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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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A great first bit to what will hopefully be a fun adventure. The storyline really got me interested and I am eager to see more. Very entertaining!. A great little game about manipulating guards and spotting gaps. Unlike a lot of stealth games it's not about learning routines as it about distracting the guards and pinching the art work while their backs are turned.

It's a challenge game with very little plot, which don't tend to engage me, but I find myself coming back to it now and again and always having a fun and exciting time.. So far, it's crashed on me three times, the tutorial is useless and so is the help menu, the fact that you can't zoom in usually leads to everything looking like tiny dots with the exception of trees, rocks, and structures. It has a lot of potential but so far none of that is met, like seriously the game is incredibly boring, ugly, and just.. overall pretty bad, I'd recommend a different god simulator game, unless you wanna stare at trees vanish and nothing else happen.. Fantastic short game, plays Like a single screen SCHMUP.. \udb40\udc21. A beautiful game: easy to grab a hold of and engage with imaginatively, challenging, and with a decent level of magic options to customize your favored playing style.. This game is extremely charming, well-designed, and above all, relaxing. I also appreciated learning about the wine-making process by playing it. The graphics, music, and design are all beautiful and in line with the game's concept.

There are some rough spots in this game, namely UX glitches and other tiny usability flaws (typesetting errors, tiny hit targets, mouse focus bugs, etc), but the overall concept is sound. One could argue that Terroir needs a few more months of beta testing, but it's definitely playable in its current state (Jan 2018) and I'm looking forward to seeing further improvements from the developers.. This game lets you take a plant from the past and plant it in a different spot, so that you can travel to the future and climb on it when its a full grown tree. 10/10.. Its like bomberman, but with bombs and men

Superb test of logic and thinking ahead. No instructions so it took ages to work out how to operate the game and what you had to do to complete a level, but worth the effort to figure it out by trial and error. Needs to use "P" instead of "R" to avoid hitting it accidentally during the game play.. the game title says it all.... So I noticed it said "button mash to continue" but that confused me cause it made me think you could open this in like the game and annoyed me for a while, so its good and bad, but if someone does figure out what that button mash thin means let me know.. Absolutely hated this game. Totally pointless, you can play the whole "game" by not clicking anything. You're just watching a music video. That in itself wouldn't be so bad if the character design, graphics, soundtrack weren't so unbelievably horrible. Looks like someone slapped this together in an evening. Don't let the trailer fool you. I picked this game up in a bundle, so it costed me only pennies, and still I'd want my money back.. This game brain♥♥♥♥♥♥♥♥me. Very good simulator for trying to learn the basics of driving. It is not suppose to be fun it is suppose to be a learning tool for complete beginners. This will give you an idea of what it is like to drive in real life.. This is one of those games that you wish for then it happens and it fulfills all your wishes.

I loved the archery game in the Lab but wanted more simple but harder with the ability to upgrade and move around.

This game gives me all that and a great work out.

Seriously if you like to shoot bows and arrows this is the game for you.. Completion State:

Completed 103/104 levels, 31 with all three medals awarded (75% Steam achievements. 31 hours)

Comments:

I've never really played a bridge builder type game but do generally love building games so when I saw that Curve Digital were helping yet another small British studio get a game out in the wild I couldn't help but pick it up. And I'm glad I did though I didn't expect to spend quite so much time with it.

I assume most of the tools are at this point pretty rote for fans of the genre but for me the whole idea was pretty novel and interesting. The game essentially asked me to use a limited set of supports, ramps and the like to get my little skier from one side of the map to another.

The levels start quite easy with fairly straightforward structures needing to be built to perhaps support a chair lift or to enable a motorcycle to leap across a mountain crevasse but they quickly progress to a point where if I was trying to complete all goals set by the game I had to start to think a little outside of the box.

There are three goals, represented by stars, for each level. The first is awarded for simply passing the win conditions for the level (usually get n number of winter sports enthusiasts across the line and occasionally collect n number of specific collectables), the second is awarded for picking up all of the gold star collectables in the level (usually only one or two) and the third is awarded for completing the level using less resources (in currency) than the target. In most instances getting the first two wasn't that hard once I had worked out the best method but the third can be really really tricky and I have to admit I largely gave up on meeting these requirements on the later levels as it was simply more fun to just create a cool contraption.

Luckily getting all three goals is not in any way mandatory to move to the next level. Areas are instead simply gated by a total number of earned stars target which is pretty generous and allowed me to unlock all areas pretty quickly. In my case I unlocked all the areas long before I had completed even the third or fourth mountain.

It's a fun concept but I felt it slightly outstayed it's welcome in the campaign mode. I do feel though that's more on me than the game. It feels a little silly to complain about too much content as it's all ultimately good it's just that the way the difficulty ramps up isn't really quite what I'd like. It only really increases the complexity in a more of the same way rather than building on more complexity layers.

Overall I'd say I enjoyed what I played and it's a solid foundation for such a small studio.

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