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By Lee Bekier

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U64

Zenith Report.

By Lee Bekier

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My first impressions of this 3D game is the superb 3D graphics which have been used to show off the talents of the U64, in every dimensional way. These are only but a few mentions and ideas to support Zenith, in the way I state in writing I hope to re-enlarge the fact, that this could be one spectacular 3D game (if its allowed to continue).

PLAYABILITY

The playability of the game seems to be lacking somewhat in intelligence, reason being that when you want to swing up from a ledge you have to let you're finger off the down button on the joypad. To manoeuvre up the block you then have to push the joypad up, as you reach the top of the block you climb up it with great ease. Side stepping works OK with the front two flippers on the pad but the camera angles **are** a bit hap-hazard, they seem to pan in on you when you are behind a block. When it does this, it has the tendency not show the character. Apart from that the joypad controls in my mind are fine, not much change needed.

It would be great to have some warp pads in the game which would take you to a higher stage of the level, or if it was found in a secret area it could transport you to the next stage.

GRAPHICS

The style of graphics that have been used look really good, in the way that time has been spent in producing high quality, textured blocks. The blocks in the game look really good, apart from the fact that they look a bit too tiley on the surface. What **could** be done to improve this would be to actually continue the graphics of the block all the way round it, as in some instances the block could be all wooden but on the top we have a light coloured block which does look a bit weird. I have noticed that they do although, have the wood type panelling underneath the blocks which looks rather good. Could this effect be implemented onto the top surface ?

Textures on the blocks look OK, you get the general idea of the blocks texture, whether it has a crater or a clean face to it. Some of the moving and moveable blocks could have been drawn with more texture, at the moment they only have a colour and face to them this might be another idea for the Zenith crew to work on. Colours on the blocks need also to be improved, they need to contrast with other blocks on the same level to get the feel of realism, this I feel is not apparent on this level we have at this moment.

All water and lava tiles should be changed to have the effect of realism within the game, at the moment these tiles look strange. They look alright at first sight but then as you look closer you can see the lines in between each tile.

2.

CHARACTER

We do not have the means of choosing different characters at the moment, but we do have 2 working polygon figures who look rather good but with no actual body to them. When I was playing the game the figure looked OK until I zoomed in, the figure seems to have no actual joints to its body. Each arm and leg seem to move about as if it wasn't attached to the main frame. You can actually see right through the figure in some instances. Could we have spiked boots on the guy's feet, and have a flowing, wavy pony tail on the girl ? This I feel could much improve the look of the character and game look. At the start of the demo we get a quick glance at what the figures are going to look like, which impressed me as they all look different. There are games which have characters and there are games that have a special look to the characters, this I feel has been done very successfully in the game. From the demo you can see all different kinds of people ranging from, the GOOD, the BAD, and the UGLY, which is really good because it brings the player more into the game playability. If you select a woman the speed of her body movements would be much more than the strength of her arms, which in fact would not allow her to hang onto ledges for a long amount of time. Now if you choose a monster with a high amount of strength, it would mean that his moments would be alot slower than the woman's. (Although work should be taken into consideration about the feeble man we have). The character named Tulwar needs to have a more macho type figure.

Characters who you have chosen from the main screen should not be shown on the screen while you are playing, as it could put the player off and lose their concentration. A key especially made for a character change could be implemented on the joystick.

I think the way they have set up the control panel in the way they have is perfect, I have no complaints on this behalf

ENEMIES

Enemies on the level seem to work and act as if they really mean trouble, they all seem to have a homing device planted in their brain, could this be changed so that some have this and some have a set path on the surface. Apart from that the enemies look exceptionally good, they really stand out and have real body to them in every way and directional move they make.

The Statue Bats who don't actually fly....should, they should fly up into the air and swoop down onto our local hero as if they really mean business.

When the bats are in statue mode their eyes should light up, then they could make their move and fly off into the air. When in the air they could fly in a circular notion, and swoop when you're close enough for them to target you on.

The spiders look rather good in the way that they have been drawn out, I feel as if there should be different coloured ones which harm you more than others.

The water enemy that looks like a Sea Mine looks OK as it floats in the water, I think that the mine should at least blow up to signify that it is a bomb and not just float about, homing in on the nearest thing which would have happened to have been me.

3.

BONUS ICONS

Time bonuses that you can see but cannot quite get to them have been thought out very carefully, as some of them need patience and timing to get to them. The icon for the extra time has a nice touch to it also, I especially like the colour of it, also the little digits reading 0:00 could be changed to read 2:20, to show how much extra time you are receiving.

The timer at the top left of the main screen looks extremely futuristic which I feel makes the game look more impressive, especially as it is set in the future.

The energy bar in the bottom left of screen needs to be changed to view, Healthy = Green
Weak = Amber
and Dying = Red.

Suggestion: Could a 2 player game be implemented into the game ?

Areas that have secret hidden rooms should in fact have some sort of signified emblem on them, to tell you that there is something behind these doors, the thing is you have to find a way into the room which should get trickier as you advance through the levels. Also by picking the right sort of person at the start of the game would determine if you can cross a gap in the floor or push an extremely heavy block.

Question : Are we going to have weapons or not ?

Question : Do the money tokens allow you to buy better players or buy weapons ?

Question : Could the money allow you to buy Grappling Hooks or miniature parachutes ?

These are only but a handful of ideas that could be submitted to the Zenith team if the game is to continue. On my account I think this game should continue in the work that it has showed to me, it should be completed and sent out to the shops in my mind but will Nintendo open their eyes to this excellent 3D platform game ?