

The background of the slide is a faded, pixelated image of the Metroid game cover. It features the character Samus Aran in her iconic blue and white Power Suit, holding her arm cannon. The title 'METROID' is at the top in large, blue, pixelated letters with a black outline. The entire image is framed by a decorative border of purple and blue pixelated patterns.

# **METROID**

## **STAGE 2**

### **Project implementation**

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# INTRODUCTION

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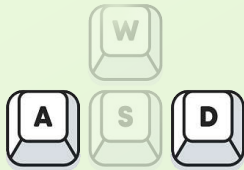
In this document you will find the necessary information to play this game. This includes the controls and the instructions to complete the videogame with success.

Keep in mind this is just a prototype, and the final project couldn't be done because external factors. So, maybe it has some bugs, but we will try to fix them in later updates.

This game is fully inspired by the original Metroid videogame that Nintendo owns from 1986. Enjoy it!



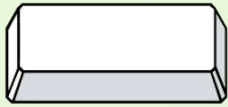
# MAIN CONTROLS



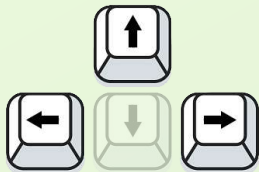
**The movement**, like most games, is with ‘**WASD**’ keys. It seems so easy because it is; just press **A** to move left and **D** to move right!



**The ball mode**: In certain parts of the videogame (In fact, just at the beginning), you couldn’t move along unless yo press **S**... (Or maybe ‘**W**’ if you dont like to be rolling)



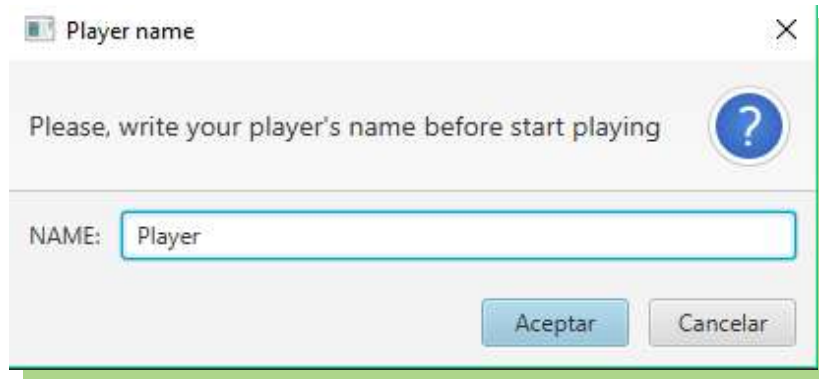
Also, you have the amazing **JUMPING** skill by pressing the **spacebar**



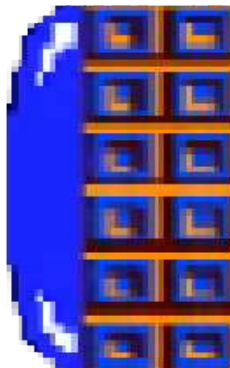
If you see an enemy, you might **shot** him, so press **arrow keys** in order to KILL THEM ALL

# HOW TO PLAY

First of all, if you start the game, you will see a little window where you can input your **Player Name**. This name will appear in the end scene and game over scene. It means nothing but it's cool to see your name in a triple A game



The rest is simple, knowing the game's controls, just **kill the enemies**, pass through the **stage doors**, avoid the dangers and **turn into a ball** if the situation requires it. And, be careful, at the end of the game you should kill the **BOSS**

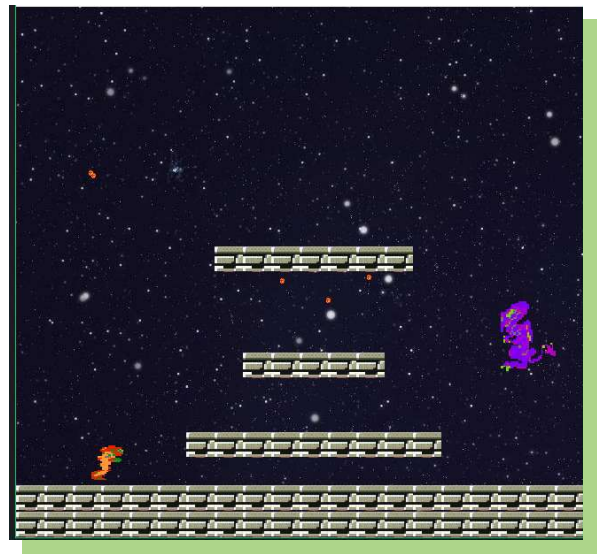




# FINAL CONCLUSIONS

Due to the recent global events, this project has changes a little bit. We wanted to do something more “loyal” to the original one, but we had to adjust some mechanics and do the things a way “easier” in order to get a functional prototype of the project.

It was difficult to work over JavaFx (at least for me) because our main knowledges and hours are in MonoGame at the moment we created this. And for me, the most difficult thing was to “clean and addapt” all the previous Donkey Kong code that we made the past months, and also, make all the tileset collisions. Fortunately, thanks to you and the Nacho Cabanes Udemmy videos we have faced the situation properly.



So, get comfortable, play it, and thanks for reading me