

Street Fighter and Mega Man

Unlike both feature length live action realisations of the Street Fighter series, this short sticks to the heart of the games: fighting, with moves choreographed to emulate the style of the in-game characters.

Street Fighter: Legacy is a 3 minute short film directed by Owen Trevor, whose work can usually be seen on episodes of Top Gear. Much care and attention has been given to this film, with great cinematography and well performed fighting. The only down side to this whole production is its length, with a run time that's shorter than a single episode of the now classic Street Fighter: The Later Years.

For those of you looking for something with more substance to it then I highly recommend checking out the 90 minute MegaMan: The Movie. It might not have the production value of Legacy, but it makes up for it in plot, something that the aforementioned short barely hints at.

Although the acting may not be stellar and the occasional special effect missing the mark, for an action movie shot on location in New York City for what one must imagine was a very limited budget it wears its heart on its sleeve as you can tell the love that was poured into this project. The care and attention in the costume design does not shy away from its 8 Bit origins and if you were able to cope with the visual flair of a television show like Power Rangers then this is of similar quality.

For the record I am not well versed in MegaMan, so those that have grown up with the character may have differing opinions, but I felt the script was well written and that the characters were realised affectionately.

Keeping to the topic of Capcom fans I just wanted to share a bit of late but no less awesome news that you rarely hear from

mainstream news outlets. Tragedy recently befell the family of well known Street Fighter tournament player, Chris Hu. His family, along with 50 others, sadly lost their New York home to a [fire](#) where they lost all their possessions and savings. However the tournament community over at SRK came to their aid, spending a week putting in donations to a fund to help Chris and his family. The community managed to raise an astounding \$20,894 in a week.

Stories such as these rarely make headlines, but I think that it is important to note how compassionate and creative the gaming community can be.