Independant

Harrier Revenge

An Amstrad CPC videogame

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Harrier Revenge

Harrier Revenge is an Amstrad CPC videogame developed using a low-level game library known as CPCTelera.

We took inspiration from Harrier Attack, a well-known scrolling game, but we have heavily redesign its mechanics to implement some sort of AI with more possibilities than the original game.

We decided to change the view from a continuous lateral scrolling to a top-down view so the player can move freely on the map. The basic mechanics remain mostly intact: the player can shoot the enemies and vice versa. Also, the main objective in the game is capture the enemy bases, but the enemies can conquer bases too.

After we finished implementing the basic mechanics (shoot, capture and moving), that we implemented in a way we could reuse them so the player AND the enemies could do those same 3 things, we focused on the enemy AI.

Our AI is a kind of simulated artificial life where NPC's acts in the background, taking decisions to capture your bases or comming to your position to kill you. However, their behaviour is different when they don't show in the screen, so we get more performance to do other things.

On the first place, we established three states for the enemies:

- Move
- Scape
- Shoot

The enemies move around the map and if they see the player, they try to move towards him.

If the player "enters" their shooting range, they change their state to "shooting" and shoot you :)

When you have captured a lot of bases, the enemies avoid combat and try to reconquer some of their bases.

Problems found

The biggest problem has been the limitations of the Amstrad CPC (not memory problems, but performance). We started having trouble drawing all the sprites and some other slowdowns problems.

Due to these two problems, we had to reduce the number of enemies and some other effects.

Final thoughts

The gameplay of our game could have been way better. The problem was that we decided to develop a game too ambitious for the Amstrad CPC for the time we had. So, we reduced

mechanics (made them simpler) and enemies for the game. Anyways, we have had a lot of fun making our game <3