

This game has been done in the last two weeks before the end of the contest, by Lourdes Mas Lillo and Sid-Ali Eric Crénier. We participate in the University of Alicante team.

We used the tools Visual Studio Code, Bitbucket, Tiled, Piskelapp and ArcosTracker 1.0, (as ArcosTracker 2.0 was not compatible with cpctelera).

We used the “CPCtelera: An Amstrad CPC Game Engine”, and functions from its library to make our work easier. And we found it of help.

This was the first time we made a videogame for Amstrad and it was really interesting and enjoyable for us.

Still, we encountered some problems, we started practicing because we weren't used to work in assembly. We felt overloaded for the little knowledge we had, and we lost a month of work. We were not going to achieve our goal in time, which was high; we wanted to make a Gauntlet kind of game.

We thought of not participating in the contest and then we went to communicate our worries to our teacher, he encouraged us to not give up and lesser our aim.

Finally, we decided to have a more realistic goal for the little time left, and we became very enthusiastic about it.

We both worked programming, but Lourdes made the map, sprites, and a few animations that are in the game, such as walking. And Sid-Ali made the music, as he has musical knowledge. We worked as in a games jam, and we are proud of our product and our team. But we would like to improve this game in the future, we have some ideas to implement to made our game more complex.

We would like to advice to the future contestants to not give up, if your goal is too high for your current knowledge, you should rethink your work so it can be done, because even not getting to a idealistic result, you have learnt, and you will be closer to it the next time.

Finally we would like to congratulate the team of ByteRealms, CPCtelera is a magnific tool and CPCRetroDev constest puts a lot of experience and practice together. We are likely to participate in the contest in the future, but this time with more experience and time.