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About This Game

Take your child into magical underwater world. All four experiences had been adapted to the needs of the youngest. Your child will meet a lot of lovely friends, play with a turtle, and practice his accuracy by throwing pearls into seashell.

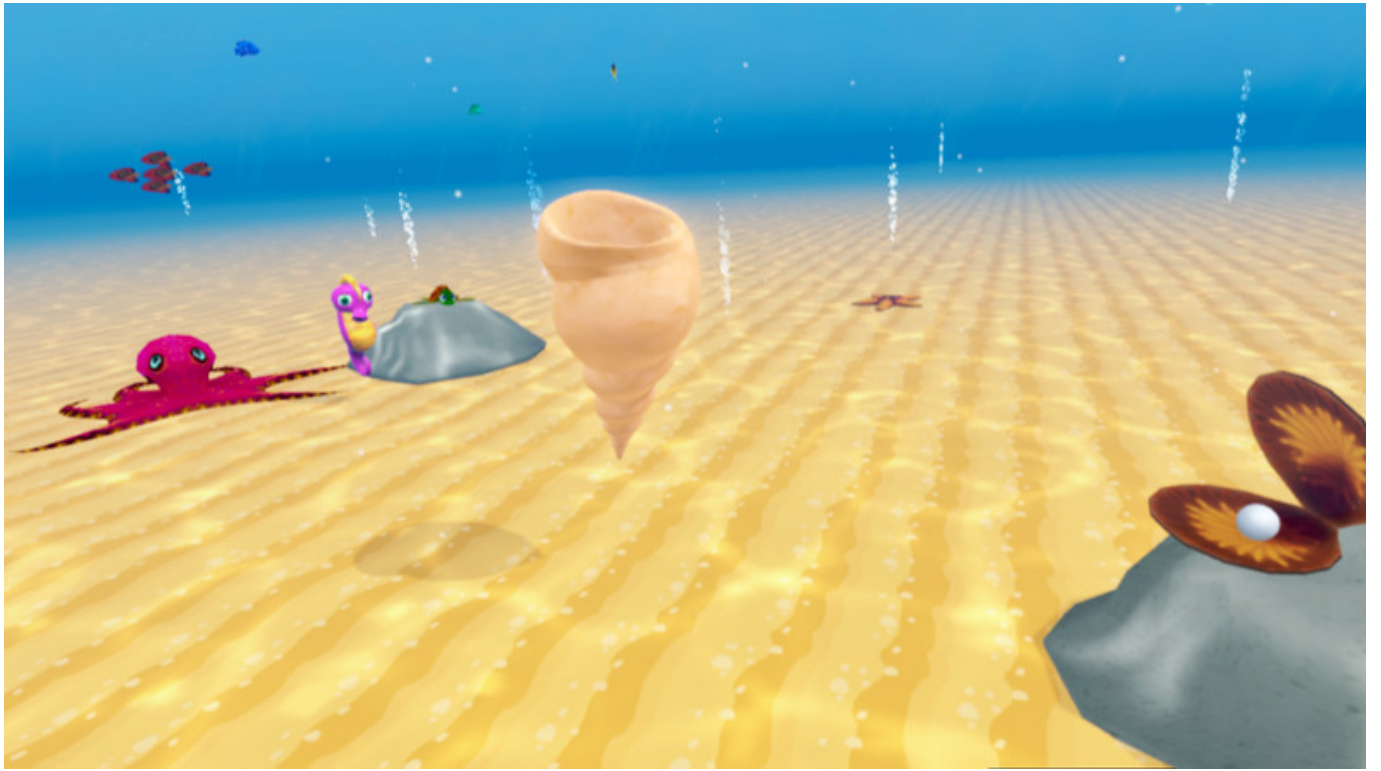
Features:

- Turtle – your virtual pet. You can have fun with him in one of the experiences by using a controller.
- Throwing pearls into seashell – personalize the gameplay by using innovative usage of the second controller.
- All experiences are suitable for children.
- Two passive experiences that do not require a controller.
- An option to turn on the time limit for each experience.
- All experiences have support for tracked motion controllers.
- Full support for standing and roomscale modes.
- Two types of experience activation – parental on screen using mouse and standard in-vr menu.

Title: Toon Ocean VR
Genre: Adventure, Casual, Indie
Developer:
Tomilano
Publisher:
Tomilano
Release Date: 27 Aug, 2016

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English







This is a sweet game and very pretty but there's little to "do" other than throw a pearl into a seashell. I think it could be a good VR introduction for little kids but there's got to be more to do or even little kids will get bored quickly. I'd like to encourage the dev to keep going with this game as it definately has potential!. Pretty but not enough to keep the kids interested for more than a couple of minutes. The Blu by Wevr is a better buy or the free demo, Gnomes and Goblins. great, but could be better... why dont you just put all the activities all in one place... and no time limit... that would be more awesome.. Great game for introducing your little one to VR. They can play one-handed if they still need the other hand to hold the headset in place. My daughter loves it and it's very reasonably priced.. it doesn't seem to work

My kid really liked this game, especially the turtle. I liked it too, it's a little bit like theBlu for kids.. It's great game for kids!. It's nice to see kids games, we definitely need more of that. But the content is really lucky, and there's no clear directions on what to do and how to do it, so it turns out as a very passive experiment, like the Blu with poor graphics.

I had high hopes, but I feel dissapointed.. I really like this game but I hope it gets fleshed out a bit. Kids need more interaction to keep their interest, like digging for treasure or feeding the fish or something. There also needs to be more to do right in the middle of the play space. There's an arch that begs for kids to walk through it but it's outside the Chaperone. Obviously there's no teleportation or anything too complicated for kids to learn, so the action needs to be brought to them. There is a turtle to interact with but that won't be a long term interest. There needs to be more.. I thought this would be a fun game and experiance for the kids but the fun was over in about 10 minutes.

There is nothing to do or look at then putting some perls in a shell and put a starfich on his side..

I returned the game.

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