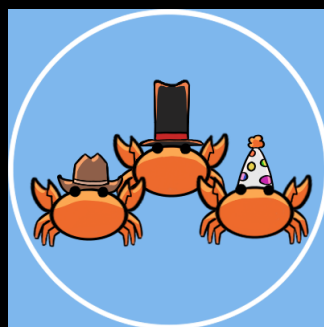# WIZARD DASH

CRABPARTY

Amstrad CPC Game | Making Of

Explanation

To begin with, we developed the game using Z80 assembly for Amstrad CPC using the CPCTelera game engine (Ans Visual Studio Code), Aseprite for the art, Arlos Tracker for the music and Tiles to create the levels.

Although the development was fine, we had some problems like Elena having to reinstall Manjaro because one day it corrupted itself when closing the pc or having to redo images and animation sometimes because they were too heavy.

To end this, some of the thing we have learned thanks to using assembly are the importance of using the pc memory well, to optimize the creation of images and music to use only the necessary space needed and how hard was the creation of games in the past and how lucky we are to have thing like C++ nowadays.

Images

- ## One bug with the animations
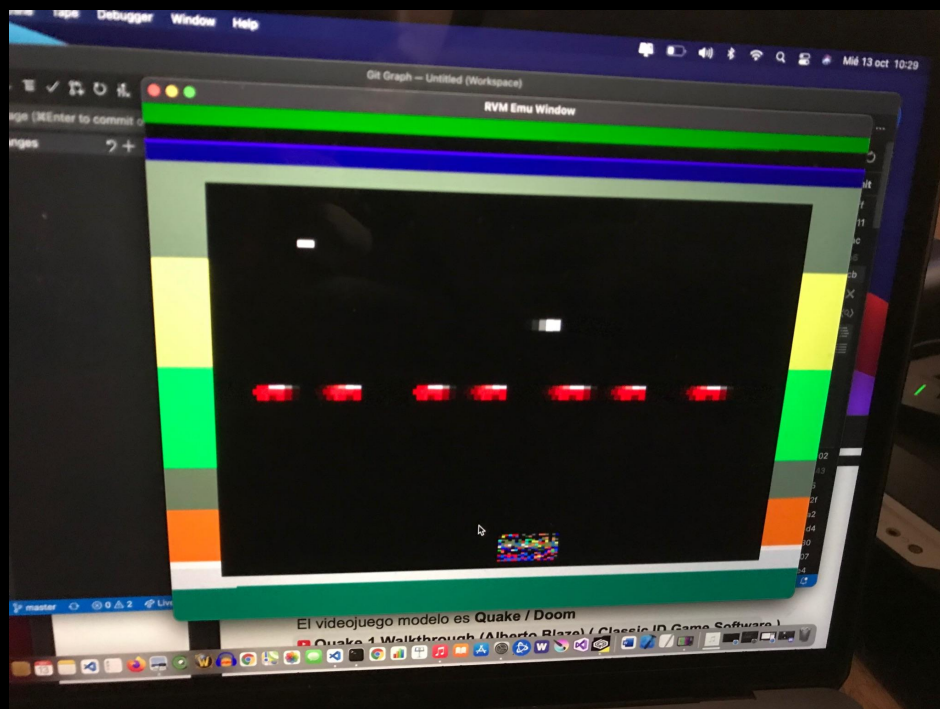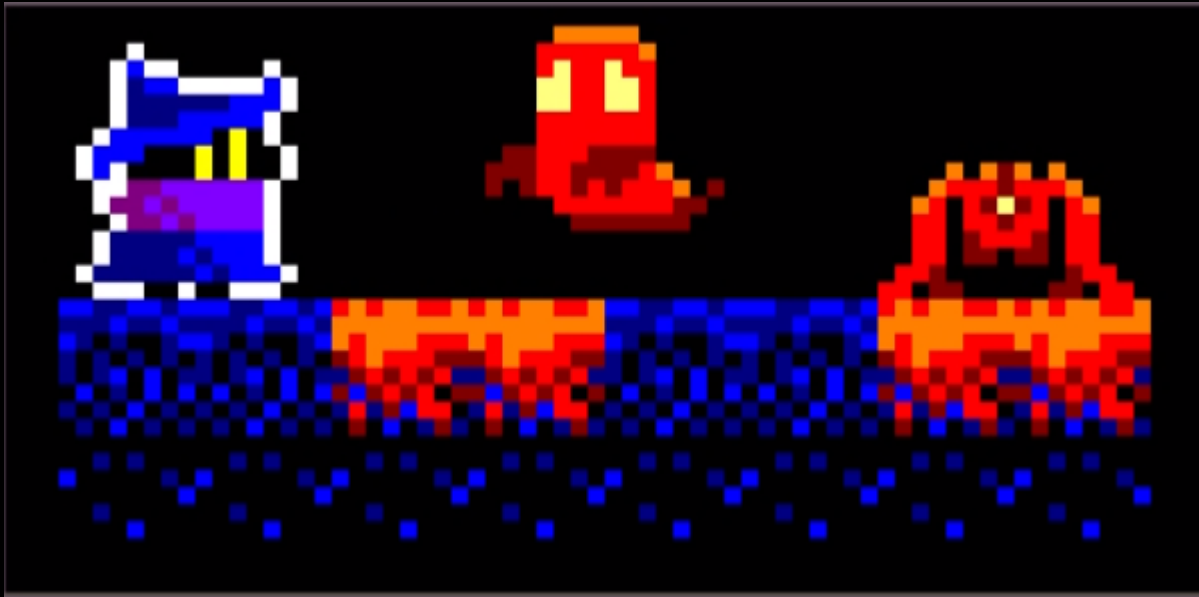

- ## Some unused sprites

We intended to make doors with more than one key but it would be costly and we had little time. The other sprite was a test.
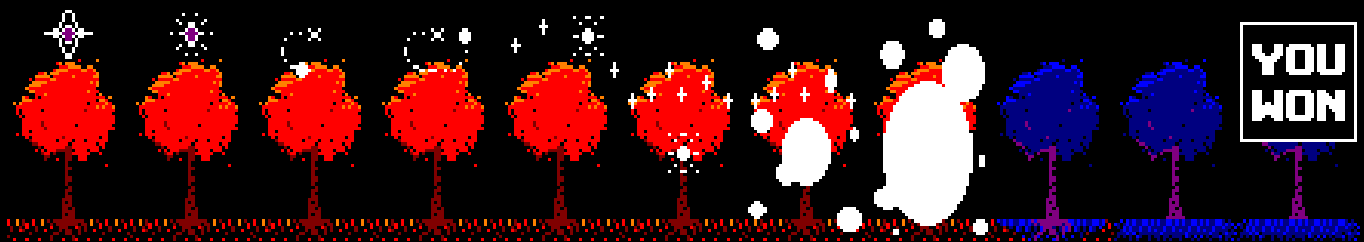
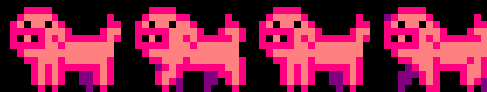- ## Some early tilesets and concept art

We didn't use them because they lacked tiles to create our levels

. Some unused animations

The tree animation was made 3 times because
we lack out of memory and needed to make it
simpler

This cute pig is our personal brand
But for this game we only use it as a
placeholder

It was a tilemap test and a joke. Please don't sue us.

Tilemap layouts that changed later