

# SHERIFF DUTY

## Making-of



Universitat d'Alacant  
Universidad de Alicante

Grado Ingeniería Multimedia

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# 1. About us

We are a team of Multimedia Engineering students composed of:

- Dennis Monge Delgado
- José Manuel Domenech Terol
- Ignacio Aramendía Papi

We are members of Alakran Studio, a development team created for the ABP project in the fourth year of Multimedia Engineering. During these first two months, our team split into two with the goal of learning from scratch about Amstrad and creating a game to participate in #CPCRetrodev 2023.

# 2. Development

In September 2023, we began our adventure with the Amstrad CPC. Our first task was to paint sprites in machine code, which already seemed like a challenge to us. From there, we gradually increased the complexity of the things we created, moving on to our first small animations and transitioning from machine code to assembly language.



## Animation video!

Our first major challenge was to create a Starfield effect individually, and here you can see the result:



## Video of the effect!

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Our first experience as a group was to create an ECS engine to replicate the iconic Atari Assault game. Thanks to the good work done during development, it gave us a solid foundation from which to create the game for the #CPC retrodev 2023.



### **Video of the game!**

The first important step in creating our game was to choose the model game. With a shooter in mind, and after conducting an exhaustive search, we settled on "Who Dares Wins 2" as the game to start from. Once the game was defined, the first thing was to focus on the main mechanics such as movement and shooting in 8 directions. We also decided to make some changes to the original game, such as enemy spawn zones being at the top, left, and right.

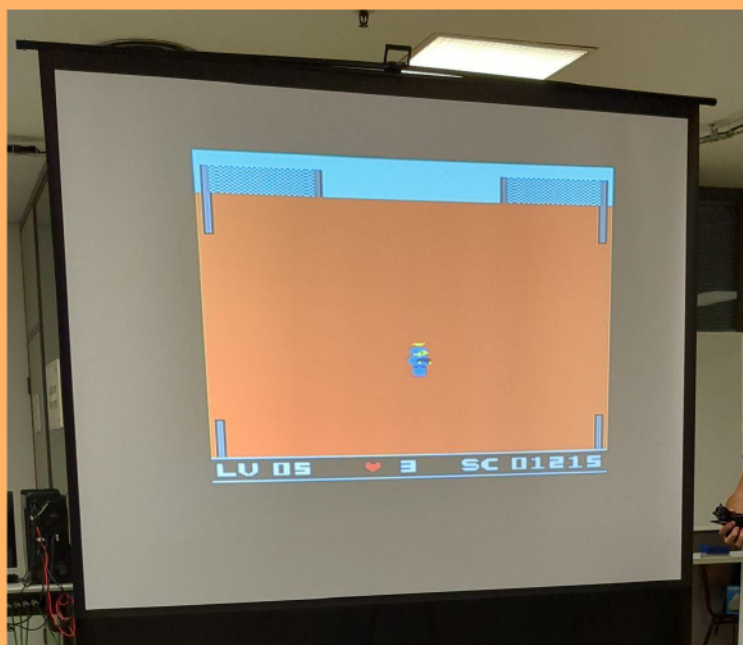


### **Our first time testing of Amstrad!**

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Changes also emerged when it came to facing levels throughout development, going from simply enduring random rounds of enemies, to a more structured game with 3 levels in which you also had to survive a number of rounds in each level to move on to the next, maintaining the randomness of the enemies but with more control. The final and definitive approach was to maintain the level structure but remove the randomness, defining the levels and enemy appearances ourselves and adjusting the difficulty and game experience.



### **Advanced mechanics gameplay!**

At the same time as this development and once the main mechanics were decided, the main theme of the game was decided in the last weeks, which went from a military game in the desert to a western game.



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# 3. Technologies

These tools have been used in the development.

## **Code:**

- Visual Studio Code

## **Graphics:**

- Aseprite and Gimp

## **Music:**

- Arkos Tracker

## **Emulation:**

- WinAPE
  - Retro Virtual Machine
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