

Bubble Duck

USER MANUAL



MT
STUDIOS

CONTENT

GAME PLOT	3
CONTROLS	3
MECHANICS	4
LIFE	4
ENEMIES	4
BULL'S EYE	4
EVIL BUBBLE	5
CROCODILE	5
STALAGMITE	6
EVIL DUCK	6
EASTER EGG	7
HOW TO PLAY	8
RVM	8
WINAPE	9
COMPILATION	9
LICENSE	10
CREDITS	11

GAME PLOT

In a world, where human race is in danger due to Dr.Zar's lab created monsters, the international intelligence agency feels compelled to recruit the ducks of the University of Alicante to prepare them militarily with state-of-the-art weapons to be able to fight with these new enemies.

Pato, a very cunning duck with the soul of a warrior and very soft plumage, decides to lead this mission.

After saying goodbye to his human pet, he arms himself with his D.U.C.K.13 bazooka that shoots atomic bubbles, and sets course on his adventure to save the world.

CONTROLS



FIGURE 1. CONTROLS

MECHANICS

1. LIVE



FIGURE 2. REPRESENTATION OF LIVE

In Bubbleduck you have three lives. Starting the game you will get three lives, every time you die one will be discounted until you reach zero lives, that's when you would see the score screen showing yours final game score.

2. ENEMIES

A. *BULL'S EYE*

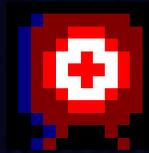


FIGURE 3. REPRESENTATION ENEMY IN GAME "BULL'S

This enemy doesn't move and its an unanimated object, the player needs to shoot one bubble that impacts against the bull's eye to destroy it. If the player impacts against the bull's eye she/he will lose one live.

B. THE BLOB



FIGURE 4. REPRESENTATION ENEMY IN GAME "EVIL BUBBLE"

This enemy whose function is that's moving suspended in the air going from left to right and right to left. If the player impacts with the blob she/he will lose one live, restarting the level.

C. CROCODILE



FIGURE 5. REPRESENTATION ENEMY IN GAME "COCODRILE"

His movements are from the left to the right and right to the left. If the crocodile reached to bite the player, she/he will lose one live. There is a special condition, if the player is in a corner and the crocodile bites you, you'll loses all your lives.

D. STALAGMITE

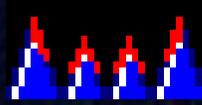


FIGURE 6. REPRESENTATION ENEMY IN GAME "STALAGMITE"

This enemy is fixed to the platform and doesn't move. If the player collisions with the stalagmite she/he will lose one live. You should be careful with your jumps!

E. EVIL DUCK



FIGURE 6. REPRESENTATION ENEMY IN GAME "EVIL DUCK"

This is an enemy boss who has a live bar that represents how much live he has. You need to hit him three times to kill him. With every shoot his life box will change representing how much life he has left. If you manage to kill the *Evil Duck* your life will be reseted to three lives again.



FIGURE 7. REPRESENTATION ENEMY LIFE
IN GAME "EVIL DUCK". FULL LIFE



FIGURE 8. REPRESENTATION ENEMY LIFE
IN GAME "EVIL DUCK". HALF LIFE



FIGURE 7. REPRESENTATION ENEMY LIFE
IN GAME "EVIL DUCK". LOW LIFE

EASTER EGG



This Easter Egg is in reference to Larcenas from the game *Lárcenas Legacy* made by the group *Los Pollos Amigos* (Alfredo Soro and David Díaz) in the year 2013. In the occasion of the celebration of the 10th anniversary of CPCRetroDev.

For this level, the player needs to pay a bribe to Larcenas to continue to the next level. She/he needs to throw a card to him so the player can pass.

HOW TO PLAY

RVM

Download Retro Virtual Machine (<https://www.retrovirtualmachine.org/>) and follow these steps:

1. First, you need to create a new virtual machine.



2. The wizard will appear to select which machine to create from the available ones. We shall select AMDSTRAD CPC 464, after that we can configure the virtual machine how best is for our computer.
3. Now after you have installed your virtual machine, you need to select and open your Amstrad machine (located on the left in the RVM window). You can also load a machine from the menu and open it.

4. Turn on the Amstrad machine.



5. Write this command (run") without the parenthesis and press enter twice.



6. Open the tape menu.

7. Press the stop/eject button and select the .cdt game file.



8. Press the play button and enjoy!



WINAPE

Download WinApe Emulator in (<https://winape.net/>) and follow the instructions:

1. Open WinApe and run this command without the parenthesis and press enter twice (run”).
2. Select “file” in the context menu, hover the text “Tape” and select “Show tape control”.
3. Select open and choose the .cdt game file.
4. Press the play icon in tape control and enjoy!

COMPILATION

For this project we used the next version of CPCtelera with date 06/02/2022:

- Commit (2b682cea4d53a41794ad6833d06b62f1d44cf9de).

LICENSES

- Aseprite (<https://www.aseprite.org/>)
 - Used for the making of sprites.
- CPCTelera (<https://github.com/Ironaldo/cpctelera>)
 - Used for the source code to program BubbleDuck.
- Arkos Tracker 2 (<https://www.julien-nevo.com/arkostracker/>)
 - Used for the making of the soundtrack of BubbleDuck.

- Keyslayout (<https://xphere.itch.io/pixel-keyboard-layout>)
- MIT
- GPL

CREDITS

AUTHORS:

- SAMUEL BOLANOWSKI FERRER
 - Email: sbf23@gcloud.ua.es

- ATHARUDDIN CHISHTY, SYED SYED
 - Email: acss1@gcloud.ua.es