

# MAKING OF LASER BOY

I am going to share my motivation and experience acquired during the developing of *Laser Boy*, for the CPCRetroDev 2017.

When i submitted Hair Boy for the CPCRetroDev 2016, i did not imagine that it would be so played after the contest. I saw people sharing the records on Twitter, playing the game on events. Even i saw a guy playing during 80 minutes!

A developer always want people to enjoy its creations. So that was a good motivation to participate again.

Since the begining, the idea was to develop an spiritual secuel of Hair Boy, including all the feedback recived during the year, but with some differences in the mechanics.

Lasers. That was the first mechanic that i developed, with a lot of time ahead. But, one day i went to sleep, an the next day was October. The clock was ticking.

I needed to introduce enemies in the game, with collisions, and everything without double buffer. Once achieved, i began to complete the pixel art, and then the best part, level design.

One difference with *Hair Boy*, is that the boy does not rebound of the walls, so the levels were designed in a different way. In two days, 50 levels were completed, and each one elaborated i think.

The remaining time i added sound effect, implement the keys configuration, checkpoint, capacity to pause the game, and solve different bugs...

I also wanted to include a loading screen and of course, music. But i prefered to invest time polishing the game, because compose music is not a task of one day.

The final sensation was that i developed again an addictive and challenging game. I wish people that playrd *Hair Boy*, and new player, would apreciate this game. Enjoy!