GERMÁN MARTÍNEZ MARTÍNEZ

WHO ARE WE?

We are a group of students of Computer Engineering at the University of Alicante.

Our names are:

- Daniel Gavotti (https://github.com/DaniGavotti, danielgavottifreschi@gmail.com)
- Sandra Amador Moreno (https://github.com/SandraAmador, saandra.amador@gmail.com)
- Germán Martínez Martínez (https://github.com/German098, paxi319@gmail.com)

WHAT IS "PROJECT THING"?

Project Thing is the game that we developed this year for CPCRetroDev 2019. It's an action game where the main goal is to survive the attacks of the inhabitants of a ship and escape.

WHAT TECHNOLOGIES WERE USED DURING THE DEVELOPMENT?

- CPCTelera: Game engine for Amstrad used during development.
- Visual Studio Code: Text editor used for the code.
- Gimp: Image editor used to create sprites
- Tiled: Map editor used to create the game maps.
- Arkos Tracker: Musical software used to produce the game music.
- WinAPE: Amstrad CPC emulator.
- GitHub: Development platform used to manage the project.

- Trello: Task Planner

EARLY STAGES OF DEVELOPMENT (WEEKS 1-2)

The first week of development, we decided that we wanted a different game than what is normally seen. In most action games you are the good guy and you must defeat the monsters to save the day, we decided to turn this around and make it so yo are the bad guy trying to escape the ship were you are confined and infect the world. This makes it so that your objective throughout the game is to escape the ship alive. The enemies will shoot arrows that our main character will dodge and will also have a sailor from the top floor who will be chasing you and throwing bombs at you.

This led us to a side scrolling game where:

- The player can move from left to right.
- The player can jump or crouch to avoid getting hit by arrows.
- Once you reach the right most part of the screen you will proceed to the next level.

The first thing we developed, after our learning period, were the mechanics of the player. We made the player move both sides, jump and duck.
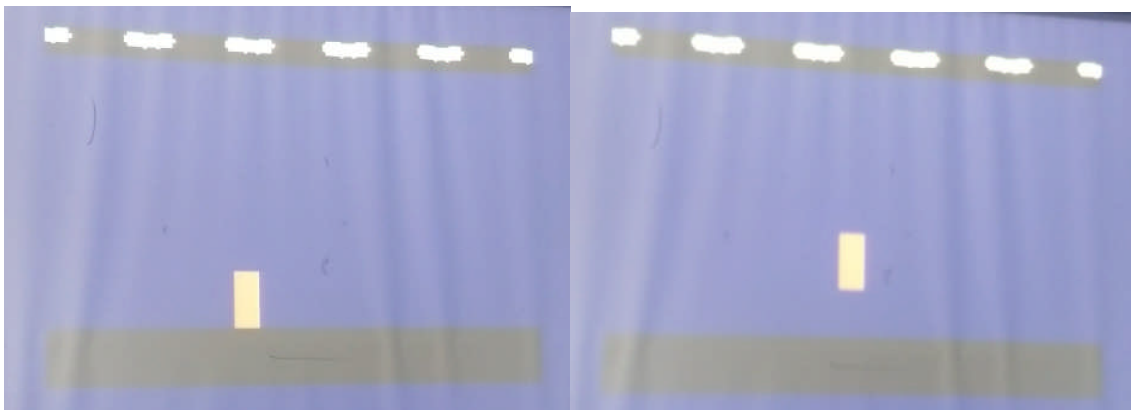
Next, we create the enemies that in this case were the arrows that come out from the right edge and move on the screen. And collisions with the player.

In turn, we began to create a basic level with scroll but we did not finish within the estimated time frame.
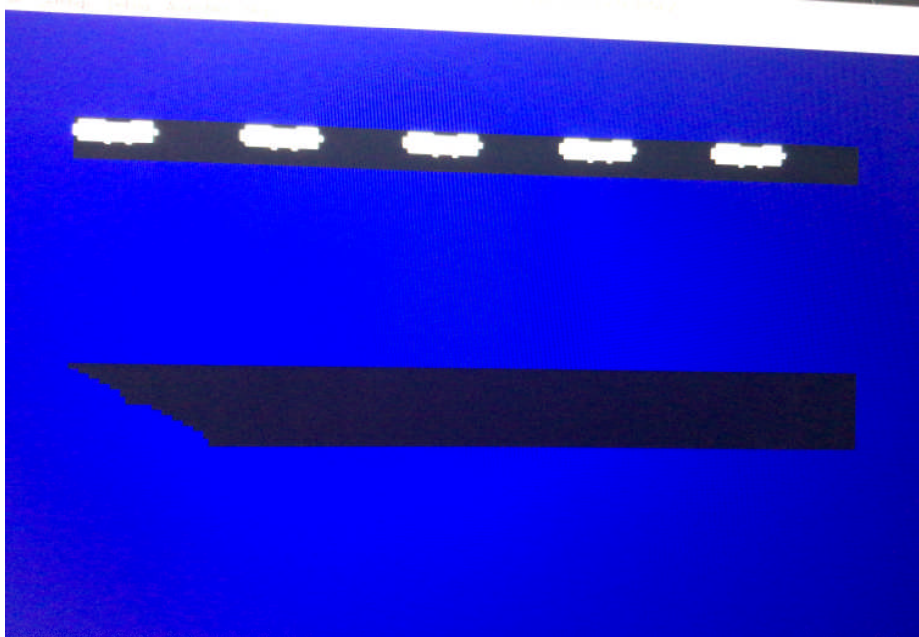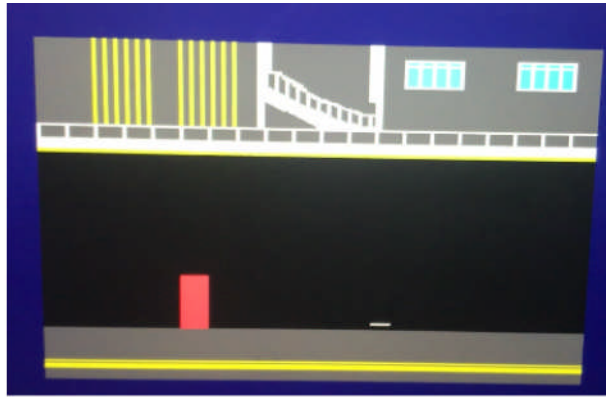

MIDDLE STAGES OF DEVELOPMENT (WEEKS 3-4)

In this third week, we fixed the level error and made it possible to advance the character at the same time as the level tilemap was moving.

This caused us a problem, and when we tried to do it with a double buffer, the character blinked and caused us to collide with the program stack that delayed us for a few days.

In these weeks, we created the sailor, who is the enemy created with artificial intelligence and who persecutes us and being in a vertical line with us, throws a bomb causing the character's death.

In addition, finally, we create the sprites of the characters and enemies, and create the tilemap of the final map and the home and game over screens.
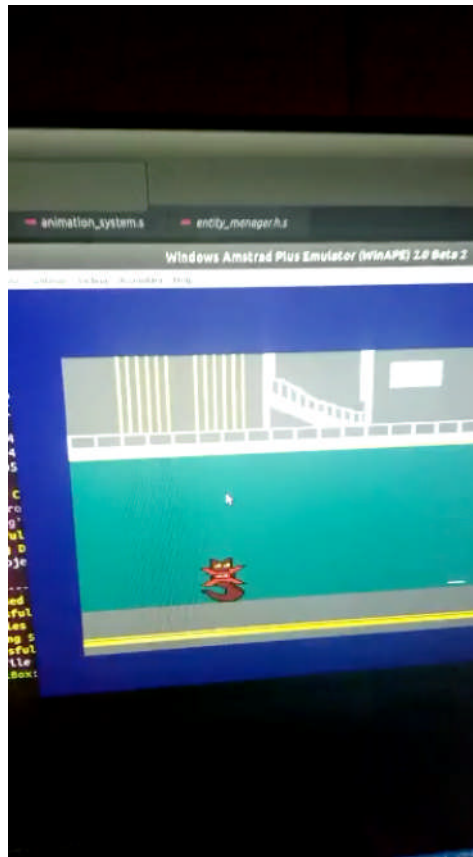
LATE STAGES OF DEVELOPMENT (WEEKS 5-6)

In these last weeks, we created the levels and designed the music. In addition, we create the animations to give the movement character a more real look.

(Double click to reproduce it)