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Dr.Green Ativador

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## About This Game

**Dr.Green is a 2D retro, arcade, action platformer, inspired by games like Megaman and Ninja Senki. Take control of the orphan Dr.Green, on his mission to save the f 5d3b920ae0**

Title: Dr.Green  
Genre: Action, Indie  
Developer:  
Johan Aronsson  
Publisher:  
Johan Aronsson  
Release Date: 2 Jan, 2015

English

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wish i had a pause menu esc closes the game on steam could you please think of maken one and maybe allow alt tab ty. I recently picked this up as part of the Summer Sale. ( under a buck ) Very fun, would have actually paid more. ( shhhhhh ) The

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levels are challenging yet fair. If you screw up and die, it is USUALLY the fault of the player and not the game.. Very lovely but short 2D action platformer. You jump platforms, shoot enemies and collect "soja beans!?" for points. Solid, easy to pick up and play, good pixel artstyle and very crisp controls.. I recently picked this up as part of the Summer Sale. ( under a buck ) Very fun, would have actually paid more. ( shhhhhh ) The levels are challenging yet fair. If you screw up and die, it is USUALLY the fault of the player and not the game.. the game is just what I wanted to see on Steam, but sadly this one in particular is not optimized enough. Let's start with glitches, the game has plenty of that, I'm writing this review after a weird glitch froze the level 7 boss screen, so I can die because the time runs out while the level doesn't scroll and the player is not visible on the screen. This made me choose to return to the main screen; that is equal to quit the game and start from the beginning since you don't have any option to save your game. In this game you have a set amount of life and if you lose all of them you have to restart from the beginning. It's not an unfair idea, you can rush through the game easily enough (at least till level 7, where the glitch occurred): the levels are messy and don't require you to explore them extensively, because there's nothing missable to collect, only points. Some bosses are cool, some are not, and definitely for the most part they have non-original pattern of movements and attack, so you can breeze through the levels and reach level 7 and that fatal glitch easily enough if you are an experienced player. I'm so angry, the game was very promising, the story and the art style are cute and made me remember those days when I played this kind of game all day. But the old games were programmed better than this, so that hit detection and level design were not a nuisance. I don't want to start to play again, the game overall is cute, even if it's unpolished and very raw (as you expect from a game made with "game maker" or "multimedia fusion") but I don't want to reach level 7 boss (there are 8 levels total) and risk to encounter that glitch again.. So far it's a really fun game, i like the soundtrack, the character sprites, and the style reminded me of the old megaman series. One thing that bothers me alot is that there's no Save feature, but the Dev added "Continue" and pick up the last checkpoint. Looking forward for the dev to make a eco-like Metroid game.. Like Mega Man? You will enjoy this game very much. Felt like i was playing on my SNES. Good old school progression, adding harder platforming and enemies each level. For me it fell into that perfect zone of "not to easy, but not to hard" Check out the first level of the game here. <https://www.youtube.com/watch?v=zDqY71FgsrI>. It's a pretty straightforward retro-themed shooter/platformer. The difficulty actually picks up quicker than I expected, which is a good thing. There really isn't a whole lot else to say, but it's definitely enjoyable.

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