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Subject: Re: METRIOD PRIME!

Posted by [Altzan](#) on Sun, 21 Dec 2008 02:24:56 GMT

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LOL I did make it 100 before reading this and thinking 'this is ridiculously slow'. It's also too big, lol.

I made a quicky door (same one I mentioned above, still slow, I'll fix) that I will improve soon. I'm not sure I could make a metroid style level but I did the door because the idea was cool

Like I said I will improve it.

Shooting it would be cool but I stuck with a regular door.

<http://www.xfire.com/video/54a11/>

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