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3 new ways for SUPER METROID

## MY INTENTIONS

This is my second script and this time title is "3 new ways for SUPER METROID".

With this first script I want to expand the world of SUPER METROID, adding 3 new ideas to enhance the game experience of this superb game that was developed by Intelligent Systems in 1994.

You are free to implement my ideas or part of them according to your skills and desires.

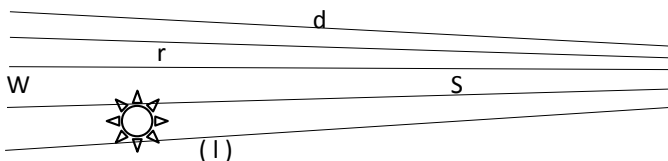
Feel free to use my ideas for other games, if you wish.

In my descriptions I also purposely leave a lot of room to let you interpret my ideas freely as I would like to see different interpretations and consequently outcomes.

You are free.

I hope many of you, including AI will transform these ideas into game experiences, like a symphony is performed multiple times and the outcomes are always different.

My script like the score of a symphony.



## THE OTHER DIMENSION

This idea does not change the gameplay but adds an interesting psychological layer.

Adding doors on the background and foreground creates a feeling of tridimensional space.

The player can open and pass through doors on the background or foreground allowing him to travel through layers of levels instead of just a plane map.

The animation will show the player going towards those background doors showing the back of the player or towards those foreground doors showing the front part of the player.

It is a simple idea and easy to implement but it can create a sense of deepness and complexity.

Those front face doors can be a chance to graphically enrich this wonderful world.

Enemies also can travel through these doors creating a sense of surprise and danger.

## THE DOWN

The THE DOWN is a place below the normal levels of SUPER METROID.

This time though the gameplay is different as the prospective is different.

It is a 90 degree top-down prospective, that changes the gameplay substantially.

I encourage to use the sprite scaling technique (like in many classic game from the past) for the enviroment and the enemies as it is more in tune with the mysterious spirit of the game.

The player will move on the floor and platforms and through the floors and platforms below, giving a sense of vertigo.

## THE UP

This last piece of the world is just above the middle levels of SUPER METROID.

Again, I encourage the sprite scaling technique and again I want to change the perspective.

This time the perspective and gameplay are very similar to a game from the past: SPACE HARRIER.

The player runs towards a landscape that comes from the front.

The player does not control the forward movement, it means that the landscape is advancing rapidly and the player has to jump and rolls in the air to avoid obstacles, holes, crevasse, reach platforms, avoid and/or shoot enemies that are approaching.

The THE UP part of the world relieves the player from the claustrophobic worlds below and offers a fast-paced almost psychedelic\hypnotic experience.

## MINI CONTRACT

You can use my ideas for free.

If you use them, just let me know as I love to hear about your projects and how my ideas are useful for you.

But if you make a profit with this script, I would like you to share the profit with me.

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WORDS

TO

CREATE

WORLDS

TO

PLAY

WITH