Overview of the game

Smash Point is a classic shooter with unique shooting and teleportation mechanics. Players attack each other and earn points for hits. A variety of modes are available:

- All vs. all
- Team vs Team
- Cooperative mode (players vs bots)

Shooting mechanics

The player has a multifunctional weapon in each hand. These items allow players to interact with projectiles and teleport. Some projectiles can temporarily transform the weapon, drastically changing its abilities.





Projectiles appear in the dispensers. They can be disposable (disappear after usage) or reusable (fall to the ground and remain there).



In order to load a projectile into the cannon - players point it at the projectile itself. If the projectile is up to 7 meters away, a gravity beam will appear connecting the cannon and projectile, showing that you can take it.



As long as the gravity beam is active - the player can press the trigger button and the projectile will be attracted by the cannon and loaded automatically. To shoot, the player must press the trigger again. So only one button is used in the firing process.

This mechanic also allows players to intercept most projectiles that are in flight, so the player can defend against attacks from other players.

Flying projectiles follow the laws of physics and can collide with obstacles as well as with each other. This feature can also be used to defend against attacks by shooting down projectiles that are in the air, or simply repelling them with a projectile that is loaded in the cannon. Note that the cannon itself does not repel projectiles and cannot be used as a shield



As mentioned, some projectiles transform the cannon. But the game mechanism remains the same. Pressing the trigger to attract the transformed projectile, and another to fire it. The transformed cannon is not capable of attracting projectiles!





Teleportation Mechanics

When the cannon is not loaded or transformed, it can be used to teleport. This is done by pressing the center of the touchpad on Vive controllers or the "A", "X" buttons on Oculus-like controllers. Also on Valve Knuckles controllers, teleportation is available by pressing the touchpad in addition to the "A", "X" buttons.



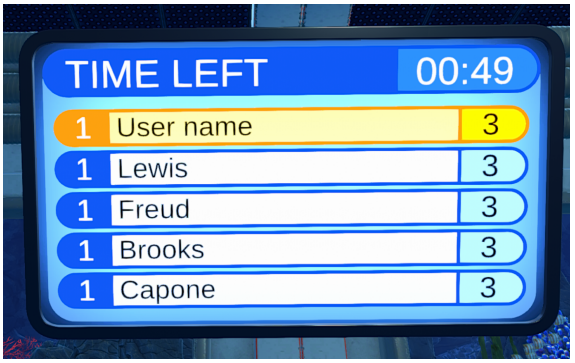
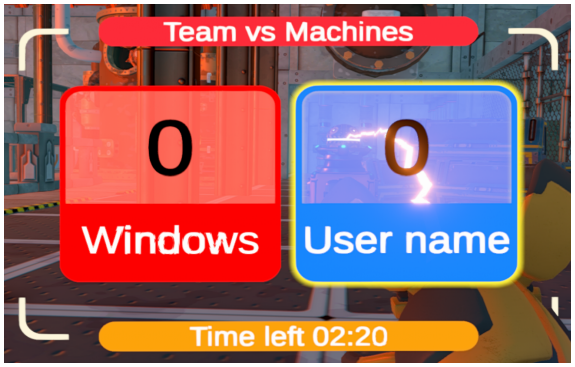


Player movement is not an instantaneous process. This avoids the chaotic movement of players and adds a tactical component to the gameplay.

Game Progress

During the game, players earn points for hitting their opponents. In "All Against All" mode each player earns personal points, and in team modes the points earned by each team member are summed up and players see only the total score of the team. To look at the current progress in the game users can:

Team vs. Team / Team vs. Machines	**All against all**
• on displays placed at the level	

	
• by pressing the menu button on Vive controllers and the “B”, “Y” buttons on Oculus-like controllers	
	
The team with the most points wins	The player with the most points wins

A player’s score in "All against all" mode is highlighted in yellow, and in team modes the player's team score is highlighted.



Respawn

Each hit to the player causes him to be stunned and then respawn. When this happens, the player sees his character from the side and cannot control it. The stunned character is followed by a service drone, which picks him up and transfers him to a new point on the level. The player then begins to see the world in first person again, and has control. This process takes only 7 seconds and the game continues.

The fast respawn mechanism keeps the game highly dynamic and prevents players from getting bored.

The logic of choosing a point to place the player after the respawn differs depending on the mode:

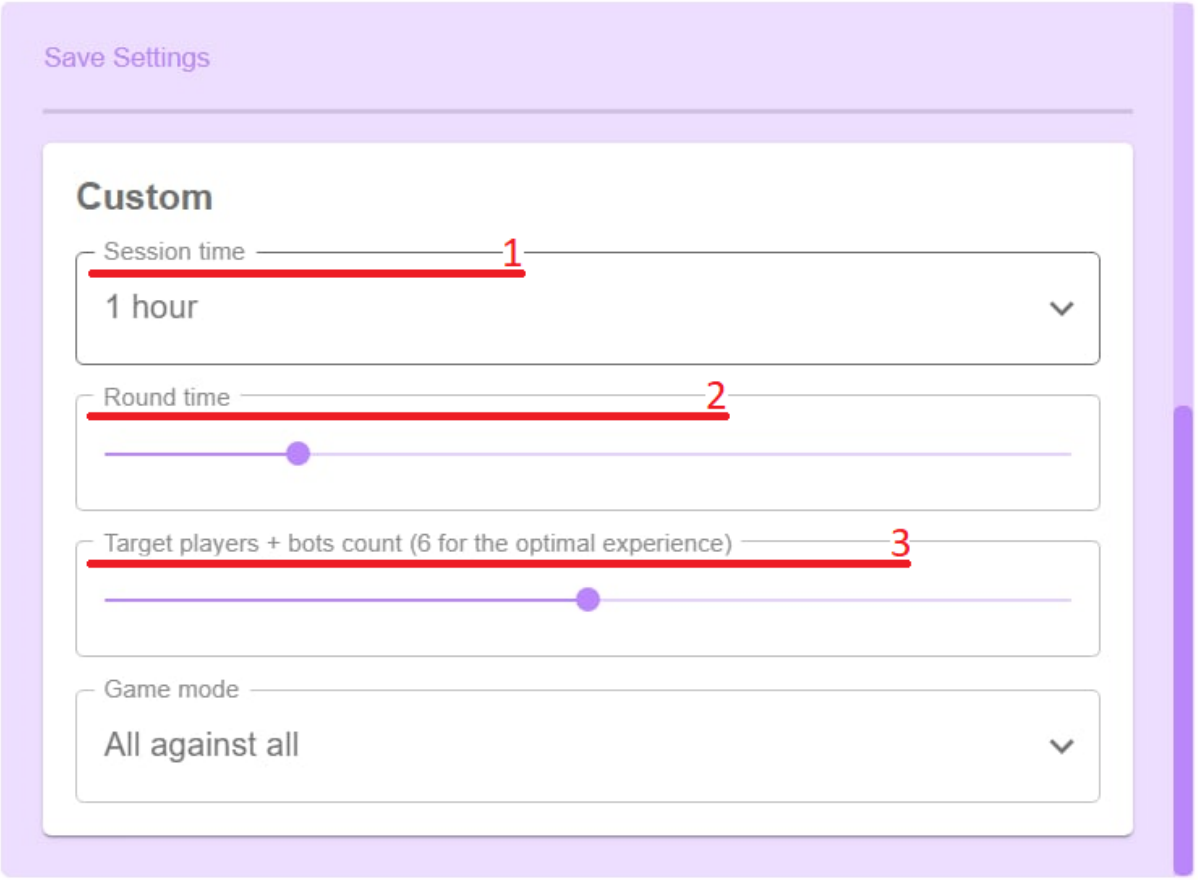
- All vs. All - selects a point as far away from the other players as possible to give the player maximum safety and time to look around
- Team mode - the point closest to the active player of the team with the highest score is chosen, which allows the team to get together faster.

Once respawned, the player is protected from being hit until the first teleportation or shot, but no longer than 10 seconds. This gives him time to orient himself in the

situation. Other players see the character covered by a blue-ish shimmering force field.

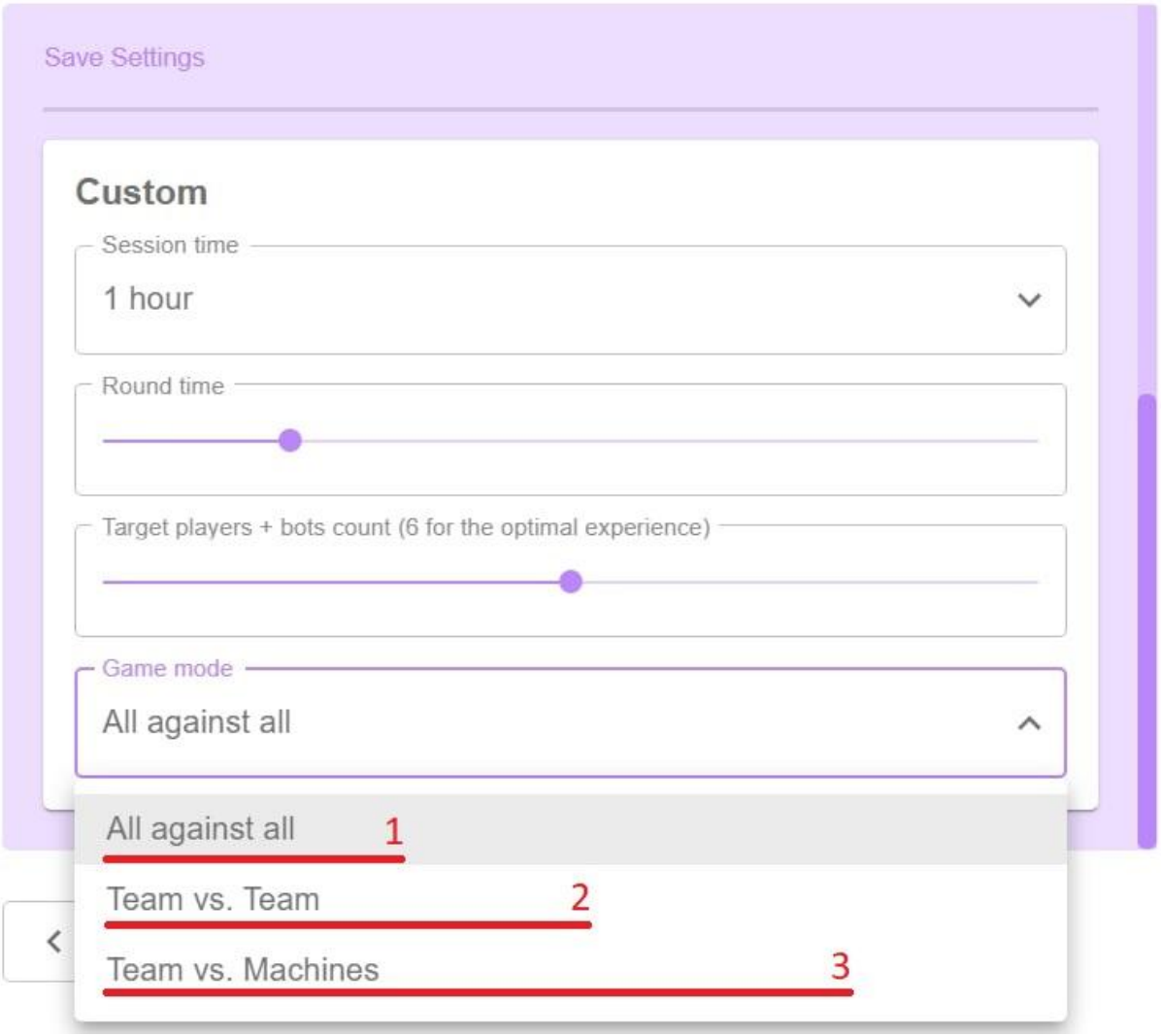
Adjusting the Settings when Launching

You can customize the game's settings when launching, but we've ensured these settings are optimal by default.



1. Game Time. The game automatically ends when the specified time expires. In this case the players are shown the corresponding message, their total score and the place in rankings.
2. Time of the round. The frequency of change of game levels. We recommend using 7 minutes (the default) as the optimal value.
3. The number of characters in the game. Total number of bots and players. Applicable in "All against all" mode. If there are fewer players than "Target players", bots will be added. Optimal game experience and game dynamics

are achieved with 6 characters (default). Note that bots in the game have adaptive complexity and adjust to the average skill level of players.



Game mode:

1. All against all. All against all. Everyone plays for himself, against everyone. The number of characters determines the parameter "Target player". If there are fewer players than the "Target player", bots will be added.

2. Team vs. Team. All players are divided into two teams. Without bots.

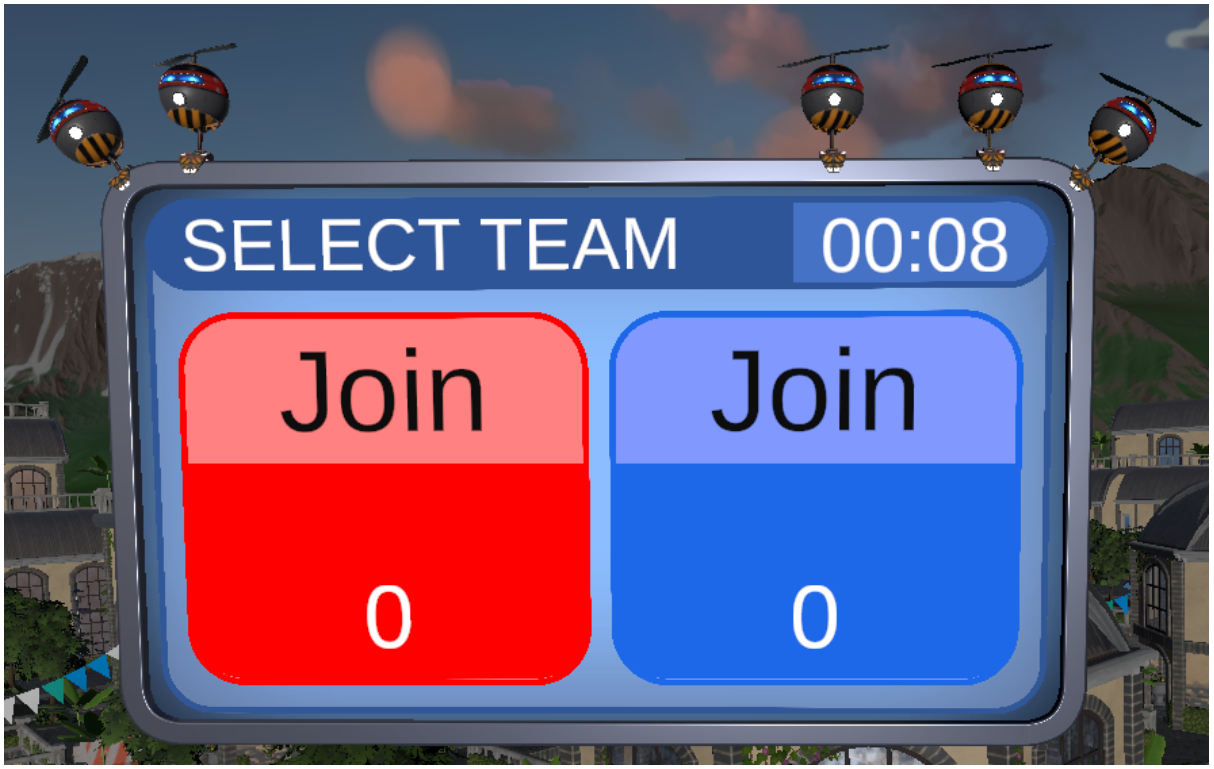
   At the first launch, players are randomly divided into two teams. Recommended for groups of 4 players or more. Allocation to teams takes place only by the players themselves within the game.

3. Team vs. Machines. Players vs bots.

In this mode, all players are placed in the same team, against a team of bots of the same size (but not less than 3 bots). The launch of this mode is limited if there are more than 8 players.

Select the mode and allocate teams in the mode "Team vs. Team" mode, players can also do this during the reward stage at the end of the level.





Projectiles

Heavy ball



Basic projectile. 5 kg of steel multiplied by a considerable speed of flight which guarantees to stun the enemy when hit. The friendly-alien detection system allows you to avoid damaging your teammates and the player who fired the projectile.

Hoppy



High-energy projectile, flying at great speed over long distances, repeatedly bouncing off obstacles. A real problem for an enemy trapped in a closed room or a narrow corridor. Does not damage teammates or the player who fired it, so can be used safely.

Bomb



When fired, the bomb's fuse ignites and burns for 2.5 seconds, it then explodes. It damages everyone within 4 meters, including the shooter, so throwing it under your feet is a bad idea! If you act quickly, you can intercept the bomb and throw it back. Be sure to try it, the thrower's reaction is priceless!

Blimp



The airship is initially packed in a standard-sized capsule. When fired, the capsule opens and the airship flies out. It can damage multiple enemies for an unlimited time after launch by dropping heavy objects on their heads. As it flies, it chooses the nearest enemy and flies towards it. You can shoot it down with almost any projectile. The rocket launcher is especially good against it, as it’s missiles are automatically

aimed at the target. It can also self-destruct due to its high flight speed, imperfect control scheme and low mobility. It is not worth launching in closed rooms. Note that you can adjust its flight altitude, because after the shot it follows the trajectory of the shot for some time. It can also stun an opponent just by crashing into him, so a point-blank shot is also an option. It does not damage teammates or the person who fired it.

Electromine



Initially folded as a standard size projectile. When shot, it flies like a normal heavy ball, but at the point of impact it unfolds and transforms into target-seeking mode. When approaching the enemy it activates and deals electrical damage to the area around it. Must be in target hunting mode for no longer than 30 seconds, after which it evaporates due to overheating. Does not damage teammates or the player who fired the projectile.

Aquarium with piranhas



A flock of specially bred piranhas, that have not been fed for 3 days, in a fragile glass tank. At the drop point, the tank shatters and 3 piranhas jump out, after which the survival of those around depends on their agility. The piranhas begin to chase any player who is careless enough to approach them. Once they catch up with the target, they will rush at it and start biting very painfully, leading to a respawn. They prefer to stick to the group, but can split up if there are a lot of tasty targets around. Be careful, piranhas are not trainable and will lunge at absolutely anyone, even the player who released them! A good tactic would be to throw them somewhere in a dark corner where they will stalk their prey. The main thing is to remember which corner to avoid!

Transformer Modules

Drastically change the appearance and function of the gun at the moment of charging.

Rocket Launcher



Allows you to launch 4 powerful cannon-enemy class missiles equipped with an active warhead with intelligent homing function. The launch process takes about 0.5 seconds. During this time, all the missiles are launched sequentially by the cannon, which makes it possible to slightly change the launch trajectory of each of them and, in theory, hit more than one target. The homing function also works on airships, allowing the rocket launcher to be used as a highly effective air defense tool. When detonated, the rocket does damage to the area around it, so it does not require very precise aiming. It does not damage teammates and the person who fired the projectile.

Sniper



The last word in humane sniper weapon technology. Loaded with a soporific dart fired at supersonic speed. Has a visual laser sight, works at any distance and is

limited only by your marksmanship. Give your opponent a little rest! Does not damage your teammates. Destroys airships by punching through them.

Boxing glove



This weapon is attached to the cannon by a powerful spring. When fired it is ejected forward at a distance of about 4-5 meters. Knockout of the target is guaranteed. It bounces back off the target and can be reused. The impact force is so high that the glove's attachment collapses if there is no target at the distance of impact, then it flies away and can damage the opponent, at quite a long distance. A great use of the glove can be to move the electric mine around the level without entering its impact radius, or to fight in narrow corridors and confined spaces with a large number of opponents.