\wasteh?v="j-C5HG-9WE">https:\/\www.youtube.com\wasteh?v="j-C5HG-9WE">https:\/\www.youtube.com\wasteh?v="j-C5HG-9WE">https:\/\widen\wasteh?v=\widen\was

Pros

- Some of the Sounds are "Okay" when bullets hit objects

Cons

- No Servers
- Respawn is broken, so when you play Bots, if you die, you are screwed
- Just a Template from the Unreal Store. It was a pretty cool idea and i thought i would give the devs some credit and some hope but no they are just looking for some cash to grab, and they have abandoned this game from what i know.

For a guy that has developed this game all on his own, I am impressed. The amount of fun I've had right from the start is insane.

Just a few minor flaws here and there that might need some tweaking, other than that I would recommend this game to anyone that is interested in fast-paced shooters, with quick respawn time (this is what I have been waiting for in a game).

What might need tweaking in my opinion:

It seems like all the SMGsVAssault Rifles does the same amount of damage, a slight nerf to the SMG's would've been amazing. Meaning finding a new weapon gives you a greater advantage than the weapon you spawn in with.

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