

"How Do I Get Good At Smash?"

In order for you to become a top player, here are roughly the skills you will need to foster and logistics you need to think about:

The Pilot:

Goal setting: S.M.A.R.T. Goals

S(pecific):

Your goal **MUST** be specific. If it's vague, you're holding yourself back

M(easured):

You must have a way of measuring your goal so you know if you're improving

A(chievable):

If you can't actually do the goal, what's the point of setting it?

R(elevant):

It needs to be something that will actually help your progress and improvement

T(imed):

Set a time limit. Once you achieve your goal or the time elapses, re-evaluate and start the process again

Why set goals?:

Setting a goal will define the rate at which you improve and help you hold yourself accountable.

If your goal is vague, it'll be hard to track and you won't really know what is or isn't helping.

Getting Used to “The Process”:

The process is the casual term for the grind to improvement.

You might have days where you play worse than you have in weeks.

You might have days where you get 3 stocked and don't win a single game.

Ultimately, you need to trust that you're slowly improving and eventually you'll win more and more.

It will never happen overnight but if you put the time in and put that time in efficiently, it will happen.

Work Ethic:

Are you spending time in training mode to learn your mechanical skills?

Are you spending times in live games to implement the things you've spent learning in training?

Are you reviewing your own gameplay?

It is better to dedicate small amounts of time to learning regularly than large amounts infrequently.

Daily or weekly practice will quicken your growth a lot.

Outside Support:

Are you receiving regular feedback on your gameplay?:

Are you asking other players for advice?

Are you receptive to the advice you receive?

Are you posting gameplay for players to critique?

Learning Environment:

Do you have a training partner for the more complex things?

Do you have a regular place to find high-quality games?

Do you know who the best player of your character is?

Do you understand all the terminology behind competitive smash ultimate?

Are you a part of your character's discord?

Mechanical:

Movement:

- Can you make your character go where you want them to go?
- Can you space your moves to ensure you don't make yourself unnecessarily vulnerable such as to grabs?
- Can you short hop?
- Can you fast fall?
- Can you comfortably move around platforms including dropping through them?
- Can you turn your character around in place including with a grab and with an upwards or downwards tilt?
- Can you tech on the ground?
- Can you tech the stage?
- Can you B-reverse?
- Can you reverse-aerial-rush (RAR)?

- Can you dash, walk, run and stop on command?
- Can you fast fall air dodge?
- Can you air dodge to ledge?

Strategy:

Your Character:

Do you understand:

- The ranges of your moves?
- How to pressure a shield effectively?
- What moves are safe or unsafe?
- What moves cover universal tools such as roll or spot dodge?
- What moves cover which ledge options?
- What moves are most useful for edgeguarding?
- What moves to do out of a parry or a spot dodge?
- Your best combo starting moves?
- How your character wins neutral?
- How your character can press the advantage?
- How your character escapes disadvantage?
- What moves 2-frame?
- What moves set up for tech situations at low, mid and high percent?
- How to cover what tech options?
- Best combo follow ups at low, mid and high percent?
- Your character's kill confirms and kill moves?
- Your character's agreed upon best playstyle?

- What are your character's strengths?
- What are their weaknesses?
- Your character's general flowchart/gameplan?

Their Character:

Exact same as the section above but for your opponent's character.

There are 80 characters in the game and the more of those questions you can answer for your opponent the better off you'll be.

Neutral:

Do you know:

- How to bait and punish?
- How to zone?
- How to wall people out with hitboxes?
- How to approach zoners?
- How to deal with delayed aerals?
- How to anti-air?
- What stage control is and why it's important in neutral?
- How to DI their moves to stay alive longer and avoid tech situations?

Advantage:

Do you know:

- How to juggle?
- How to catch landings?
- How to punish people attacking out of hitstun?
- How to punish air dodge out of hitstun?

- How to punish jumps out of hitstun?
- How to keep people in advantage when your combos are no longer true?
- When to go for commitments and when to stay non-committal?
- When to go off stage and edgeguard?
- When to stay on stage and ledgetrap?
- What moves cover different areas off stage?
- What moves cover different ledge options while ledgetrapping?
- What moves 2-frame?
- What to do to punish what tech options?

Disadvantage:

Do you know:

- How fast your character's air dodge is?
- How fast their quickest attack out of hitstun is?
- How good their aerial drift is?
- Whether they have any unique methods of escaping disadvantage?
- When they should go to the ledge?
- When they should try to land off stage instead?

