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Prospekt Free Download



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## About This Game

**After improving the game and having many play testers play Prospekt. Today i'm releasing a huge update for the Summer Sale! This includes:**

- Extended gameplay with whole new levels.
- Greatly refined gameplay for a much more enjoyable experience.
- Greatly improved graphics including some Ultra high definition textures.
- Real time dynamic lighting.
- Real time dynamic environments.
- New special effects
- Much more brand new content.
- Better game flow with better balance.

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- And much more!

**Thank you to everyone who has tested this version of the game behind the scenes and leaving feedback on what you have wanted me to improve. Much more to come soon!**

- Substantial, highly-polished and totally new addition to the Half-Life 2 universe, comparable to Half-Life 2: Episode One in length
- Official Valve approval for Half-Life 2 license and assets
- Standalone PC game built using the Source engine - no requirement for Half-Life 2
- Continues the story of Oposing Force, Gearbox Software's (Borderlands) update that tells the original Half-Life 2 story from the perspective of the Marines.
- Gordon Freeman is cornered and being overrun by soldiers in the Nova Prospekt prison; the player controls US Marine Adrian Shephard - the unsung hero - as he's teleported in by Freeman's Vortigaunt allies to help fight back.
- 13 new levels featuring fully-scripted puzzles and action sequences, all carefully integrated into the Half-Life 2 story
- Substantial graphical updates over the original game, including but not limited to:
  - New Textures
  - New Models
  - Updated high resolution Combine soldier skins with improved normal mapping
  - Updated high resolution textures
  - Updated lighting
  - Higher resolution models
  - Increased cube mapping
  - Over 20 new particle effects
  - Modded HUD
  - Modded VGUI
  - New player model skin
  - Return to Xen
  - New voice acting
  - New music
  - New AI improvements, such as soldiers attempting to undo the player's actions

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**This game contains STRONG language that may not be suitable for minors and younger audiences. Player discretion is advised.**

<http://store.steampowered.com/app/399120/>

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Title: Prospekt  
Genre: Action  
Developer:  
Richard Seabrook  
Publisher:  
Richard Seabrook  
Release Date: 18 Feb, 2016

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**Minimum:**

**OS:** Windows XP or higher

**Processor:** 3.0 GHz Pentium 4, Dual Core 2.0 (or higher) or Athlon 64 X2 (or higher)

**Memory:** 1 GB XP / 2 GB Vista & 7 MB RAM

**Graphics:** Video card must be 128 MB or more and should be a DirectX 9-compatible with support for Pixel Shader 2.0b (ATI Radeon X800 or higher / NVIDIA GeForce 7600 or higher / Intel HD Graphics 2000 or higher)

**DirectX:** Version 11

**Storage:** 12 GB available space

**Sound Card:** N/A

English,French,German,Russian







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### **July Update!:**

Hello all Rich here, so, i've been watching the comments and the chat for a while observing how things are unfolding over the last few weeks. Its interesting to see what peoples views and attitudes are. I'm going to just say a few home truths here about game design and development and also the continued support for this game. Prospekt is still being worked on and things are in the pipe. The main reason why there hasn't been any news for a while is mainly because of three reasons. Firstly, i've been incredibly sick and had a pretty close shave with my health as of late which put me out of commision for a long time for which I do have to say a massive thank you to the NHS for because honestly I would be dead by now if they were not there to help me free of charge.

Secondly, the team that grew in size, contracted in size and the person who was working on major parts of the next update did not come through for us in the end. Thirdly. We are taking quite a major turn in what we want the game to be. The plan was to first just release updates, put out the soundtrack etc and improve on certain parts of the game. Hope it gets better and then continue with the development. Well that's not really the aim now. We are looking at all aspects of the game design to make it better. The team is now at five. So thats whats happening. I would like to give you dates / goals / milestones but honestly I think that's a bad idea because when/if we don't hit them people are not very understanding.

What I can confirm is that the game is being worked on. Unfortunately due to the lack of sales and traffic it means that I have now had to find alternative means of income. Therefore the time I can spend on this project has dropped. Thats not to say that its stopped because that is completely not the case. In fact the team now is at its largest. I am taking more of a supportive role. Working on new 3D content and game aspects. I am not going to confirm any new changes at this time because that is likely to change and what i dont want to do is say this big feature is getting added, then down the line is removed as i feel that will disappoint a lot of players.

What I can say is there will be more significant content drops. When they are extremely polished, fun and ready. There will be significant gameplay increases and i am very hopeful the game is going in a direction that you're all going to love.

Can i just ask please that some of you just be patient. Creating content for this type of game is extremely time intensive and is not easy to just push out. When people start arguing or leaving negative reviews that is making it harder for this game to thrive. It would be much better for constructive criticism and support to help this game get better. With the game on a mixed review right now it is almost impossible for any growth. But we will still endeavour for that to happen.

To everyone who has been super supportive and I think you all know who you are. Thank you very much for your continued support it is greatly appreciated.

Speak to you all soon.

Rich

**. I do hope you understand...:**



**. Prospekt first official update!:**

Hi everyone Rich here, after speaking to many of you on both sides of the Prospekt club I've taken a tonne of feedback on the game and have a good idea for its direction. Over the last two weeks I've been keeping my eye on the beta and people seem to really like the changes and really feel that it is a good improvement to the game. So tonight, I am making the update official. What's in this update?

1. Reduced difficulty
2. Overhaul of the flashback effect to make the game play better whilst in a flash back event.
3. Drastically reduced the effects on the final level making it much better to play.

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4. Added red shotgun soldier to differentiate between the two enemy types.
  5. Reduced the overall file size slightly.
  6. Increased the overall detail of level 2
  7. Added extra cover to level 2
  8. Added monitor to level 2 so player can see when they shutdown the shield wall.
  9. Increased overall brightness slightly in level 2.
  10. Reduced Antlion swarm on level 2.

Due to some level reworks some of you may experience some corruption of your saved files. Apologies for this. I am looking into an advanced way to distribute game files without it effecting the end user so that should help in the future. For the time being if you do have an issue.

You can either:

- A. Restart the chapter you are on to solve your problem or
- B. Open console and type `sv_unlockchapters` (then the number for your chapter here) if you have lost progress.

If you do have any more issues ill be on hand all of this evening until around 1am UK time to speak to you all and give help on the forums.

Also the node graph rebuilding issue is being hunted down, I am aware of this and not just myself but other developers are working on a fix so hopefully soon that will be a thing of the past.

Thank you all for your support. This has been a life changing time for me and I'm learning so many new things about game design and development at such a rapid pace its quite overwhelming. I have listened to a lot of your feedback and it is clear you wanted more. So I going to do my best to deliver more. Prospekt will continue to get updated in the future with many new exciting things that are in the works.

Thank you all for your support so far.

Rich

**. Please don't think that i've been avoiding you... A great many matters require my attention in these... Troubled times...:**



. **Live!!!:**

Hi everyone!

After lots of extremely hard work the Steam page is finally live and Prospekt is available for pre-order! I can't thank you all enough for voting this through on Greenlight and helping me get to this stage. Without you all I really wouldn't be writing this out today. Also, a massive thanks to Valve for their support. I've got lots of work ahead of me to get the game as great as possible for you all so I'm going to crack on with that as soon as possible. However this weekend I'm definitely taking a break to recharge my batteries as last week was non-stop work.

Once again thank you all very much for supporting me to this stage. I can't wait for you to play Prospekt on Thursday 11th February!



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