

HOW THE GAME WAS CREATED

1. Start of the game.

When we started to think of some idea for the game we were inspired by our project that we have to do this course, so for the Amstrad game we set out to recreate a game of fighting enemies by waves in which we could see how the player fights against different enemies so we know if we could make a fun game in Amstrad.

The difficulty of creating the game was that we had to learn assembly language during these last two months or so in order to make a combat system and enemies for the players to enjoy.

2. Technologies used.

To be able to make the game we have used the following technologies:

1. **Visual Studio Code:** for programming the code.
2. **Gimp:** for creating screens and maps.
3. **Tiled:** for creating the maps of the game.
4. **CPCTelera:** as framework,
5. **WinAPE:** to run the game.
6. **RetroVirtualMachine:** to run the game.
7. **Aseprite:** To create the sprites.

3. Problems and solutions.

At the beginning of the course we found ourselves with a new language in which we had to create the entire game from scratch. This process delayed us a lot because none of the three team members knew anything about Amstrad.

In the first weeks we were quite busy trying to learn Amstrad in any way, for this we were watching the videos of classes and doing the challenges that we proposed in them. We also had to create a shower of stars that we used to create an entity manager and start creating our game.

We were able to recreate individual parts in order to create the game, but the difficult thing was to put our codes together to make them work in a single file.

We had quite a bit of trouble creating the map because the color palette gave us a lot of bugs which caused us to be a little behind but we managed to fix it with a bit of effort.

We also saw that when enemies fired their missiles they gave us too many problems when testing the collisions with the map due to the issue of the diagonals and we could not check them properly, so we had to postpone this idea and the definitively remove it because we did not have more time to create more technologies within the game for delivery.

4. Screenshots.



