Point Perfect Key

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About This Game

The planet is being attacked and it will take a bodaciously bad-ass cursor pilot to blast the scum to whence it came! Dodge, dip, duck, click and point your way to glory in the most gnarly retro-arcade death trap that you are likely to ever play! Point Perfect will put that "I'm a real PC gamer" attitude to the ultimate test and might make you cry a little in the process. But fear not young pilot, because with great challenge comes even greater glory and nerdy bragging rights! For a select few it will even mean graduating from the prestigious Point Perfect University of Aeronautics. Which of course includes a printable diploma that you can hang on your wall to make Mom proud!

Features

- Procedurally generated levels means no game is quite the same!

- Over 20 bosses that can evolve new attacks and patterns for you to adapt.

- 24 trophies to unlock as well as a secret game mode.

- Get trolled! Point Perfect will test you to the limit and make fun of you if you fail!

- Steam achievements

- Trading cards

Title: Point Perfect
Genre: Action, Casual, Indie
Developer:
Highcastle Studios
Publisher:
Plug In Digital
Release Date: 17 Jul, 2014

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English

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~ Potion ~
A mixture that recovers a moderate amount of HP

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It's a sweet and simple game that filled me with rage to a point where I was ready to throw my keyboard across the room. I doesn't have a storyline behind it, more of a cryptic, eerie texture that gives us a hint about the limbo the main character tries to get out of. Might as well be a journey through the mythical limbo you have to endure to enter heaven. But man, I have time for that! Everytime I died in this game I've had to re do the part of the game which has an incredibly slow dynamic. It makes you feel like the game drags on forever. Verdict: Was supposed to relax me: made me fuming from frustration.. Very nice action and shooter game with nice tactics and weapons.

 7/10 Very Good. Well, at least the developers are honest with you - You pay for an image and that's what you get. Nothing more, nothing less. And it's worth every penny.. I want to like Grey Goo, but often times it leaves me baffled, confused, or just... unsatisfied.
Pushed to make a decision, I can't say I recommend it generally, but it's likely to please a lot of the harder-core RTS fans out there, along with any pulp sci-fi fans. Let me explain.

My enjoyment of Grey Goo largely depends on which faction and map I'm playing. To understand why that is, you need to understand that Grey Good is begging and borrowing from a lot of "Golden Age" RTS games. I've read and heard other reviewers liken it to Starcraft. Certainly, it has asymmetric factions and conventional resource gathering. I've heard it likened to Red Alert as well. Truly, it's got a similar frenetic pace.

However, it most reminds me of a little-known mid-shelf RTS from the late '90s: KKnD, and KKnD 2. Both have wildly varying faction asymmetry. Both have a frenetic pace of battle. Both, unfortunately, suffered from an overexuberance of "things," which, when coupled with the rough degree of mechanical polish, combine to leave the player in a perpetual state of "what does this thing actually do?" Such confusion, while amusing early game, is usually a source of frustration later, when players may end up mistaking siege units for anti-mob units, towers for labs, and alien... things for other things. Most RTS' allow their players to grow out of (or into) the commander's fog through continued play, but Grey Goo takes it step further.

See, with three (and now four!) factions, each with a wildly different take on not just units, but RTS philosophy, it's difficult to stay on top of things. Playing the game rapidly through each of the factions left me with a feeling like each was a representative of some kind of fringe game design philosophy, mashed together on an alien world to exist and to fight, but never really being coterminous in mechanics or execution. I especially didn't like the Human faction's dependence on a power grid that looked like something you'd expect from a 1990's RTS -- it was clumsy, frustrating, and made the faction unnecessarily chore-like to play. Otherwise, the factions are at the very least internally consistent, with the eponymous Goo probably representing the biggest departure from RTS norms.

Before I get into what I liked and loved about the game, let me get into why I hated it. At the forefront of that list is the labs, and how they factor into unlocking units. You need labs to unlock higher-tier units for construction, but the labs have to be connected to your factories at certain hard-points. While more intuitive for the Beta, it was still frustrating to find that certain units (like AA) needed sometimes counterintuitive combinations of labs to be attached to the factory. The uber-powered End Game units are another point of contention on this vein. If you ever have the time, resources, and space to build one, you've probably already won the game, as they aren't cheap, aren't easy to arrange for, and take a long darn time to build.

Research is also bizarre. Essentially each type of lab allows you to fundamentally change one (and only one... at a time) unit in your army in some way. Often times, it's a role-shifting upgrade, like cloaking, being able to detect cloak, or being able to shoot at air/ground. But some of them are really bizarre, completely changing how a unit works in a manner contrary to that unit's reason to exist in the first place (I'm looking at you, Long Range Ballistic "Upgrade.")

On to what I liked:

The characters driving the story were well-written and crafted, and brought the story to life in all of its pulp sci-fi glory. Each faction is blessed with voice acting, design, and general ambiance sufficient to bring them to life, and make me feel an unexpected level of immersion. While loathing the design of the Human faction's building system, I absolutely adored the voice-acting and design of their robotic combat units, which completely sold me on the idea that this wasn't an army, but rather a bunch of peaceful assistants press-ganged into conflict (It looks like you've found yourself in a war. Would you like some help with that?). The Beta have immense character, and like their armies, they are blunt and industrious, not the typical attitude you'd expect from a flock of refugees flung far across a galaxy.

The Goo. The eponymous faction. The obvious threat. As a stand-alone faction, they should be the subject of a lot of scrutiny in game-development circles. Unlike every other faction, they don't build factories or refineries (both roles are provided by their protean Mother Goos, which are also mobile and capable of fighting). Their units are made from pieces cleaved from the Mothers, which are themselves smaller protean goos until ordered to assume the shape of the desired unit. What's so fascinating about the Goo is their economy. They don't accumulate money; resources are directly piped into the Mother's HP pool, which when it reaches a certain threshold, allows a Mother to cleave into a smaller or larger protean mass, or even another Mother. Basically, the protean Goo's aggregate HP is its currency, and it gets really interesting when you think about the dynamics of spending it on units, taking damage, and when it's most efficient to cleave and reform new units.

The story. I like good pulp sci-fi. I like that Grey Goo's fundamental themes involve ignorance and mistrust as obstacles to be overcome, rather than intractable failings of sentient beings. Essentially, it feels more like Star Trek than Warhammer 40k.

I like the Saturday Morning Cartoon feel of the Shroud's ominous and impending nature, presented against a backdrop of first contact between Beta and Humans, and a bittersweet reunion between Humanity and one of its erstwhile science projects.

Despite the sometimes janky nature, design flaws, and bizarre tech progression system, I actually did sometimes have a blast playing this game. My overwhelming concern is just how much time and deliberate effort I had to put into getting here. There was a lot of time spent researching interactions, counters, counter-counters, build orders, and all manner of other things that we take for granted on well-established games like Starcraft, but that just don't exist for games like Grey Goo and it's comparatively small following. There was a lot of frustration, and lot of misplaced buildings, and a lot of de-programming (chokepoints are, most of the time, completely useless to fortify or fight around). I had to think long and hard about hitting that "No" button for the recommendation, but it's a soft no, under my breath and without conviction.

TL;DR: A very weird, sometimes enjoyable, often-times frustrating RTS that ostensibly claims lineage from some of the greats of the Golden Age, but has more in common with the mid-shelf madcap games of the mid-90's, like KKnD 2 and Earth 2140. If you're an RTS nut with a visible masochism streak, go for Grey Goo. For most other players, I'd say give it a pass until you've at least thought long and hard about it.. \ud83d\udc4dYes. Amazing game if your looking for a game to play with a friend on the pc this is it would recommend

This song makes me have a lovely day. Fun to play and easy to listen to.
. This game has amazing potential, so far it has a Tutorial and a Skirmish, with a decent enough level of options for a game that just entered Early Access. I have seen many early access games offering less than this.

Whats even more important is they are releasing what looks like a solid roadmap for the game, which looks like a strict Early Access period unlike so many other Early Access games.

Gameplay is very very solid and addictive, and it is reminiscent of its inspiration: Armageddon Empires. I'm very pleased with my purchase.

My personal hopes is to get a Mutant Race and an Alien race into the game, so that it feels 100% a spiritual successor to Armageddon Empires!

10/10 Team, well done!. I actually liked this game! I played it in the past, and it was very easy.
Recommendations:
Level editor
Moar (I mean, more) levels
New vehicles
and more!
Other than the recommendations, this game is great! 9.25\/10!. 1710 year, the golden age of piracy. The price of the game is fully deserved, I'll go further.
As for a connoisseur of games of a different nature. In the game The Neighboring Islands, you not only lead a whole ship and piaratms. He was very surprised by the fact that the novels are really interesting.
The creators of the game gave us the opportunity to manage every minute of the story.. Bonne surprise que ce jeu. Toutes mes f\u00e9licitations au studio pour son travail.
Bonne immersion gr\u00e2ce aux recherches historiques et l'utilisation du noir et blanc.
Seul petit reproche, on se retrouve parfois \u00e0 essayer des mots clefs completement random pour faire avancer l'histoire..

Mais tr\u00e8s bonne impression finale.
Vivement le prochain jeu.. Works also in Windows 10 !

RTS Creator is pretty good tool to create Real Time Strategy games for Windows BUT I recommend that you first look those 2 tutorials in Youtube. Even the engine trailer gives info...

It also include one example project (Steam > Steamappss > common > RTS Creator > Projects > Example.lua) and with that example it is easy to learn and copy\/modify enemy Player AI commands and use them in your own project (since there is not much tutorials abou Player AI).

Create and publish stand alone exe's is easy.

I have made game with this engine, it is currently in Ealry Access:

https:\/\/store.steampowered.com\/app\/765370\/RTS_Commander_Smash_the_Rebels\/