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Dragon Essence - Color My World - Crack File Download

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## About This Game

In a world where humans worship dragons as their gods, a human girl and a dragon boy meet each other by chance.

A feudal fantasy Visual Novel - follow the story of Chi An as she struggles between the responsibility towards her family, society, and freedom to pursue her own happiness.

## STORY SUMMARY

"In my world, there's no such thing as color."

You play as Chi An, a girl who can only see the world in black, white and shades of gray. Her view changed drastically when she accidentally met Tian Zhao, a dragon who radiates golden light. Since then, she can no longer see the world in the same way anymore.

However, it is forbidden for dragons and humans to be together. Will this love ever bear fruits?

## FEATURES

- Romance, Drama & Fantasy
- 30+ Illustrations & 4 Endings
- 10 Original Soundtrack
- Rated Teen 13+

## LINKS

- [Game Homepage](#)
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Dragon Essence - Color My World - is presented to you by [Zeiva Inc](#)

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Title: Dragon Essence - Color My World -

Genre: Adventure, Casual, Indie

Developer:

Zeiva Inc

Publisher:

Zeiva Inc

Release Date: 5 May, 2017

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English







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Would be alright if it was free.... Dumb Game. Good for cards and achievements. Thats it.. Really neat skin- boasts a sleek design, but the voice is a little quiet.. I'd really rather just play it on newgrounds to get rid of 99.99% of all glitches. None of the NPC's had bodies, only heads. Levelling is extremely slow, I still really like it , just play on newgrounds.. This is a well-fleshed out story game that presents a thoughtful, multi-dimensional picture of loss through the eyes of a family. The 2D art is consistently beautiful, moody and engrossing, which makes up for some rough 3D character models. The music is likewise very good, adding a dark-folk tinge to the environment. But my favorite thing about the game would have to be how the dialogue - internal and external - interacts with this environment. Visually, the game's a bit doom-and-gloom, with grey dominating the landscape (this is adressed point blank by several characters). The muted watercolor-esque art conveys this without sacrificing clarity. And yet, the dialogue shifts between humor and gravity quite freely. The conflict between the environment and the humor really parallel my experience with grief - everyone tries to act like things are normal, but when levity enters into that equation, it throws everything off and makes us question how we're supposed to balance our joy and our sorrow. This is a question that Gray Skies, Dark Waters asks over and over again, and the last choice in the game allows us to provide our own answer. For that, I love this game. Highly recommended for patient or story-oriented players.. Interesting locations and good atmosphere, difficult and pleasant quests.

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I'm giving this a hesitant "Recommend" because I want to support development of this type of game. It is totally playable in its current state but there are some fairly serious UI issues that make it annoying to get deep into. Nothing gamebreaking but annoying. Development seems to have slowed, which is not surprising given it's a single developer. It's one of those games that really should be amazing but just isn't quite there yet and I am not totally confident it will ever get there. Anyway, in its current state it's enjoyable if you can get past some of the minor annoyances that have been adeptly pointed out by other reviewers. I personally have no regrets purchasing it, but if the \$15 is a big deal to you, you should probably put it on your "follow" list and wait until it's more developed.

(+++)

Lovely graphics, excellent game concept, good performance, no serious bugs so far.

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Annoying object placement/movement. Lack of direction for new players. Lack of UI polish in places. General "unfinished" feel.. sadly not the game you're looking for. Extremely well designed and credible graphics but lacks that retention factor that keeps you coming back. sad to say that I wouldn't recommend.. Had fun for 7 hours... for 4 Euro... you make your choice! I give it a thumbs up!. A beautiful, atmospheric and inventive puzzler.. Possibly one of the worst games to ever exist at a \$15 price point. I hope episode 2 will flesh out the story a little more but apart from that I had a lot of fun with Trespass Episode 1. The atmosphere was creepy and the puzzles were difficult but solvable once you spend enough time with it.  
. Actually played this on Desura, which is why I have so few hours into it on steam.)

The hardest part of this game sold me, I swear! It is not every day that a platformer takes me by surprise, being generally a standard genre of games, but this one stood out. It had all the frustration and infinite retries I require for a platformer, and all the jumpscare I need to empty my bowels. The best of both worlds! Wait.... You're telling me this isn't a platformer? No no no, it CAN'T be a horror game. What horror game would have the player jumping across a canyon of random furniture only to fall to his doom every five seconds? All those deaths completely ruins the atmosphere! Only the worst of horror games would make THAT mistake.

Really, though, I know this is a (horrid) horror game. I did not spend much time crying in a corner waiting for the monster to assume I was no longer in the room. The illuminated rooms, while sometimes eerie, were far too bright to make me tense, and even in the darker parts of the game I had no idea what was happening anyway, so the scary just wasn't there. Wooden Floor is a jumpscare phantasmagoria, reenacting countless scenes of floaty object scares from Poltergeist with a distinct lack of success. After the thirtieth "Oh my! The book is floating!" I realized there was no threat. When the risk of death arrived it meant running madly away from a mess of wooden teeth, but that sums up the majority of the scary points. (Get it? Pointy teeth?) The utter lack of maleficence in this game makes for a droll experience.

And then I got to The End. No, I did not beat this game. Not really sure what the end is, but I know there is a mask dripping blood from its eye sockets, a giant floating book regurgitating red hieroglyphs, and a few pointed sticks falling from the ceiling. I died many times.

You may have noticed I didn't talk about the plot at all. Yeah, not really sure what the plot was. Something about an evil house or something. Whatever.

A game so concerned with jumpscare accompanied by loud noises does not capture the attention. I have worse scares imagining what machinations my roommate has planned for me.. Wow... This is just an incredible ship-building game. So much detail, so many different options. My biggest complaint is there are so many parts, it's hard to know what to do with them. Some things, like joints, could really use some in-game explanation. Also, I had a very hard time with the first mission using Beta/Economy ship. Switched to Delta/Weapons and it was a breeze. Not sure if I picked a terrible combo to start, an "overpowered" combo the second time, or if the second combo just fits better with my playstyle, but I will say that if you're discouraged by the difficulty off the bat, try a different starting ship - it makes a big difference.

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