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Lovely Weather We're Having FULL

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## About This Game

### Go Outside With Your Dog

Lovely Weather We're Having is a goal-free explorer game. It uses local weather data to simulate the weather conditions whe  
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Title: Lovely Weather We're Having  
Genre: Casual, Indie, RPG, Simulation  
Developer:  
Julian Glander  
Publisher:  
Glanderco  
Release Date: 10 Nov, 2015

English

lovely weather we're having meme. it's lovely weather we're having pink panther. lovely weather we're having gif. lovely weather we're having game. what lovely weather we're having. lovely weather we're having pink panther. lovely weather we're having in spanish. what a lovely weather we re having. lovely weather we're having spongebob. what lovely weather we're having pink panther. it is lovely weather we're having. lovely weather we're having gif. it is lovely weather we're having. lovely weather we're having game. what lovely weather we're having today. what lovely weather we're having pink panther. lovely weather we're having meme. what lovely weather we're having today. lovely weather we're having pink panther gif. lovely weather we're having spongebob meme. lovely weather we're having handmaid's tale. lovely weather we're having spongebob meme. what a lovely weather we re having. lovely weather we're having pink panther. lovely weather we're having. louis armstrong lovely weather we're having. lovely weather we're having in spanish. it's lovely weather we're having pink panther. lovely weather we're having handmaid's tale. lovely weather we're having. lovely weather we're having spongebob. what lovely weather we're having

This game just doesn't have enough content. You can walk about and not really interact meaningfully with anything. You can't interact with your dog that follows you about. There's a bicycle which you can walk into, some rocks and things which make

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interesting noises when you walk on them. A hilltop to walk up, so you can walk along rooftops. It doesn't lead you anywhere interesting. There are NPCs who will say about 2 lines of dialogue to you. Then you turn around and talk to them again, and they say something else. But in total, it seemed like there were about 4 things they would say, each. Maybe it was due to the weather that they hardly had anything interesting to say. It was sunny and cloudy, early evening. One NPC gave me an idea of something I could do, and I did try, but I don't think it's really possible to jump. All you can do is walk off things. The in-game map is very small. After 8 minutes I felt like I had exhausted all the content in this game. After 19 minutes, I felt certain of it, so I resorted to the super secret cheat code. In the instruction manual (YES! Games still have those!) there is a super-secret code that lets you toggle debug things. I would not normally touch such a thing, but, to be honest, it makes the game a lot better. It lets you zoom the camera out, and walk faster. You can also ruin the "exploratory" experience and alter the temperature, time of day, and weather, to see how the game changes, meet different NPCs, see a few different things to run into. After 26 minutes I felt like I'd seen everything the game has to offer. I really wanted to like this game. It has the potential to be something like a micro Animal Crossing - but without the hurtfully judgemental neighbours. (Or the fashion, or collecting, or money, but mostly this was the potential I thought this game could offer). But, it all just feels too shallow for me. It needs more content. All this game did was make me want to play Noby Noby Boy on PS3, which has a very similar art style, and is also more-or-less goal-free, but has more interesting content to see every time you come to play it (though no dialogue), and gameplay which involves eating and stretching, which are two of my favourite pastimes.. I LOVE THIS GAME BUT MY FRIENDS THINK IT IS BAD. THEY ARE NOT MY FRIENDS ANY MORE.. I love this game. The controls are limited (wasd or arrow keys, no sprint or jump). It would benefit from having achievements and the ability to jump on houses and whatnot. Or, maybe some objectives or optional quests. Beautiful simple game with a simple premise.. It is lovely weather we're having. Its a really awesome concept piece, I love the effort that's gone into it. Its just really chill and relaxing. One of my favourite games for environment for sure. Its like a painting, not super interactive but lovely to look at.. This game is such a lil' gem! I think you can tell pretty well if you're going to like it from the description and screenshots. It's whimsical and simple and definitely right on when it says it's made to please introverts. I loved wandering around the first time, but honestly, it's only gotten better each time I've checked in (in little 10-15 minute sessions). The characters are charming and funny, the environment is goofy and satisfying to kick, and the sound effects are calming. A+.. It remains a concept rather than a finished product and I don't regret having quenched my curiosity but the question is : Do you recommend this game? The answer is an honest "no". It lacks substance, objectives, there is very limited exploration and an overly confined world even if the weather concept is interesting (albeit not extremely new). I found a way to jump across the fence behind the backyard into the "Void" and I thought to myself that there might be something more to this game than I originally thought! I will probably fall into a fantastic alternate world beyond The Void, maybe another part of the Earth with a different weather, maybe even another planet with its corresponding atmosphere! But no, it's just a bug where if you jump across the fence into the The Void, you don't respawn or anything. The screen just stays white. Thought the devs should know.. It's like Poku00e9mon Go but without Poku00e9mon and without REALLY leaving the house. Took me eight minutes to see everything. Buy it at 90% sale. Even better: Don't buy it.