

Dragon Egg

By Extinct Games

Index

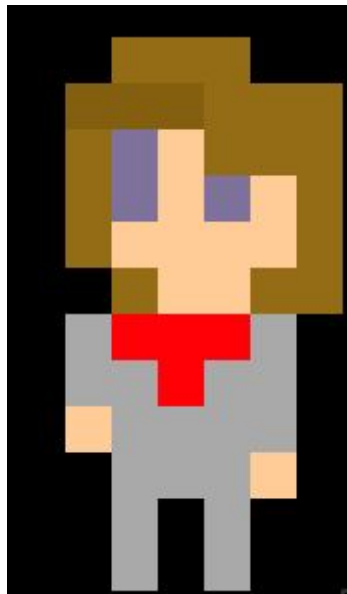
About the game	4-6
How to play	7
Credits	8

About the Game

This game has been made for the **cpcetrodev 2019** by a group of students of the University of Alicante.

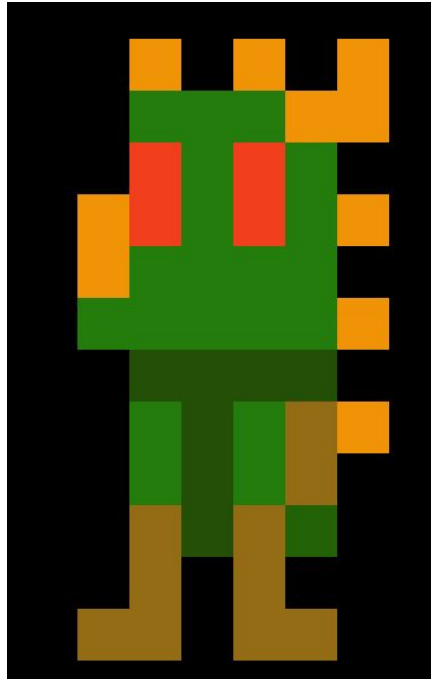
It has been a fun project, but also very difficult because it was the first time I (and our group) have worked with assembly language.

Characters



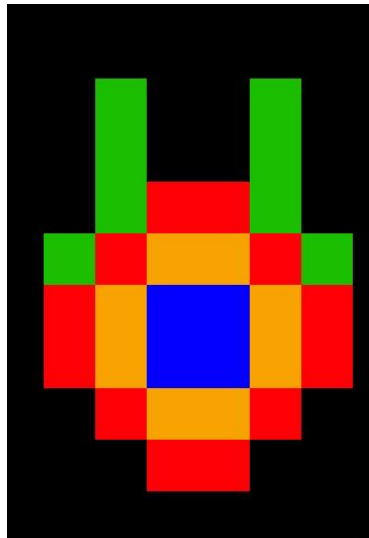
Protagonist

This is you! An adventurer who wants to collect dragon eggs.
But be careful, you're just a weak human who
don't have a weapon!



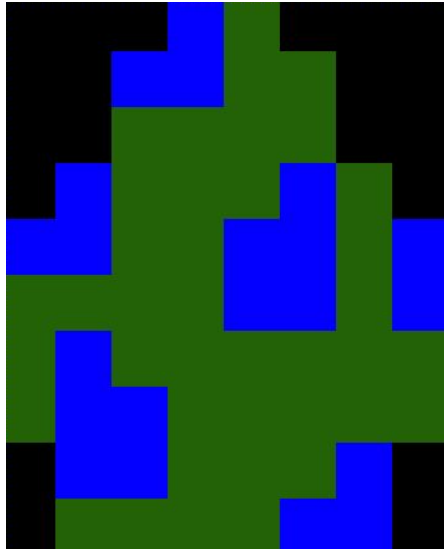
Lizardmen

Lizardmen, kobolds, dragonborns...
These guys will try to stop you. Usually they will follow you
and kill you. Be careful!



Eyeball

These things patrol every level. They will ignore you,
but don't get too close, or you will have
a bad time



Dragon Egg

This is your objective: To get all the Dragon eggs you can.
If you survive, you will be a happy adventurer
with a lot of gold

How to play

Execution

You can use any Virtual Machine (such as WinApe or RetroVM) to open either the DSK or the CDT file.

In case you want to compile the game, you will need to use the [CpcTelera Game Engine](#) (version 1.4.2). To avoid any trouble you can checkout the commit “31d818686f797f6dbf12bf135426e0daafefde85” from the [development branch](#).

Controls

Q: Up

A: Down

O: Left

P: Right

Return/Enter: Select

You can also use **Joystick**, but will only work inside the game (menus require keyboard to be used)

Flow

In the main menu, you will be able to either start playing or see the controls.

Once you select start, you have to choose a level to start on. It's recommended to start on level 1 if it's the first time playing. As long as you **don't collide with an enemy**, you will be able to move freely around the level **until you reach the dragon egg**, which is usually situated on the opposite side. When you attain the exit, you are automatically moved to the next level. In case of collision with an enemy, you will be asked to whether retry the level or go back to the menu.

Credits

Crew

Carlos Benito Santiago Portas
Francisco de Asís Prieto Buendía
Jose Antonio Sansano Melero

Tools

CpcTelera

We have used many functions from this game engine to make it way easier.

Gimp

We have used Gimp to paint and edit our sprites.

Arkos Tracker

We have used Arkos Tracker to make songs in .aks format.