= Street Fighter X Mega Man =

 Street Fighter X Mega Man , also known as Street Fighter X Rockman (?????????? X ????? , Sutor?to Fait? Kurosu Rokkuman) in Japan , is a crossover platform game created by Singaporean fan developer Seow Zong Hui . Initially developed as a fan game , Street Fighter X Mega Man later received support from Capcom , who assisted in the production of the game . Street Fighter X Mega Man was released as a free download from Capcom Unity on December 17 , 2012 . It celebrates the 25th anniversary of both Capcom 's Mega Man and Street Fighter franchises . Gameplay mimicks the design of classic Mega Man games with Street Fighter characters substituting as important enemies encountered in the game . The game received mixed to positive reviews by critics , with some common complaints relating to lack of a save feature and other bugs . In response to the complaints , an update was released on January 28 , 2013 titled Street Fighter X Mega Man V2 , which added a password save feature and other fixes .

 = = Premise and gameplay = =

 Street Fighter X Mega Man mimics the appearance and gameplay style of Mega Man games released on the Nintendo Entertainment System . The game 's premise and plot center around its status as a crossover video game and the respective anniversaries of both franchises . Having fought countless Robot Masters over the years , Mega Man is ready to lie back , relax and enjoy his 25th anniversary . Getting wind of this , Ryu and his fellow Street Fighters want one last battle before they let their own anniversary finish . In terms of gameplay , Mega Man uses the same set of moves (the slide and the charge shot) featured in Mega Man 4 . Instead of using stages based on Mega Man and using Robot Masters as level bosses , the stages share influences from the Street Fighter franchise stages and characters such as Blanka , Chun @-@ Li , and Ryu take the place of the Robot Masters as the end of level bosses . The Street Fighter characters use their signature moves as attacks ; in addition , they have their own Super Meters that build up when they take damage during the boss fights and allow them to launch a powerful attack at Mega Man once filled . Like other Mega Man games , defeating each boss earns Mega Man a new weapon based on the characters ' attacks , such as Ryu 's Hadouken and Chun @-@ Li 's Hyakuretsu Kyaku . After clearing the eight main levels , the player then moves on to face the final set of bosses . Clearing certain conditions unveils two secret hidden bosses at the end of the game .

 = = Development = =

 The game began as the private development of Seow Zong Hui who presented an early build to Christian Svensson , Capcom 's Senior VP of consumer software , at EVO 2012 . Svensson showed the build to several staff members in the Capcom office (including senior community manager Brett Elston) , and Capcom later decided to assist in the development of the game . While Zong Hui continued to develop the game based on his original design , Capcom took over tasks such as funding , marketing , and quality assurance . Capcom decided to distribute the game on PC instead of gaming consoles because Zong Hui did not have a license for console development . Svensson has noted that Capcom will consider console releases in the future , but chose to initially distribute the game on PC to keep the game free for fans and meet its December 17 target release date .
 Zong Hui noted several concepts that were scrapped during development . Yang was originally planned as a boss character but was ultimately replaced by Chun @-@ Li . His special weapon is still included in the game via cheat codes . Zong Hui also wanted to include alternate costumes for boss characters and a second playable character from the Street Fighter franchise .
 Following release , there were several complaints about the game crashing , having a vague user interface , and lacking any save system . In response to these complaints , Svensson noted that a patch was being discussed with the development team to address these issues in a future update . The update boasts an improved user interface , better controller compatibility , bug fixes , a password save system reminiscent of the original Mega Man games on the Nintendo Entertainment

System , and an additional boss character . The updated version was released on January 1 , 2013 under the name , Street Fighter X Mega Man V2 .

Music

Chiptune artist Luke Esquivel (" A _ Rival ") composed the music for the game . Esquivel became involved when he approached Zong Hui via YouTube and requested to being full @-@ time musician for the game in 2009 / 2010 after comparing his music with Zong Hui 's previous musician . When composing the music for Street Fighter X Mega Man , Esquivel combined Mega Man themes with Street Fighter themes on certain songs . In other songs , he would use elements from various Mega Man songs in order not to break the cohesion of the original soundtrack . Esquivel based most of the sounds on the first two Mega Man games , but had also used sounds from Mega Man 3 , 4 , and 5 . Esquivel also added original compositions within several songs including two completely original compositions : " Willy Map Theme " and the beginning of the " Ending " theme . The soundtrack blends popular themes from both franchises together (such as mixing Snake Man 's theme from Mega Man 3 with Dhalsim 's theme from Street Fighter II) . The official soundtrack titled Street Fighter X Mega Man OST was released for free on Esquivel 's website on December 18 , 2012 . An EP with a total of four tracks titled Street Fighter X Mega Man X @-@ tended Vol . 1 was released on February 8 , 2013 .

Reception

Two days after release , Capcom Senior VP Christian Svensson commented on the official Capcom website , Capcom @-@ Unity , that the game has exceeded his personal expectations in terms of downloads , but no exact numbers have been released . Capcom 's Senior Community Manager , Brett Elston , noted that the amount of downloads during release was enough to cause significant strain on their servers . By March 3 , 2013 , the game had been downloaded one million times .

Street Fighter X Mega Man has been met with mostly mixed to positive reviews . Cheat Code Central gave the game a 4 @.@ 1 out of 5 , praising the nostalgic feel the game has , but criticized the lack of a save feature . Game Informer gave the game an 8 out of 10 , summarizing that " Street Fighter X Mega Man pales in comparison to the rest of the classic entries , but it ? s still a wonderful test of the waters for newcomers and a charming experiment for lifelong fans . " Inside Gaming Daily gave the game an 8 out of 10 , stating , " Though it ? s short and strays away a bit from traditional Mega Man games , Street Fighter X Mega Man is a great play that you honestly have little reason not to experience . " IGN gave the game a 7 out of 10 , noting that " The end result is a fine game that Mega Man fans will enjoy once or twice , but one without that special something that would allow it to rise to the greatness Mega Man so regularly reached in its heyday . " Destructoid echoed similar opinions stating , " Street Fighter X Mega Man is not the best or most polished Mega Man game around , but it 's a solid effort by a very dedicated fan . " Game Industry News gave it a 3 @.@ 5 out of 5 with mixed review stating , " It combines two of Capcom 's greatest games in history into one nostalgic mash up that is sure to take fans on a trip down memory lane while still feeling fresh . Unfortunately though , the lack of challenge or the ability to continue progress after shutting down the game only hinders Street Fighter X Mega Man from being the perfect jewel it could have been . " Edge however gave the game a 5 out of 10 , noting " inconsistent level design and limited functionality " as the game 's biggest flaws .