Metal Slug

Metal Slug is a platformer/shooter that has large mobs of enemies and equips the players with overpowered weapons to bring them down. The game is set up as a 2D side scrolling shooter limiting you to only forward movement. The end of each area/level has a boss to defeat before you can advance. It is a very fast paced linear experience that is non-stop action from the beginning. You are given a basic pistol to start off with infinite ammo and as you save citizens they drop weapons. You can only carry one weapon other than your pistol and you change weapons by walking over new ones.

In our game, we want to keep the fast paced action and large enemy mobs. We intend to start you off with a basic gun, like a pistol, that has infinite ammo and then you gain new guns as your progress. The one alteration to the weapon system is that instead of limiting you to one weapon, you can have up to 4 weapons that aren’t your pistol. The ammo will be limited and if you run out you default back to your pistol. If your weapon inventory is full and you come across a new weapon that you want to pick up, you will need to drop the weapon you are holding to pick up the new one. Running over the same weapon or finding an ammo pick up will add ammo to your inventory but there is a cap of ammo you can carry per weapon.

Metroid

The Metroid series is an action/adventure game in the form of a 2D platformer. Progression is limited to which weapon or abilities you have. Some areas are only accessible once you gained abilities like the morph ball or have found rockets. Traversal is not linear, allowing you to back track to areas previously inaccessible

What we are taking away from this series is the platforming and level traversal. Instead of having a linear game, we intend on having multiple paths some of which are inaccessible when you first reach them. We also plan on having more vertical levels over a set linear path.