

VitaHot Demo

This is the near-fully featured demo release for the FUHEN game entry “VitaHot”, a game inspired by the game “SuperHOT”. We’re releasing the demo to keep us motivated in development and to try and get good feedback.

The demo contains 3 playable levels, six playable game modes, 3 finished weapons (or 4 if you count your fists as weapons), a handful of throwable weapons such as bricks, bottles, and cups, and six different difficulty levels so you can tweak the gameplay to your personal sweet-spot.

We intend to continue to develop and add content to the game up until the point of close for the FUHEN competition, including at least a dozen levels in total, expanded combat options, additional game modes, and if we’re really really lucky with our development time: cool unlockables and cheats.

Most of all: **Have fun!**

Known issues:

- ✂ The AudioMixer inside Unity 2018.2 simply refuses to work on the Vita deployment so the volume sliders don’t actually change the volumes in the game
- ✂ No action sounds when navigating the UI in menus
- ✂ Occasionally enemies can enter “berserk mode” where they’ll fire all weapons at full auto. We have no idea why yet, and mightn’t fix it because it’s a hoot when it happens
- ✂ Shooting enemies at point blank range can sometimes fail to register the hit, thus not killing the enemies
- ✂ Hammering load/save states and level loads can cause glitches, loss of scores, weirdness like that, we recommend that you don’t do this and just let the system take its time
- ✂ Enemy AI can still occasionally huff, and there’s a funny glitch where enemies can fire through solid objects
- ✂ Win screen doesn’t always display difficulties correctly
- ✂ Menu cursor can sometimes get “lost” when pressing odd directions in the menus