

Brutal fighters - Making of

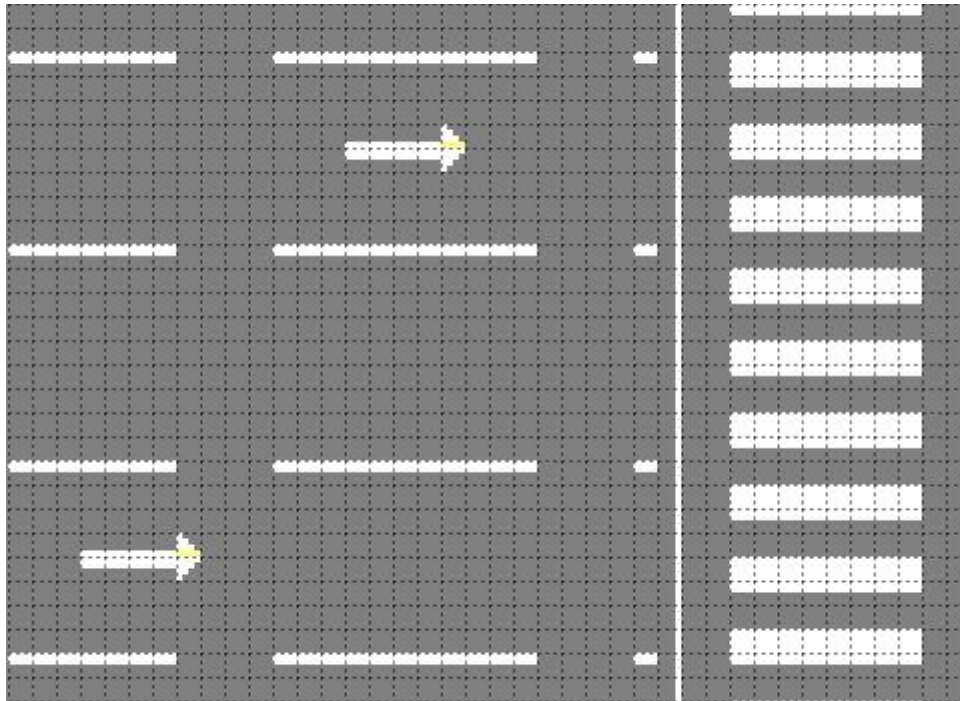
Game development

The game's been developed in Assembly, using the framework CPCtelera. This framework has been useful to do certain routines, like drawing sprites, tiles, switching the mode and get the inputs.

We started developing the game October 3rd, and in less than 1 month we managed to create a game using only Assembly.

We had various maps during development, but we ended up using only the last one.

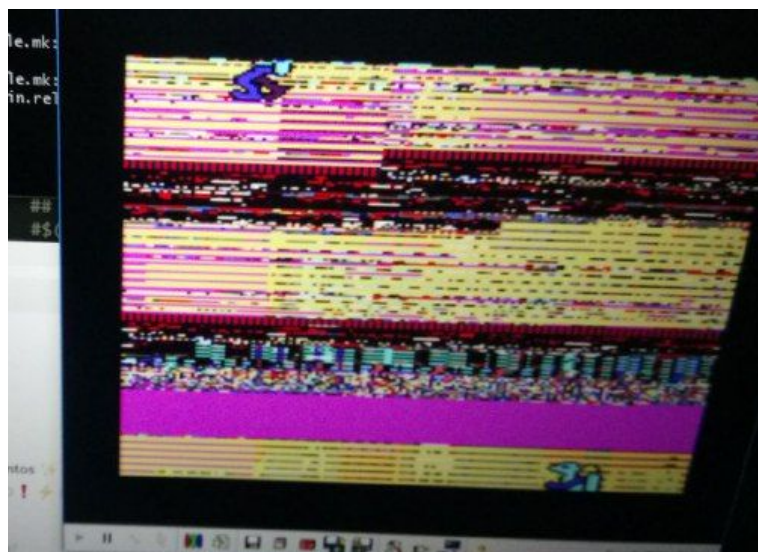




Development problems

We found some problems whilst developing the game. In first instance, we didn't have enough knowledge of Assembly, so we've been learning while we were developing the game.

We had some trouble while drawing the map, leading to some strange bugs.



We also found some problems while trying to play the music. At the end, we managed to do it, but it took some days to make it work.

What we learnt

We learnt a lot of Assembly, making us better programmers overall. We also learnt to look for information and solve problems we don't understand. We think this is a very important lesson to us as engineers. We became better game developers through Brutal Fighters' development too.

Overall, this've been a great and unique experience.