Street Fighter is one of the most popular fighting game in current video game market. I love Street Fighter very much, not only because of it is entertaining, but also because mastering special skill and move of character in Street Fighter.

Street Fighter has 16 basic characters and special characters (depend on versions or stories). Each character has his or her own skills and special movement to win a fight. If the player only traits this game as an entertainment, Street Fighter is not a hard game to play. The player can have fun by going through story mode. However, to improve your skills or master each characters, the player should learn their personalities and skills. Remembering button combination and sequences is the most efficient way to getting familiar with each character, and, of course, spending time on training.

There are several common movement for every character in Street Fight. In my point of view, getting familiar common movement is the start point for training. Because these movements are easy to trigger and the player can practice how to press buttons in the same and how to press buttons following a certain sequent. For example, V-Skill, which means using a character’s special movements and abilities, triggered by pressing Medium Punch and Medium Kick at the same time. V-Trigger, by pressing Hard Punch and Hard Kick. And, Throw your opponent by pressing Light Punch and Light Kick at the same time when you close to your opponent. When the player getting familiar with pressing buttons simultaneously and sequentially, it is time to move forward to character’s special movement training. Ryu is a good choice for start. Because he is strong, powerful and fast. The most famous special moves for Ryu is Hadoken by quarter rotate left stick from the bottom and then press Punch quickly. Ryu will throw out a fire ball. The player cannot press this button sequent too slow or too fast. So practicing timing in button sequent is really important. Then, Shoryuken, with buttons of Left stick forward and backward and then Punch. Ryu can punch the opponent forward to sky and gives him or her powerful damage. And, Tatsumaki Senpukyaku, with buttons of quarter rotate Left stick in the counter direction from the bottom and then press Kick. Ryu will give his opponent a spiraling tornado kick, which is a very strong attack. With familiar of Ryu, the player can either keep mastering Ryu or change to another preferred character.

I also trained Chun-Li as the next character. Chun-Li is one of female rolls in the game. She is not as strong as a male character but she is fast, agility and smart. Her advances will totally recover his weakness if the player known how to reasonably use Chun-Li’s unique attacks and special moves with better training.