

The Spirit of Halloween

by Lab16Devs

Index

1. The game
 - 1.1. Story
 - 1.2. Characters
 - 1.3. Control Keys
 - 1.4. Objective
2. The team

1. The game

The Spirit of Halloween is a shoot 'em up game developed for the Amstrad CPC 464 in 2018. The concept of the game is mostly inspired by *Super Crate Box*, a free game released in 2010.

1.1. Story

Halloween is approaching and the candy is not safe! Monsters have been sighted near them and their sweet tooth drives them mad. Help Jack defeat them and save Halloween!

1.2. The characters

Jack

He's the spirit incarnate of Halloween and must stop the monsters from stealing all the candy. He's fast and uses his magic pumpkin seeds as projectiles to banish the restless souls.

Pinkbones

In life, Pinkbones were addicted to marshmallows, to the point that their skeleton turned pink. In death, their cravings turned deadly and they will not stop until they eat all the marshmallows in the world.

Spook

This angry ghost is what happened to people who did not enjoy Halloween and did not want others to enjoy it either. They are not interested in candy whatsoever, they only seek the unhappiness of the people celebrating Halloween and will only try to stop Jack from saving it.

The goblins

These creatures are fast and small, which makes them a dangerous combination if they are not dealt with quickly! They are scavengers and want the candy for their winter reserves.

Chicago Mobster

Corpses from the Chicago Mafia from the 30's still remain active and have a thirst for blood (and sugar!). Due to their insatiable appetite for sugar, their corpses have been fused together with the candy they eat, making their lower bodies a mess of gelatinous sugar which they use to move around.

1.3. Control Keys

A	Move left
D	Move right
O	Jump
P	Shoot
Esc	Pause

1.4. Objective

The game is divided in 10 levels, with gradually increasing difficulty. On each level, the monsters spawn somewhere on the upper part of the screen and continue to descend seeking the candy piles at the bottom of the screen. The objective of the player is to stop the monsters from depleting all the candy on each level, while also not being defeated.

Not all monsters will seek the candy, Spook is the only one who will try to attack the player directly, while the others will only damage the player if they are in their way.

All of this, the lives and the candy remaining, are indicated in the lowest part of the display, the only thing that varies from level to level is

the number of candy allowed to lose before a game over.

After finishing all levels, the game will start an "endless level", where monsters will keep on spawning until the player either loses or tires of playing. After unlocking endless mode for the first time, a new option will appear in the main menu used to jump directly into it again (during the same gaming session).

If the player does not remember what the controls are, it will suffice to check them in the main menu, more comfortably than in the manual.

For clarification, here are some images indicating where the enemies spawn, the candy piles they try to reach and the game UI:



The pumpkin faces on the bottom left are the lives (6 in total, $3 * 2$ halves) and on the bottom right is the amount of candy allowed to lose. The candy pile is visible in the bottom center of the map.

2. The team



Coding

Alvaro B.

Sebastian M.

Tudor M.

Graphics

Tudor M.

Music

Sebastian M.