
Software Inc. Download] [portable]



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About This Game



Construct and design buildings for optimal working conditions. Hire people to design and release software, so you can defeat the simulated competition and take over their businesses. Manage and educate your employees to make sure they are skilled and satisfied with their job.

CURRENT FEATURES

- Build, furnish and maintain office buildings up to ten stories + basement, on an enormous land, using a free-form building system with easy copy-paste tools
- Hire employees to design, develop, support, research and market software in teams
- Build roads and parking to ease commuting for your employees

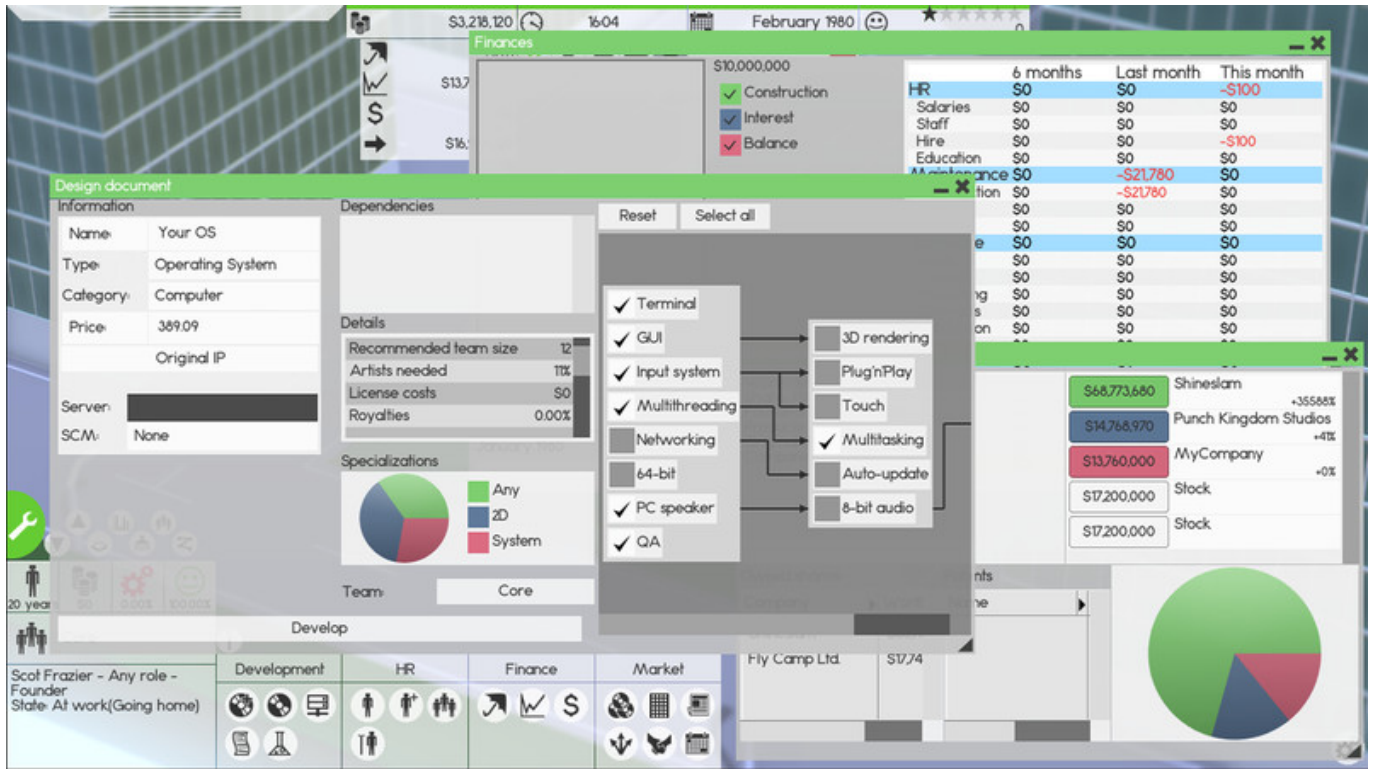
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- Tend to your employees' needs, demands, skills and specializations, while making sure each team has compatible personalities
 - Customize your own employee avatar
 - Create your own software products and franchises
 - Compete in a simulated and randomly populated market by selling your products, taking on contract work, creating patents, making deals or trading stocks
 - Hire staff to repair your furniture and computers, clean your office, make food for your employees or greet visitors
 - Mod what kind of software you can develop, add your own furniture, upload your building blueprints or add support for your language
 - Delegate important tasks to your team leaders, such as managing development cycles and human resources
 - Set up your own servers for products, source control and running your own online store

Title: Software Inc.
Genre: Indie, Simulation, Strategy, Early Access
Developer:
Coredumping
Publisher:
Coredumping
Release Date: 1 May, 2015

b4d347fde0

English







If you like games where you sit back and watch the money pour in, this is that game. It is very easy but great fun.

Feature request/feedback for dev:

- an 'upgrade all computers' button which means I don't have to go around manually deleting every single older computer, and replacing calculators/tablets/inboxes for every single computer when these are deleted along with the old computers. Ain't nobody got time for that!
 - employees don't actually stay until the time I set them. They are out the front door 20 minutes before they should be finishing their shift.
 - the wall and room building is fiddly and sometimes doesn't work how I expect.
 - clearer explanation and more control of vacation time
 - clearer diagrams for how much design/program/art work is required for a task. For example, when research bars appear - they appear empty and only fill up in the colour of red/green/blue as they are researched. Maybe when each bar is empty, it would be helpful to show a blue/green/red outline around each bar so it is clear what type of research is required.
- Another example is when 'game asset' contracts show up with a green pie chart for '2D', this is confusing as the art skill is normally represented in red, not green.. So, currently I have about 70 hours in this game. Ive had my eye on this one for a long while but finally decided to check it out and was not disappointed. For \$14 this is well worth the money. As is, this game is pretty amazing and I have absolutely enjoyed it and I would recommend it. That being said.... only thing I see that this game needs is just a little balance. I feel its pretty easy even on hard once you have your first success and see how the game works. The stock market needs a bit of tweeking in my opinion also. But seriously... if you like tycoon type management games with building....Just get the game you wont be disappointed.

Alpha 8.11.27 out:

Changes

- Added idle worker indicator button and game now specifies problem when employee is selected
- Employees will now try to go to a water cooler to relieve stress if they are completely stressed out
- Removed releases from "upcoming events" window, player should check "upcoming releases" window instead
- Having HR "force roles" disabled would force employees to "any role", which was more confusing than helpful

Fixes

- Elevator and stairs had become upgradable but would crash the game if attempted
- Changed employee thought "Stressed" to "I feel stressed"
- Staff list wasn't sorted correctly when sorting by arrival/departing times
- Fixed inconsistencies in current selection when employee or staff window is manipulated

Optimizations

- Removed unnecessary employee computations when game is paused

. Alpha 9.5.1 out on testing branch:

9.5.3 hotfix

- Project management would release the same press release constantly, lagging the game and crashing the newspaper
- On call couriers would not be dismissed or go home unless all products have been shipped

9.5.2 hotfix

- Fixed not being able to replace furniture sat on floor
- Fixed audio overlay sometimes crashing game
- Fixed bug where game would fail to load a 9.5.1 game with active print jobs
- Fixed XML parser failing to parse xml files with comment tags inside tags with children

Mostly bug fixes and usability improvements. Contracts should be a lot easier now. All tutorials will be updated in the next patch.

Changes

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- Removed upper limit on how far employees will travel to find a canteen, this should be controlled through room assignments instead
 - All noise sources are drawn in build mode
 - Temperature data overlay now goes from blue to green to red
 - Lowered volume of phones
 - Support work should show active users
 - Ability to scroll financial sheet
 - Bills breakdown in finance window should be extended to other categories
 - Add arrows to parking space builder
 - Ability to limit printing to specific stock + storage value
 - Call courier option, will go back and fourth between van and boxes until there are no boxes left, expensive cost per box shipped
 - Added status label to hype marketing task indicating follower loss
 - Limit AI printing deal sizes
 - Moved in-game AudioManager to Unity's AudioMixer system
 - On call IT should be able to push away employees from computers if they are very broken
 - "No project set" warning for project management
 - Warning about releasing software if a press release is being written or press build is underway
 - Reject deals to remove clutter
 - Add extra wall toggle that also hides all doors and windows
 - Debt clearance message should be popup, not messagebox
 - Alpha phase up to 10% faster based on difficulty
 - Founder's effectiveness can now be positively affected
 - Contracts now have lines of code and mb art requirements which are shown on the work task(Contracts from previous saves will fail)
 - Quality and progress is judged separately for contract work, where progress gives money and quality gives reputation
 - Balanced contract reputation impact

Fixes

- Product windows are not scaled with UI

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- Decibel label not offset correctly with scaled UI
 - Computers became unusable after replacing them due to not updating chair connection
 - Beta print jobs were cancelled on release
 - Post marketing costs were being counted twice in product loss
 - Press release costs were not being subtracted
 - Design specialization progress not updated in UI in some cases(e.g. network for games)
 - Printers were still dropping state even when off
 - Reworded reviews to be clearer on what they mean by "knowing" a company
 - Various fixes

Optimizations

- Make noise sphere shader instanced
- Optimized noise floor overlay calculations and drawing
- Optimized furniture iteration throughout codebase

. Alpha 10.8.1 out in testing:

Alpha 10.8.3 fixes further issues with mod loading.

Alpha 10.8.2 fixes some issues with mod loading.

You can now upload and download code mods in the Steam Workshop!

First off: **Do not download code mods if you don't want to ruin your PC, but also don't want to verify the safety of the mod.**

Here are some quick Q&As to explain what this change means:

What is a data mod?. **Alpha 9.8.1 out on testing branch:**

Just wanted to note that I have not dumbed down gameplay in this update, the changes to the alpha phase are mostly superficial.

Alpha 9.8.2 fixes

- Searching when filtering column would break game
- Bug in how patents were transferred from subsidiary

I've been considering whether to skip alpha 9 completely and move straight on to alpha 10, as the feedback has been kind of mixed and I don't want to give a bad impression for first-time players. I've decided to stay with alpha 9 and do one last overhaul of the alpha phase by making code and art progress easier to read using a small generic number, rather than the "lines of code" metric, and putting an estimate of the final value in the design document window.

I want to stress that having a progress bar no longer makes any sense, as the underlying quality of a product can no longer be condensed into a single number without being very misleading, and it would ultimately make the game more confusing.

Changes

- Switched to code/art units and added estimate in design document (all current contracts will fail)
- Made alpha phase endless, where code quality will very slowly decrease when being over developed
- Added ability to filter lists by column values
- Add the (Any) indication to leader role labels
- Disable confirmation dialogs option
- Task type filter now shows everything when all toggles are off, which they are by default
- Running out of company names will no longer result in an error but will be logged
- Ability to instantly release products using modded software from console
- Add in-dev OS dependency warning

Fixes

- Newspaper will not mention lack of potential sales for new companies, since it's relative
- In-house products should not count towards sequel bonus
- Failed steam workshop mods will now show real name in bug report and a list of mods that failed to load are given in the options window
- Mod loading code wouldn't note software type name in error message when failing to parse XML
- Various other fixes

. Alpha 9.2.1 out on testing branch:

Don't worry, I'm not at all done balancing the game and I haven't gotten to contract work yet. This release is mostly to avoid getting the same bug report over and over.

I'm currently working at a snail pace due to my internet situation. I just got a 4G router today. I put my phone's SIM card in it, so I'm currently maxing my data cap, not receiving phone calls and drowning in ethernet cables, until I receive a new SIM card. The cable company that decided to cut my connection without ever informing me have not responded to my inquires and don't really seem to care (They weren't informed I moved in. I didn't know they existed, so I just signed up with an ISP).

Known issues

- Can't update previously uploaded workshop mods

Changes

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- Made reviews more clear when the price is too high
 - Add overall score and review accuracy to peer review window
 - Progressbar for review work
 - Show needs/OSs in info window for software
 - Put contract/deal info in info window for software work items
 - Add enter to accept on team selection window
 - Balance printing job offers
 - Overhauled tutorial system to make it easier to change and add new tutorials
 - Balance support ticket generation
 - Project progress should go to 200%, going above 100% increases quality, but is obviously very inefficient
 - Add warning when starting print job when no printers are present
 - Warn the player when physical copies of a product does not meet demand, causing lost sales
 - Add warning message when furniture could not be replaced due to size
 - Lower bandwidth requirements across entire game
 - Upgrade power of all servers to and balance bills
 - Software work needs release date visible always

Fixes

- Error bubbles do not scale according to GUI scaling
- Should never lose more fans on cancelling support than active user count
- Missing categories for printing furniture
- Dates were not being loaded correctly when having more days per month, which could cause instabilities (Somehow worked out in alpha 8???)
- Fixed design phase sometimes not updating progress bar

. Updated mod documentation:

I've gone ahead and updated the modding wiki to reflect the changes in alpha 10.

Software modding. **Alpha 9 out officially:**

Alpha 9.10.16 changes. **Alpha 8.11.24 in testing:**

Updated to Unity 5.4.1 to test whether the Nvidia Optimus issue has been fixed, nothing else has changed.

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