Game: Super Metroid

Mechanics:

* High jump (double jump)
* Sprinting
* Health mechanic
* Power shot
* Power bomb
* Freeze mechanic
* Crouching charge mechanic (morph ball)
* Grapple mechanic

Objective:

The objective of Super Metroid rescues the Metroid lava that is taken at the beginning of the game. The player will need to control the player character (samus) to complete levels to make it to the boss of the world in order to progress to the next world. This is done for each of the four worlds that you explore in Metroid each having varying level designs and a spike in difficulty.

Art style:

The art style of super Metroid is sprites; it is used throughout the game and is 2d.

Game: Random Heroes 3

Mechanics:

* Shooting
* Jumping
* Heath mechanic
* Timer
* Score
* Currency mechanic
* Moving platform

Objective:

The objective of random heroes 3 is to complete the level within the time limit; this is done by making you way from the beginning to the end of the level while killing the zombies that are spawned. You can earn up to three stars per level, one for completing the level within the time limit, one for killing all the enemies in the level and one for finding the hidden skull within the level. You will earn coins by completing levels and killing enemies, these coins can then be used to buy new weapons which will do more damage; have a faster rate of fire or have more stability.

Art style:

Random heroes 3 use pixel art for the entire game.

Game: Super Contra

Mechanics:

* Crouching
* Shooting
* Jumping
* Power-ups
* Life system
* score

Objective:

The objective of super contra is to make it through the level by killing enemies that spawn in that shoot at you; you avoid their bullets and progress through the level until you make it to the boss at the end of the level that will then bring you to the next level.

Art style:

Super contra uses sprites for the everything in the game as the art style.

Game: Duke Nukem: Manhattan project

Mechanics:

* jumping
* ladder mechanic
* shooting mechanic
* crouching
* health
* pick-ups
* hazards
* weapon changing

Objective:

The objective of Duke Nukem: Manhattan project is to make it to the boss of the game to save the girl who has a nuke strapped onto her. You make your way through the levels finding key cards to get through the level while killing enemies and avoiding hazards.

Art style:

The art style of game is a realistic low poly art style. With 2d assets for the HUD.

Game: Metal Slug 3

Mechanics:

* shooting
* jumping
* power-ups
* pick-ups
* life system
* weapon upgrades

Objective:

The objective of metal slug 3 is to shoot and constant stream of enemies to reach the end of each level. At the end of the level there will be a boss that the level, the player will have to beat the boss in order to clear the level and complete the mission.

Art style:

Metal slug 3 uses a sprite art-style for everything in the game.

Game: Castlevania

Mechanics:

* jump
* climbing
* crouching
* life system
* pick-ups

Objective:

The objective of the game is to make it through the castle, killing enemies along the way until the player has made it to the boss at the end of each stage, there is a total of 18 stages with the last staging having Dracula himself as the boss, which the player will have to defeat in order to complete the game

Art style:

The art style of this game is 8-bit sprites as uit was developed for the NES.

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