
LIT Password

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About This Game

Venture into the dark hallways of a haunted high school and help guide emo teenager Jake as he searches for his lost girlfriend Rachael. Solve light-themed puzzles using a 5d3b920ae0

Title: LIT
Genre: Indie, Strategy
Developer:
WayForward
Publisher:
WayForward, GamePump
Release Date: 21 Feb, 2017

English

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The indie game is very interesting in using the tools to get to the exit with light and avoiding getting caught by the monsters. The animation is great and the characters are cute and adorable, but the genre was dark. Even in turning on televisions, install the

light bulb to the lamp, slingshot mirrors and of course, burning monsters to exit the room. This game would be better with achievements and probably multiplayer to co-op each other, but why it should be in-purchase because this game was free in mobile, not sure about it and turns out this game has the older version in Wii.. LIT is a short puzzle game. I was finished about 70 minutes in, and I probably won't play it again for a long time, if ever. Since it's a puzzle game it suffers from a lack of replayability. The art style is good- and also the reason I bought the game in the first place- the animations are smooth, and the puzzles aren't overly complicated but still feel challenging enough to be entertaining. The four main mechanics work well to keep the game interesting but not absurdly complicated. For 6 dollars the amount of content seems a little light, in my opinion, but I don't regret buying it. If you want to play a game that will last about as long as a movie, and pay about as much as you would at a matinee, LIT is the game for you.. LIT is one of those "short and sweet" variety of games. Its slew of levels is somewhat limited, considering how reasonably adept players can surpass all 16 levels with LITtle (lol pun) trouble, and especially with the \$6 price tag in regard. With hardly an iota of doubt, it is short. But that's when the 'sweet' comes in. The playable characters, menus, entities, and hazards are all fluidly animated to the high standards of WayForward. And not surprisingly, the small cast of characters are young and adorable, in spite of the game's dark and eerie tone. The sound design is also worth noting. Windows, lamps, and other interactable instruments of puzzle solving sound as expected. The music, while not as memorable as the catchy soundtracks featured in the iconic Shantae franchise, fits the general mood of despair and darkness like a glove. Conclusion: Fairly small for the proportionally high price tag, but manages to be consistently beautiful without compromise. Interested users who are on a budget may want to consider waiting for a sale.. the game is pretty alright, the only problem is the control of the game. as of there is no way to change the controls of the game, witch mean that any other kind of keyboard but american simply won't work with that game. now, i already know computer are able to change keyboard style witch could fix that issue. But for such a small game as this, it shouldn't be such a big necessities to simply play the game with the correct controls. + it really feel weird that such a simple option isn't even avalible while the rest of the game is rather good i'll still recomend it because honestly, that controls thing is so minor and the game is so "ok" that this minor nitpick is the only thing i can really comment on. pretty alright, just remember about this controls problem and everything should be fine.. Very cute (and very SHORT) light-based puzzle game that definitely could be expanded easily if they decide to do it. I played the free iOS version and bought it on Steam because I feel it's worth giving the developers some money. Is it worth \$5.99 (or less on sale)? Depends on your point of view--I just spent more than that on dinner, and I definitely enjoyed LIT more for about the same amount of time. Would absolutely buy an expansion if they make one.. I like it, it's pretty much what the trailer shows, a pure puzzle game which also give you optional targets/goals as far as steps taken and time spent with the challenge. The puzzle's been fairly logical, I did get a little stuck on one as I missed how a couple of TV's were connected as far as their lights went. You don't need to aim with the slingshot, if you play with a controller the D-pad is a better option as it's grid based movement and the items are always in the same place, lightbulb's always A on a Microsoft style controller for instance. I do like this quite a lot, not sure if I'll ever go for a speedrun of the level to try to beat the target, but I may. I'll have to see what I do with that, this far I have no complaints at all. (had I used the KBD I prob. would have had something to say about not giving the option to rebind keys as it doesn't allow that so if that's what you'll be using check the trailer it shows the keybinding, is a major kudos to the dev.

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