

The CiAO Project ~ Speeb

Data Sheet

- **Binary size:** 31Kb.
- **Graphical Mode:** 0.
- **Implementation details:**
 - Sprites:
 - Palette used:



- **Group name:** The CiAO Project
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Manual

History

Speeb, the little bunny, is very hungry, and he needs your help to get to the food on the other side of the mountain.

Make him dash and jump around until he finds the tasty vegetables at the end of the game!

Controls

You can use the keyboard or... the joystick!

- Keyboard:
 - If you want to **jump**... Press the **SPACE key**.
 - If you want to **dash** to the **right**... Hold the **D key**.
 - If you want to **dash** to the **left**... Hold the **A key**.
- Joystick:
 - If you want to **jump**... Press the **joystick button**.
 - If you want to **dash**... **Tilt the joystick** to the **left** or **right**.

FRIENDLY REMINDER:

Remember that if you stop holding the dash key/direction, Speeb will return to his original location.

AI development:

There are the next different AI behaviours:

- **Follow the main player on the x axis**, when the enemy with this behaviour is in the same coordinate that the main player, he stops and creates another enemy dropping this enemy to fall down, when it drops, it will run away from the screen.
 - This enemy will always be drawn as a CLOUD.
- **Movement doing zig-zag**, the enemy appears on the top-right of the screen, and he starts to move right and left while he is going under, when the enemy is on the ground stops and starts moving to the main player.
 - This enemy will always be drawn as a BAT.
- **Fast movement on the x axis**, the enemy can appear on the right zone of the screen, and he could be at any height, and he goes so fast to the right.
- **Going down**, this AI behaviour is for the enemy that the cloud drops. When he appears, he stays in the same x coordinate that he started, but the y coordinate goes down to the ground, when it touches the ground, it disappears.

Project Analysis

- **Hours/week:** between 70 and 150h/w.
- **Sprites and screens:** designed by **Came** using **Gimp**.
- **Sound:** designed by **Luis** using **Arkos Tracker 1**.
- **Code:** all of us.

We developed this game in seven weeks, and we had several **problems** in this development, because we focused on the code, and **every sprite and screen were designed during the 5th week**. Therefore when we added these sprites, we had to change our graphical mode from 1 to 0, and we had to change everything from the render system as we said in one week, this is why there are weeks that we worked so hard and the hours incremented.

Obviously the render was not the only one system that we had to change, **we had to change every part of the game**, one of the most hard to fix was the physics system specifically with the **collisions**, because we were doing the program with boxes, and when we added the sprites we needed to change this to work correctly.

Another problem was the dash movement or dodge, he came with a lot of bugs and we thought that it would be easier to add new mechanics, but it was not that easy. We had some weeks to improve this new mechanic when we thought it would be working in just a week as much.

We learn a lot of things about how to plan and how to not, and this is because we worked so much to bring this game possible.

Making off

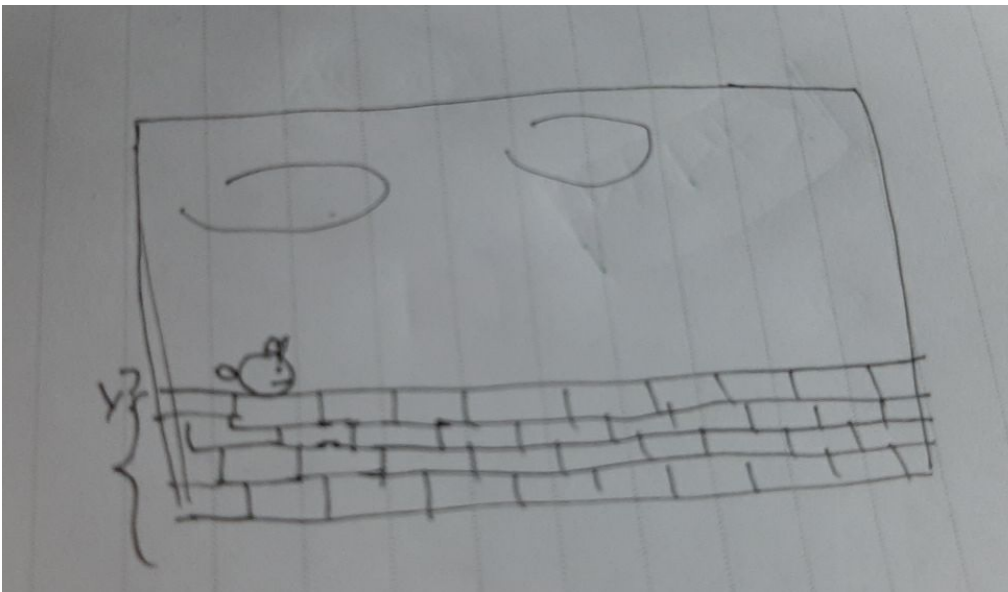
The main inspiration for the game was Daniel Mullins' "[Pony Island](#)". We wanted to recreate the frantic and mix runner games and bullet hell games. We eventually left out the bullet hell part since it did not fit to our desired theme.

We also took inspiration from "[Canabalt](#)" and Google Chrome's "[T-Rex Runner](#)".

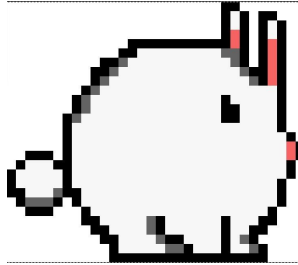
At the beginning we started with a contrary idea, neon colours on a black background, simple geometry shapes, something like "[Geometry Dash](#)" published by *RobTop Games*, but retro.

Concept Art:

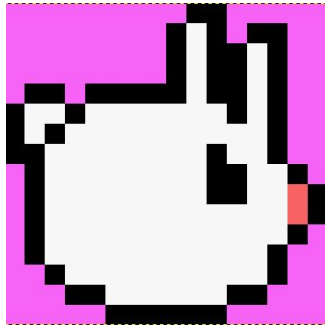
We started to change the idea, and start to draw something like this:



And then we started to draw something like this:



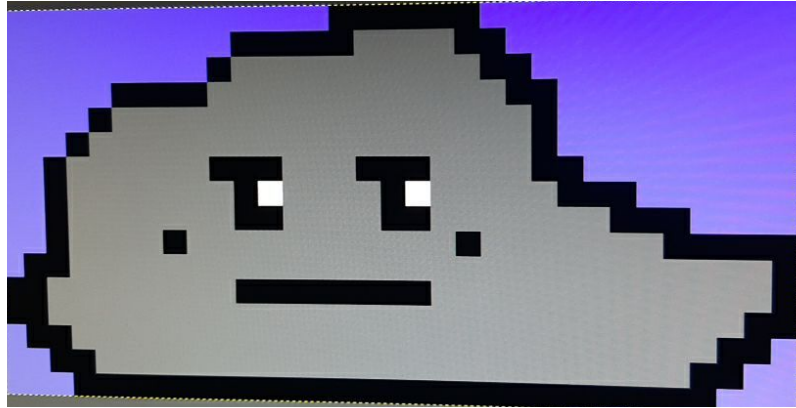
And the next step is the Speed as we can see in the game:



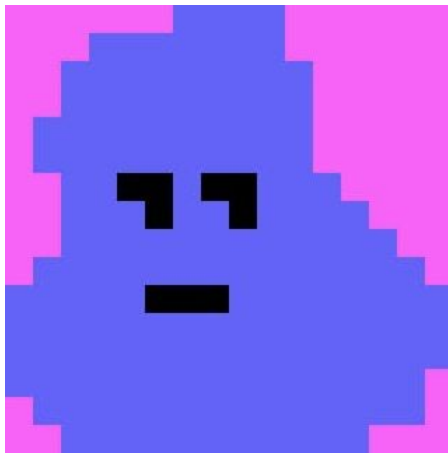
On the other side we had to design also the enemies, and we used as reference for the cloud enemy the game "[Muse Dash](#)":



This was the first step for the cloud:



And this is how it is now:

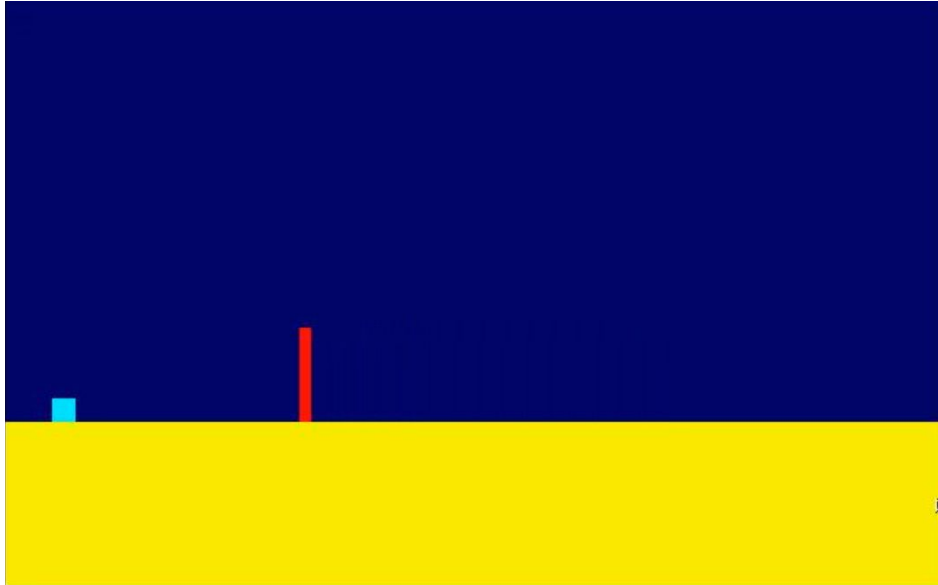


Music concept:

On the other side we have the music and we decided to go with upbeat and energetic tunes that matched the game's energy and vibes.

Prototypes:

First Prototype For the Game:



In this prototype we had only boxes as we can see, and 4 colors.

There was only one enemy.

Second Prototype:



We added sprites and screens, and we had 2 enemies (cloud, plant) and the end of the game.

Actual Prototype:



We have the effect of the grass and more enemies!

Anecdote

The game is called Speeb because, while we were making the startup screen, we accidentally swapped the image of the letter 'p' to make 'b'. The problem is we forgot to flip it horizontally, and thus "Speed" with a reverse d was born. The word "Speeb" was so funny to us we decided to leave it in. Also, B is for Bunny.