

Aristotle Ducay

Level Design

3/4/2019

Metroid Prime(GameCube)

Metroid Prime has many ways of introducing the player to new mechanics and enemies slowly and efficiently throughout the playthrough. Because of this it makes the game more responsive to the players actions and rewards the player with a satisfying music tone when finding something new.

The game excels at providing unique gameplay that sets it apart from the game's handheld counterpart. The game also uses a diegetic user interface that moves slightly whenever the camera is aimed up, down or diagonal. Metroid Prime also scatters the player abilities at the beginning of the game to provide the player with obstacles and puzzles , the more abilities you have the more options you have and the more secrets you can find.



(Only visible with X Ray visor)

The game also adds a mini side objective that is associated with the scanner capabilities of the standard visor. Upon collecting the different chozo pieces scattered throughout the game the player will be rewarded with a hidden scene where Samus's suit disappears and leaves her in her zero suit form.

The game overall exceeds at introducing new concepts and areas to the player provided by the environment and the optional quest and upgrades scattered throughout the game.