Dark Passage - Making off

Retropix

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How we do it:

We started by basing ourselves in the ECS simple game engine, to develop a very simple version of our game. At the beginning, we only had a square that moved according to the pressed keys.

We could begin to develop something more complex and functional. Before deciding the sprites and the tilemap, we wanted to leave the main functionality done, at first it was going to be the flashlight that was turned on and off to solve the different problems that were going to appear in the video game. After a few days we saw that we would not have time to implement this main functionality, it was then that we decided to shorten it as much as possible until we had something that "could be presented"

Technology:

We used Visual Studio Code to program the game.
Also we use Retro Virtual Machine v2.0 and WinAPE 2.0 beta 2 emulators as a way to prove how the game works.
For creating the tilemap we used Tiled but for creating the tileset or the sprites we used Pixilart.
In the video of the gameplay we used the Windows video editor.

Problems:

The biggest problem we got was learning the assembler language in a few weeks, exactly 7 weeks. Learning and understanding this language is very difficult compared with other popular programming ways. Besides that, we had to put our knowledge to code everything from the start.
The other main problem was trying to capture our game idea to this platform and make it a game. We knew our game idea was going to be difficult to execute, but we wanted to do it with all of our heart.
Another problem was to control the video memory and drawing the tilemap correctly.

Learned lessons:

We learned how to work in a team to develop a project and all the things that it entails. Like working with machine language, creating a music theme to the game, etc.
Also we learned that we have to create our game idea from bottom to top, going from the basic idea we have and then adding more technologies to make the game fun and playable.
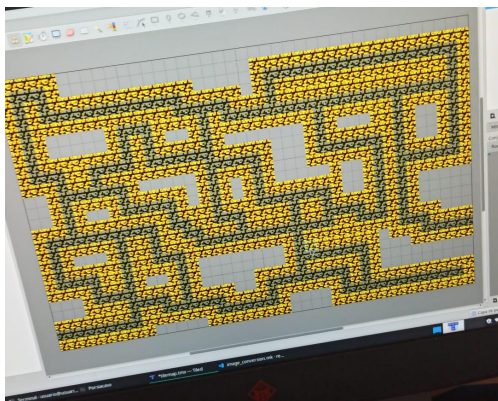
Picture of the development:
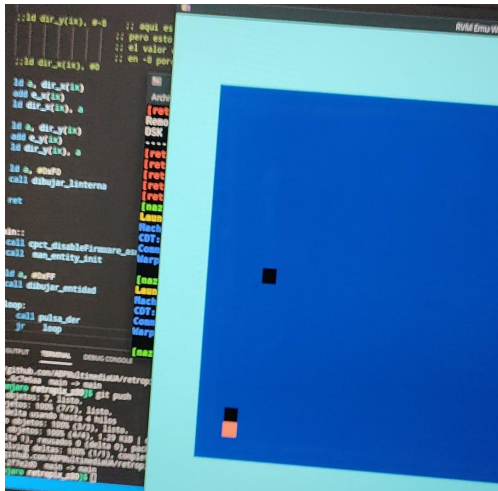
This was the first time the movement of the character worked correctly but we had a little problem because the light of the flashlight was drawn in a random place on the screen as you can see.
Also we could not erase the light of the flashlight.
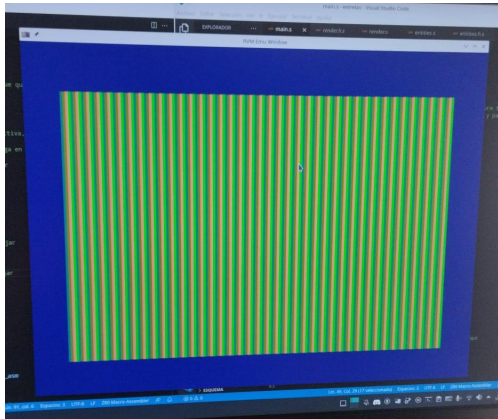
Here we had a problem with the video memory as we said earlier.

We were designing the tilemap when we realized that it was a very difficult map for the players and for us to draw it.

At the bottom of our main screen you can see that many lines are in places that it should not be. We fixed that problem compressing the file.