

# Making of

## Game development

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After a little brainstorm, we decided that the topic of the game would be animals, so we started to create a story. The idea of a raccoon as the main character seemed interesting, and we thought he could save his friends from others evil animals.

As for the game genre, originally we wanted to implement a classic platform videogame, but during project development (and mainly because of technical reasons) we change the idea to a top-down perspective one, but keeping the same essence.

The first stage of the project was a bit slowly because we did not have yet enough knowledge about assembly programming, but when we overcame the learning curve, the development began to accelerate and we were able to implement almost everything we wanted. For this reason, we spent most of the time programming game mechanics, but at the end we had enough time to design 60 levels, achieving a fairly complete videogame.

## Enemies

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Firstly we had several ideas in mind, the tree that eats you when you get near him and the birds that patrol where the first ones we designed. At the start, the chameleon was going to be watching, changing between x and y axis, in a similar way to the enemy trainers in Pokemon games. At the end we preferred that it would follow you if coincide in x or y axis. Due to time constraints, we decided that it will detect you despite the presence of walls between both of you, of course the chameleon will collide with every wall it finds in the path.

The wolves work in a very similar way to what we imagined initially, the big difference is that firstly they were going to follow you always, but now we have implemented a safe area that you can enter so the wolves will stop following you and return to their initial positions.

We would have liked to add a final boss that you would have to face when you have rescued your 4 friends, however due to time issues we could not include it in the final version of the game

## Music

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Referring to the music, we wanted a fast song because of the high-paced game flow. We also added a dark sprinkle not only to match with the visual appearance of the game but also to create a disturbing atmosphere.

To create the music we used *Arkos Tracker 1.0* software.

## Sprites

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For the characters we wanted to mix between a dark style and a more happy one. The protagonist and the wolves are more flashy but the birds, the chameleons and the trees have a darker approach. Besides the wolves move in a very similar way to the main character, we did this on purpose because they are the most dangerous enemies in the game, and we believe that moving like the protagonist increases their sense of danger.

To create the sprites we used [www.piskelapp.com](http://www.piskelapp.com).

## Problems found and conclusions

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The initial stages of the project were the hardest because we were in a learning phase and our progress was slow and it was difficult for us to fix the bugs.

However, the problems we had to solve made us better programmers, and we are very proud with the final version of our game.