Blood Strike

Introduction:

The player acts a heroic spy who penetrates into enemy position to eliminate the enemy and collect important intelligence.

Details:

Blood Strike is a VR shooting game unfolded in the first person. The player acts a spy who needs to complete the intelligence collection task. After entering the game, the player will be put in a base of the enemy and need to find relevant documents according to the instructions. Each task point is heavily guarded. The guard will shoot at the player ceaselessly.

The player can see himself holding two guns. He can dodge and pitch constantly, evade the attack of the enemy by constantly dodging like actual combat and shoot in wily angle to kill the enemy and get the document. The game simulates the shooting of guns truly and applies complete ballistic model and real physical feedbacks such as different range and ballistic trajectory of different weapons and the impact point, jumping ability and penetrating power of different weapons with respect to different objects. The game allows the player to control the game with body movement freely. The cinematic picture effect and real fight scenes allows the player to experience freer manipulation, stronger sense of immersion and fiercer battle.

Instructions of keys:

After entering the game, by turning left, controller function introduction will be displayed.

扳机键	Trigger key
握把键	Grip key
APP 键	APP key
触控板	Trackpad
菜单键	Menu key

Blood Strike is a VIVE-based game. The operating controller adopts VIVE standard controller.

Trigger key: firing.

Trackpad: The up and down buttons on the trackpad are used to switch between primary/secondary weapons.

The left and right buttons on the trackpad are used to change weapons.

APP key: forwards direction resetting. After entering the game, the direction ahead can be calibrated by pressing the app key when facing the front.

Grip key: cartridge change. The player can use the grip key to change the cartridge independently.

Basic operations:
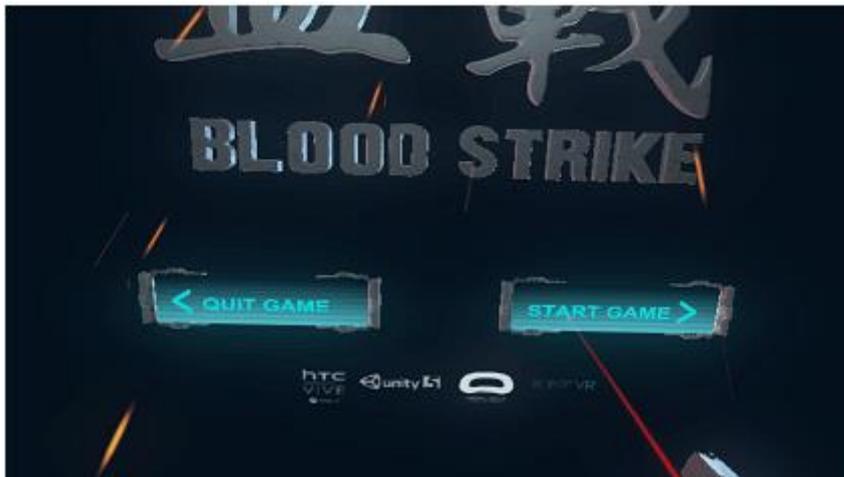
There are two operations in the starting scene.
[QUIT GAME] and [START GAME]
Click [QUIT GAME] to quit the game.
Click [START GAME] to start the game.

After entering the game, you'll be in the cabin. You can't walk at this time. You can pull the trigger to skip this process, or wait for a while and then you'll enter the next step automatically.

After entering the game, there are two weapons on the screen. The green sign indicates the positions of the target point. The distance between the target point and the player is displayed over the target point.

Arrive at the target point and come up to the computer, now the character will pick up the items automatically. The task in this stage is completed. Look around and you can see the next newly refreshed target point.

Arrive at all target points and complete all tasks of the game. End of the game.

Strategies and intelligence
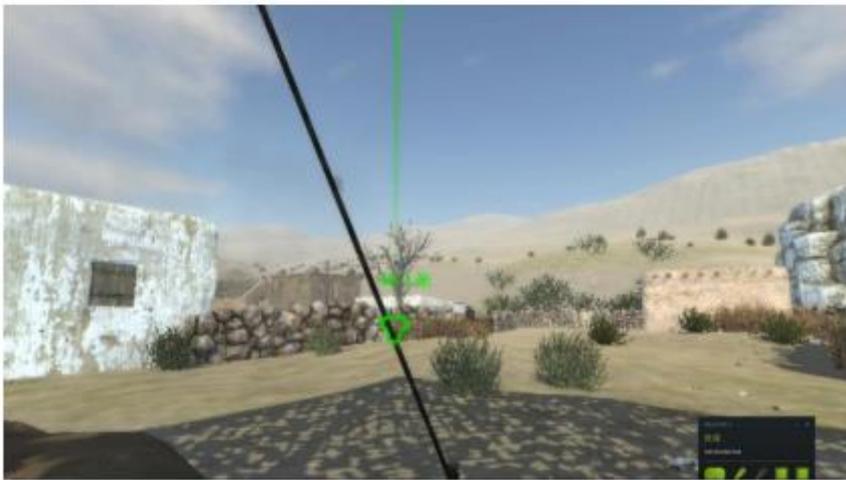
There are clear instructions during the game. The [instructions] provide two messages:
① [orientation] ②[distance]

The [quest items] are the key to pass the various levels of the game.

The game scene map is shown during task introduction at the beginning of the game. Press the **trigger key** to skip to the main scene.

When a game character is hit by the enemy, the picture shows red bleeding status. A game character will be killed if he is hit continuously.

Press the **grip key** on the controller to change the magazine.