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About This Game

"One Of The Last" has been built upon the best features of those games that inspired us, creating a unique Virtual Reality experience that is NOT another "wave shooter".

Spread over four maps, the game allows you to experience immersion on a whole new level with physics based zombies - push them around, knock them over and watch them react to shots and explosions. Whether your removing limbs to create crawlers or going for head shot glory, they get quicker and stronger as you buy and unlock your way through complex maps with puzzles and paths to follow. With fantastic machines to enhance and gamble your gun, your quest to enhance your body with powerful soda tins will see you through.

Supporting 4 player co-op multiplayer you can hold back the dead through sharing your weapons, protect your team mates, build barriers and work collectively to unlock new areas and machines.

Over 14 weapons; including the M32-GL RPG Launcher, Ray-Gun and CF-3 Lightning gun. Distraction items such as flares, grenades, noise / fire cracker grenades and smoke bombs allow you breathing room but just don't forget the boss rounds... they just want you...

We are highly active development team, releasing major updates every few weeks and work actively with our community to build an exciting, deep and explorative game. Come chat with you and see if you can help shape our game.

Title: One Of The Last
Genre: Action, Adventure, Casual, Indie, Strategy
Developer:
Deep Voodoo Gaming
Publisher:
Deep Voodoo Gaming
Release Date: 4 Nov, 2016

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Minimum:

OS: Windows 7+

Processor: Intel Core i5 4590 or AMD FX 8350 or greater.

Memory: 4 GB RAM

Graphics: GeForce GTX 970 or AMD Radeon R9 290 or better.

DirectX: Version 10

Network: Broadband Internet connection

Storage: 4 GB available space

English







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One Of The Last is a great shooter that really does live up to the concept of 'COD zombies' / L4D in VR. It plays really well to the strengths of the VR medium (it's a super comfortable experience) and plays to VR's biggest strength; social! Multiplayer games really are the best thing in VR and One Of The Last does a great job of making you need to work together as a team.

For an early access title, it's super stable and performs well on my hardware. It's great to see VR games that aren't just wave shooters and really live up to the promise of surviving a zombie apocalypse with a group of strangers!

Can't wait to see this get a full release and the userbase expand - it's got a very bright future ahead of it!. Ran on Oculus Rift, 1080 Ti card.

Three major bugs that made the game unplayable.

I don't know what it is, but people need to stop shipping games that are this broken.

I'm sure you could lure your 13 year old neighbor to play your game for 10 minutes and find this stuff.

Posted to the 'bug forum' and the devs didn't even respond within a week. Would've stuck it out, but if the devs don't care about their game, I'm not sure why I should.

1: When playing single player, the knife doesn't work. It swings right through everything without doing any damage. Slow, fast, stabbing, doesn't matter. I've just been playing with guns at this point.

2: I'm experiencing a crash. I believe, but am not sure it revolves around my third bug. All I know is that if I play single player, at the end of the round after the board, the game crashes. I can't tell because 3 happens every time I play.

3: My guns can lose their viewable texture. I'm walking around shooting zombies and suddenly my guns remain suspended in the air and I can still fire, but I can't see my guns. I believe this has to do with the grip (drop) being accidentally pressed, but am not sure as this doesn't happen every time the grip is pressed at the same time as the trigger.. Dev is a great responder and really wants this game to be a great success. Please give feedback to help them out. the map layout is pretty good, they are working on the Z's being better at attacking also. They definately have taken the idea of COD zombies.. Left a positive review back in Jan, but sorry to say I'm retracting it. I had high hopes for this game, but so far the development progress is disappointingly sub-par, IMO. This game no longer even comes close to competing with other shooters. The sound is HORRIBLE, to include lots of crackling and popping, guns went from sounding beastly to sounding like cheap airsoft guns, volume is all over the place. Teleport controls are the clunkiest I've seen in a shooting game, thus far. AI is ridiculously flawed. In all, it was too annoying to play for even 10 minutes.

To the dev (or the guy who told me he was the dev): I'm not intrested in a discussion. Maybe try putting more time into YOUR game, rather than Counter Strike.. if your using the oculus touch controls be ready to hold the controler up to shoot (holding the gun in a normal way shoots at the floor) Ive only played one game and this is the only issue seen so far but until this is fixed i cant reccomend. I will change review once fixed. I have also posted this issue in the bugs section.. Alright, played ~10 rounds single player.

Pros:

Seems pretty well implemented.

True to the whole 'COD zombie mode' as many have pointed out.

Cons:

Lag! with many zombies you easily feel the lag. (I have a pretty meaty machine)

Sounds: There's NO joy from shooting the weapons.. super puny sound assets, these should be upgraded asap.

Holster mechanic: I couldn't holster the machine guns etc, but i dont know if it should be possible.

I got stuck at the big blue 'rock' thing in the open square and quit after round 10 because i couldn't figure out what to do.

At round 10 i had ~20K \$ and needed something more to happen.. perhaps if i could get past the blue thing.

I can't really recommend it now until i see more progress.

I will revise my review after next update.. Awesome game! A good taste of what COD zombies would be like in VR. Guns are kind of generic right now but I believe new guns, or at least gun upgrades, are in the games EA roadmap. Overall, I've been having a lot of fun with my roommate! As of this review, you get one large map with a good varitey of guns and perks to claim and one smaller map for a more fast paced experience. The mechanics are very classic arcade style mechanics with no manual reloading or two handed weapon handeling but I hear there could be plans to revisit this. Traditional movement, which is my preferred method, is supported as well as the motion sick proof teleportation system, so YAY FOR OPTIONS! You'll be helping the dev fine tune the game for a little while being that it's EA but It's currently got a lot of replay value as is so yea, get it! With a bit more polish and bug fixes it will be one I revisit every day.. Fantastic game- can see real potential for this - Online multiplayer is great and its good to see content like this coming out of Ireland - Keep it up lads :). The zombies are terrible, their walking animations are way too jittery and combined with the games movement can very quickly become sickening.. Fantastic game- can see real potential for this - Online multiplayer is great and its good to see content like this coming out of Ireland - Keep it up lads :)

Very Good Vive game, One of The Best :D

-Just need some more maps :V. I really want to play this game... unfortunately with oculus you can't hold the gun the right way because it will be aimed into the floor... for the price this game seems to have a lot of content and a fun time... they need to add snap turning and fix the controller and then I will repurchase this game!. The game "One Of The Last" was released today, and even if its still an early access title, I think this is a very nice looking VR zombie shooter. You are able to move freely by teleporting around the backstreets, kill different kind of zombies and creatures, collect items and special power-ups like "Instant kill" for example.

Here is some gameplay video from today:

https://www.youtube.com/watch?v=nKrSKprF_sw

[The environment and surroundings in One Of The Last reminds me a lot about the game Call of Duty Black Ops Zombies, which actually isnt something bad! The graphics are very nice and quite detailed, the weapon handling works fine even thou the sword is way too overpowered compared to the pistol. The game runs 100% smooth on my system and Im glad that I did this purchase as I find lots of value in those 13 bucks spent on this game.](#)

[Personally, I think this game is much better than most other available wave-shooting games in VR, even thou you still play waves/rounds one after another. I guess the teleporting movement system adds a lot to this wave-genre after all! Sorry for the crash at the end of this video, I guess my PC was overloaded by both playing One Of The Last as well as recording this video, so I wont blame the game for this.](#)

[I will update this review as soon as I play some more, but for now i definately recomment it to everyone!. If you have any interest in CoD zombies, this game is definitely worth a buy. If you are looking for a coop game to play with friends it is definitely worth buying. Currently the player base is small so it is hard to find a coop game if you dont know people, unfortunately but that can only be fixed by more people buying the game.](#)

[The game is a little rough around the edges right now, but at its core it is really good. Some of the assets could use a little work, a little more realistic sound for the guns, and there are a few bugs, but it is early access. The important thing is that the core gamplay and concept is very solid. Once these things are ironed out this will be a really good game, and I have high hopes for that happening based on how interactive the devs have been since I have owned it.](#)

[When I first bought the game, I had a game breaking bug where i was unable to pick up any weapons, I didnt see anything about it when looked on the forums, so I posted about it. The devs responded the next day, and put out a patch in an attempt to fix it, but it didnt work. The devs then started working with me to get more info, and after talking back and forth over a few days, they were able to figure out what my obscure problem was and implemented another fix, and I was able to play!. this game is by far the worst iv ever played in VR.](#)

[u have to keep the weapons high with oculus.](#)

[u didnt see ur own character or hands.](#)

[the sound is terrible.](#)

[automatic reload.](#)

[fkn lame and boring.](#)

[give me my money back :-<](#)

[not even for free this game will worth to play!!!](#)

[ARIZONA SUNSHINE still the best Zombie game!. this game is by far the worst iv ever played in VR.](#)

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[ARIZONA SUNSHINE still the best Zombie game!. So I originally gave this game a thumbs down due to some technical issue and I was shocked to hear back from the dev who is very eager to improve the game. This is a game made by a small team of two. The game is a labor of love and those who are fans of the wave based zombie survival games such as COD Zombies will see that. I hope the dev continues to work on the game as there are some issues. Overall, I would say it would be hard to go wrong if you were to snag this game and tackle it with a buddy or two or three. It really is a cool game and takes the genre to the next level with some of it's implementation.. This game really does feel like a VR version of COD Zombie mode. For being early access I didn't run into any significant bugs. Due to the limited player base of VR and how new this game is, it doesn't look like multiplayer will be easy to do at this point. I don't think it will be an issue by the time this game is fully released.](#)

[I also found the game a little too easy at this stage. However, that may be in part due to how much I played COD zombie mode. I survived for ~20 rounds before dying due to setting my controllers down to open a drink. I would give this game a 8/10 at this point. The only reason it isn't 10/10 is due to how hard it is to get a multiplayer game going. That will only be fixed with more people playing, so buy the game and get all your friends to buy the game.](#)

[Side Note: The corner by the shotgun spawn is a perfect place to setup a BBQ and lawn chair while dispatching the undead hoards.. Definitely one to try. The developer is really active and has great plans for One of the Last. The multiplayer is great fun, the more players the better. There's multiplayer events with the developers, which are awesome and there are updates with more features often.](#)

[The movement feels nice and didn't cause any nausea. The weapons are ballsy and environments and lighting looks good. The building part of the game has great potential, something fun about nailing things to place... I think this feature should be... built upon. *ba dum tss*](#)

[But for real there should be more building, it's a fun and unique mechanic.](#)

[This game has great potential, especially for multiplayer events.](#)

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