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**Final Project**

In my final project I will attempt to rewrite some of the sections a very popular fighting video game instruction booklet that was available on Playstation (the first PlayStation). The game is called Street Fighter Alpha 3; this game was made by Capcom and first introduced in 1999. The Street Fighter instruction booklet was fairly straight and simple. To get a new comer started, the manual it has your basic explanation of the introduction, game modes and characters move list. There are other sections to this booklet but I find these three to be the core component how to get started right from the get go.

The first revision I did was to give more detailed explanation introduction what the game is about. Instead of your usual introduction like “in this game you are this so you’re mission is that”, I gave more detailed of what Street Fighter is about, who you are and why your character is in the game, how fighting works, and what strategies comes into play.

Second I explain what the game modes are because surprisingly the manual does not mention what each game modes are except three out of six modes! So I wrote a quick description so the player would know what each mode does.

The third part is the character controls; this is the heart of my revision. The game directional buttons for ground movement of each character are Forward, Down Forward, Down, Down Back, and Back. I will use the character Ryu for example. Ryu has several move lists in his arsenal. One of his special moves is a Fireball which is executed when you press the directional buttons Down, Down Forward and Forward. The changes I would make are instead listing the Fireball move as Down, Down Forward and Forward, I would change that to Down and Forward and then any punch button. I made these changes because if you look at the manual it has all these arrows which you have to press in order to execute an attack and it looks daunting to a new player.

In conclusion I think the change of the introduction and the move list with would offer great additional information to new comers. All the basics are covered which are the Introduction, Game Modes, and Character Control list. The players are able to interact with the video game by reading the booklet and usability by learning the new move list by putting it to use I provided.