

# OH NO MY MOUSTACHE!

MAKING OF



# 1. About Us

We are **Strawberry Studio!** developers of OH NO, My Moustache! We created this small team of only 3 Multimedia Engineering students in September 2022 to participate in CPCRetrodev 2022 and also as a way to “warm up” for a bigger project coming in the next few months.

We are:

- **Álvaro (Beesu) Sanz Abad:** Art, Music & Game Design
- **Britt Hooghiemstra:** Game Engine, Gameplay & Game Design
- **Santos Muñoz Poveda:** Entities, Gameplay & Game Design

## 2. About our Game.

We started learning assembly in September, in our University, as part of the content of the year. For that reason we also started this project in September.

We wanted to do something very simple yet funny and challenging. So we thought that a Shoot'em up would be simple enough but with a lot of ways to complicate the mechanics.

Then, we started thinking of the theme. We wanted to twist the things a bit and don't do someone or something shooting bullets. So we came up with an idea, how about a barman with a gorgeous moustache trying to defend himself from drunk cowboys by throwing them some tequila shots. We liked that idea a lot but it was a bit controversial. Then we thought of some robots with razors that for no reason wanted to shave our dear barman.

### 3. Technologies.

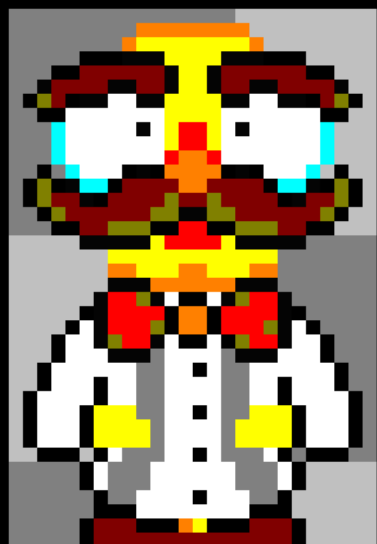
We used the following software to make this game possible:

- [Visual Studio Code](#): Code editor.
- [CPCtelera](#): Amstrad CPC game engine for C developers.
- [Arkos Tracker 1](#): Music and SFX composing.
- [Aseprite](#): Animated sprite editor & pixel art tool.

## 4. Development.

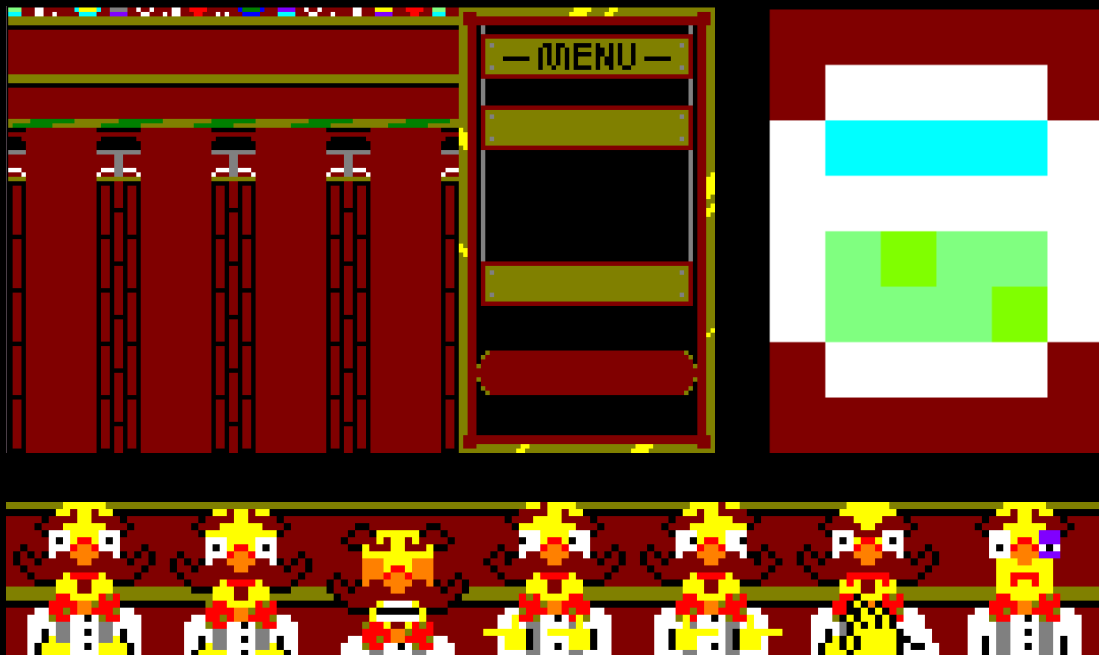
- **Early Stage:** As we previously mentioned, we started learning assembly in September and we were testing it for 1 month. Meanwhile we were learning the language, we started doing some sketches and doodles of our dear barman and his saloon.

We wanted to make him a poor scared man but with some guts to defend what he loves.



- **Mid Stage:** In early October, we finally finished learning the basics of assembly language. We started fully developing the basic mechanics and the art.

The focus was on limiting our barman movement to only 4 lanes and making him able to throw his tequila shots. Meanwhile we fully created Fred, his saloon and his shots.



Later on, we made our robots that appeared randomly in one of the four lanes and advanced slowly towards Fred. Then we made them appear with random lives that showed on their back.

At the final part of this stage we created our music.

At this point we had a fully functional game.

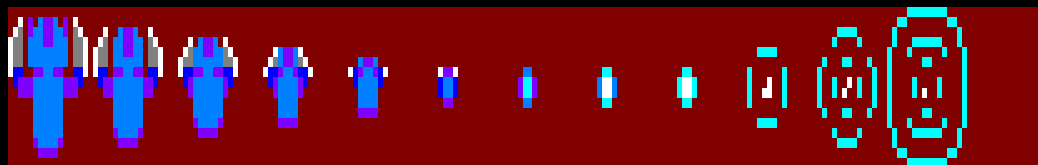
- **Final Stage:** Finally, we dedicated the last days of development to polish mechanics, add new ones, add animations and screens (title screen, loading screen, instructions screen and

game over screen).

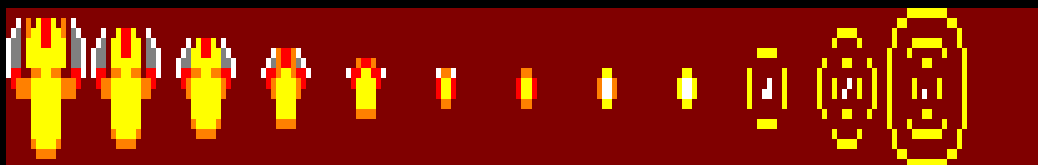
First we focused on adding animations and the screens. So we did the art and added them with some new music.



We also worked on Fred's animations that were already created (but needed to be implemented). Then the robot's.



We added a new type of robot that teleports between lines.



Finally, we added details to the menu such as lives and score system.

## 5. Lessons.

We learned as a tema three important things in game development:

1. **Less is more:** Doing lots of things poorly done or even thought doesn't make a game bigger, it makes it messy and less enjoyable.  
We learned that less mechanics and simple ideas but well implemented and thought makes a game much enjoyable.
2. **Communication:** No project evolves, if it's integrants getting to think of it in different ways. It's crucial to communicate what we think of the project very early and make sure that we all know what we have to do.
3. **Ask for Help:** Asking for help doesn't make us worse devs, it doesn't even make us less. It's important to say to your teammates when a task isn't getting solved. They'll always be there to help you and finish the project.



- We hope you enjoy our game  
as much as we did developing it <3

The sweet team of **Strawberry Studio**