Player's Guide

CapAI, november 2021

Introduction

Barking Adventure is a runner type game, where the main character runs throughout the game and can jump, make a double jump or bend down depending on what type of enemy comes face to him or if he sees a platform and just above it there is a bonus and decides to try to catch it. This game has been developed in assembly language using CPCtelera , the music has been composed using Arkos Tracker v1.0 and the entire game has been developed to be delivered to the CPCRetroDev 2021.

Install instructions

Casette

Introduce the casette into the real Amstrad CPC player, making sure that it is rewinded to the start and type

RUN''.

Press the ENTER key and then follow the instructions on the screen.

Manual compilation

Barking Adventure is powered by CPCTelera. So, once installed, open a terminal and type

make

on the project folder. The next step is execute the .cdt file with an emulator. Here we can choose between winape or retro virtual machine.

For the first one we must type

cpct_winape -as

while for the second one we should type:

cpct_rvm -as

How to play

Controls

ESC ⟶ in the main menu, goes to the main screen.

KEY Q ⟶ jump and double jump.

KEY A ⟶ crouch.

The scenarios

The game includes three different types of themes or scenarios with a different song assigned to each theme. These themes are: meadow, desert and halloween and are distributed according to the maps and their difficulty, going from less to more:

- Levels 1-4: "tutorials", theme: meadow.

- Levels 5-6: difficulty: medium, theme: desert.

- Levels 7-8: difficulty: high, theme: halloween.

Will you reach the last level?
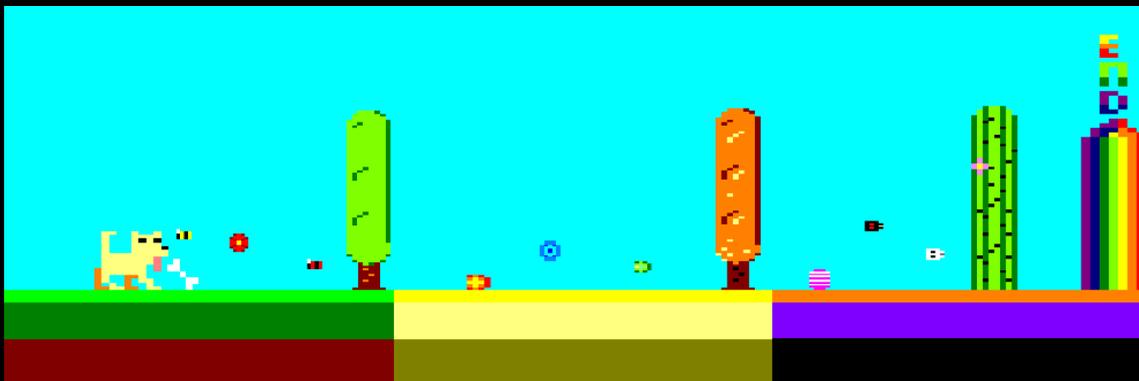
The enemies

In each theme the appearance of the enemies change but in any theme we have 2 types of enemies:

Static:

- trees from 2 to 4 heights.
- platforms.
- birds that only move on the X axis.
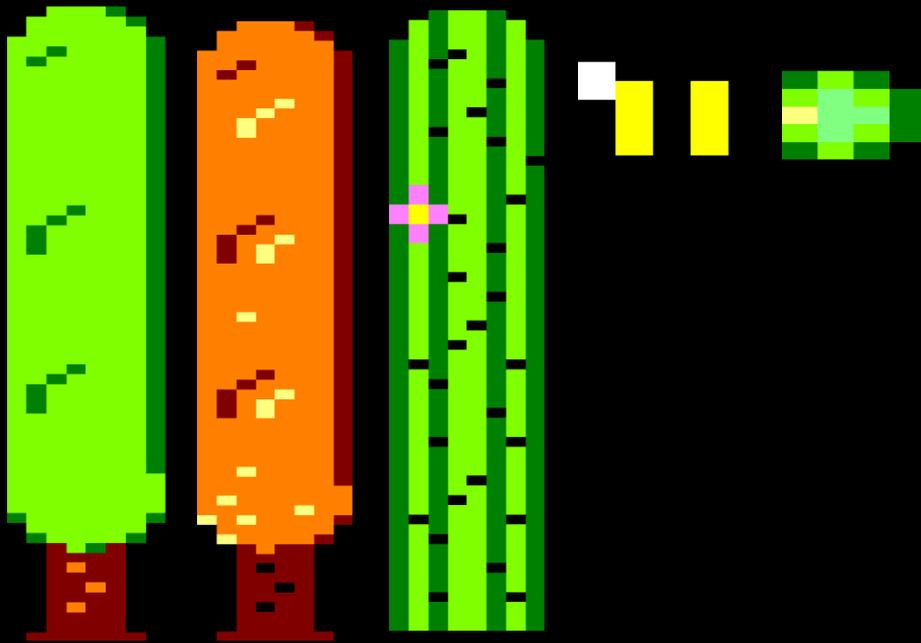
Dynamic:

- birds that move on a single axis (the Y).
- birds that follows you.
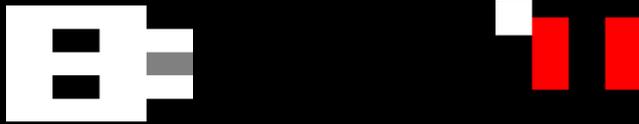
Bonus

Since we all like to get scored when we play something... this is the item you will have to take during the game to add points to the total score.

Speed reducers

During the game you will find three types of speed reducers, which looks like can be seen next:

With this, the speed of the game will decrease so you will have more time to think about which strategy to use in certain parts of the game.

Rainbow Island reference

If you have already play more than one Barking Adventure level you may have seen this rainbow indicating the end of the level. This is our reference to the "Rainbow Island" game, and is displayed at the end of each level.

Software used

CPCtelera || Framework for the creation of Barking Adventure.

Visual Studio Code || Development.

Arkos Tracker || Music.

Aseprite || Sprite generation.

Retro Virtual Machine (RVM) || Amstrad CPC emulator .

Winape || Amstrad CPC emulator.

Authors

- **Aitana Devis Ávila** - main developer, music. Contact: (ad99@gcloud.ua.es)
- **Carlos Peñarrubia Morcillo** - main developer. (cpc110@gcloud.ua.es)
- **Pablo Ruiz Ponce** - main developer, graphics. (prp56@gcloud.ua.es)