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## About This Game

### DogFight

Take to the skies in this fast paced, aerial combat game featuring blazing gameplay. Keep your home safe solo against a swarm of UFOs or compete against other players in online multiplayer modes.



Take to the skies in this fast paced, aerial combat game featuring blazing gameplay.

Keep your home safe against a swarm of UFOs in the **Single Player Campaign**.

Compete against other players in **Online Multiplayer Modes**.

Compete with your friends to see who's the best pilot.

## Features

- Online multiplayer modes for up to 16 players.
- Hotseat / Local multiplayer modes for up to 16 players.
- Singleplayer campaign against a UFO invasion.
- Lots of extra items to buy between rounds.

DogFight is being managed by two developers and we need your feedback. Voice your ideas, opinions and concerns - together we can craft the best experience possible.

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Title: Dog Fight Super Ultra Deluxe

Genre: Action, Casual, Indie

Developer:

MightyCodeDragon

Publisher:

MightyCodeDragon

Release Date: 16 Dec, 2018

a09c17d780

English



# DOGFIGHT

TEAM 1

LOBBY

TEAM 2

- ✓ TEMPUS 
- ✓ SLAYER 

- ✓ AI 1 
- ✓ AI 2 
- ✓ THEDWARF 



BACK

START





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Unfortunately, I was hoping for something along the lines of the old Sopwith game, but found this one too annoying. The controls are alright, but it seems way too easy to get shot down even with a shield. And you're usually going to hit something anyway and then it's parachute time down to the ground. Funny thing, I got the fox or wolf upgrade which is supposed to hunt down alien dudes, but it seems to be more interested in chowing down on you instead. Also, I wish there was a way to skip the text at the start of every campaign mission. Oh well, not for me.

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**Good News!:**

Hey Guys,

We just wanted to reassure everyone that the game will be launching tomorrow (March 7th). All the bugs (that we know of) have been fixed and we're excited to get the game to you tomorrow at 10am PST!

Thanks again for everyone's help in getting the game ready!

Cheers, Blake & Colton. **Launch delayed until March 7th:**

Hey Guys, it pains us to do this, but unfortunately we had to delay the launch of Shadow Legend by one more week. It's taken us testing everyday since last week to even solve the current issue in the game and we wouldn't want to release the game to you guys until we've made sure everything else is working as it should. It's been very difficult to solve as the problem only occurs for some players, and even for those players it doesn't consistently happen. We really hate to postpone as so many of you are eager to play, but we are closer then we were last week. The issue may even be already fixed, although we can't be 100% sure without getting the all clear from beta testers that have the issue.

Sorry again, Blake & the VitruviusVR Team. **Loading Fix Question:**

Hey Guys,

So we know that some players are getting a loading issue where after leaving a scene the screen just goes black. We've also heard from some players that pressing ALT-TAB, or minimizing then maximizing the screen when this happens allows the loading to start working again. Can you guys confirm if this works for you?

Thanks, Blake. **Launch postponed until Feb.28th:**

Hey guys,

We have some bad news to report. We haven't been able to fix a rendering/loading bug in the game, so we will be delaying the launch until Feb 28th. YouTubers that were planning on posting videos this week, please hold off until next week. Big thanks to everyone who has been/still is helping us with this issue.

Thanks,

Blake & VitruviusVR Team. **Patch 1.1.7:**

This patch should fix the opening issues that was caused by Cortana issues (Comodo and other anti-virus programs may still have issues). We no longer recommend running the game as admin (will cause speech recognition not to work)

Latest Patch Notes (Steam Build ID 3672439):

- Fixed game failing to open due to Cortana issues
- Improved scene transitions
- Added level select functionality
- Added ability to create multiple save profiles
- Added spell casting to Goddess sword
- Added check points between each final boss phase
- Changed first half of final boss fight to include enemies (second half changes are planned)
- Added belt crouch option
- Re-organized book menus
- Fixed issue that would corrupt save file when closing the game from inside a loading scene
- Moved spawn point in burning courtyard forward
- Equipment now auto-equips when interacting
- Chapel Dungeon chains now pull in the metal rod. Metagalactic Blitz Hotel Anatolia KINGDOMS Tenderfoot Tactics Unforgiving - A Northern Hymn Bubsy: Paws on Fire! Shadow Legend VR **Completely New Final Boss Fight:**

Hey Guys,



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We've heard your feedback and over the past couple months we've been working on completely changing the final boss fight. If you've already played and would like to try it out, you can "Level Select" from the Start Area Menu Book (be sure to have the Goddess's Sword equipped)!

All other changes/fixes include:

- Added ability to change height
- Added more grinding wheels throughout the game (+2 dmg increases)
- Changed book menu layout
- Starting the game will now load the last played profile
- Various small bug fixes and improvements

Hope you enjoy the new features and updated boss battle, We plan on updating the game with a few new levels in the months to come!

Cheers,

VitruviusVR Team. **Launch Date February 21st!**

Hey Guys,

Thanks so much for all your support over the past few months, we're excited to release Shadow Legend to you next Thursday (Feb 21st)! A lot of hard work and great feedback has been put in by the beta testers and we're super grateful for all your help!

Here's a look at both Lord Adaroth's domain and your home Kingdom of Anaria:

<https://www.youtube.com/watch?v=xfnNB4fQUzY>

<https://www.youtube.com/watch?v=iiKTXDfCsjs>

<https://www.youtube.com/watch?v=FmKZQSyZlgE>

Lastly any Youtuber's or content creators can reach out to me at [blake@vitruviusvr.com](mailto:blake@vitruviusvr.com) if you'd like to cover the game's launch!

Cheers,

Blake

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