REDSEA

The making of

☠ INITIAL IDEAS

First of all, Redsea isn't the game we had in mind on early September. We first tought of many other different games, but most of them were ideas that came 100% out of our minds, without an existing reference to base our game on. We wouldn't want to make a game and latter on find that it wasn't funny, so we decided to look for a reference. We were really inspired by **Cabal** and specially **Outlaws**, because they're games that really catch you and make you keep playing until you reach the end. So we thought on making a game with the mechanics of these games, but with a pirate theme.

Also, our thoughts about the game changed by the time we were developing it, from a single class project to a professional game with its own brand to bring to this contest.

☠ DEVELOPMENT

We had to make this project in assembly code, and none of us had tried programming in it before, so we spent most of the time learning.
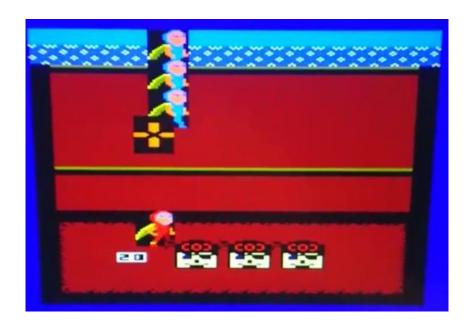
Our first concern was to learn how to use the memory to create and manage multiple entities. Here is one of our first prototypes, wich was tested on a real device.

Once that was done, we worked on adding placeholder sprites, animations and more mechanics as well as the enemy shoot.

We had some trouble trying to implement the enemy shooting, because the code which deletes an entity didn't work as we expected. That's why we spend more time tan we'd thought on remaking the code. Also, we added a tilemap, the enemy counter and player lifes.

Because we implemented a double buffer to render our game and we didn't manage the screen clear really well, our framerate was so low that the experience playing the game was a little frustrating. We fixed it and finished the game making the final versión of the sprites and tilemap, added the music and some menus for the game over and next level screen.

The last step we took was to play the game to find bugs and adjust the levels. We found more bugs than expected, but most of them were really simple to fix.

Finally, we have to say that we are really proud of our final product, and we can't wait to have a physical copy of it on our hands because that was the reason of our motivation this two months of development.