

MAKING OF: GRENADE'S CONQUEST

Introduction

"Grenade's Conquest" game has been developed with C++, using the cpctelera functions to make faster the development of the game.

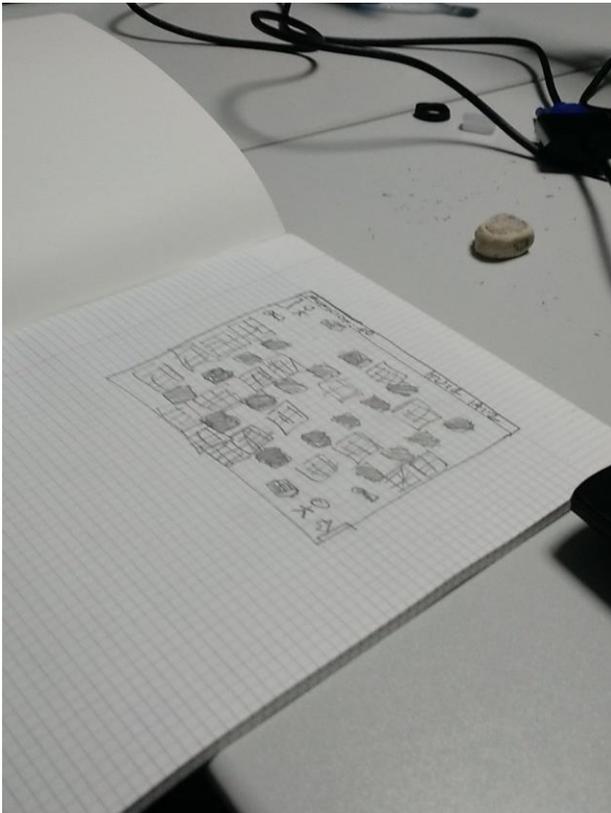
We have used netbeans and sublime text to do the code, trying every change in the program with WinApe's emulator, and executing it sometimes in a real Amstrad.



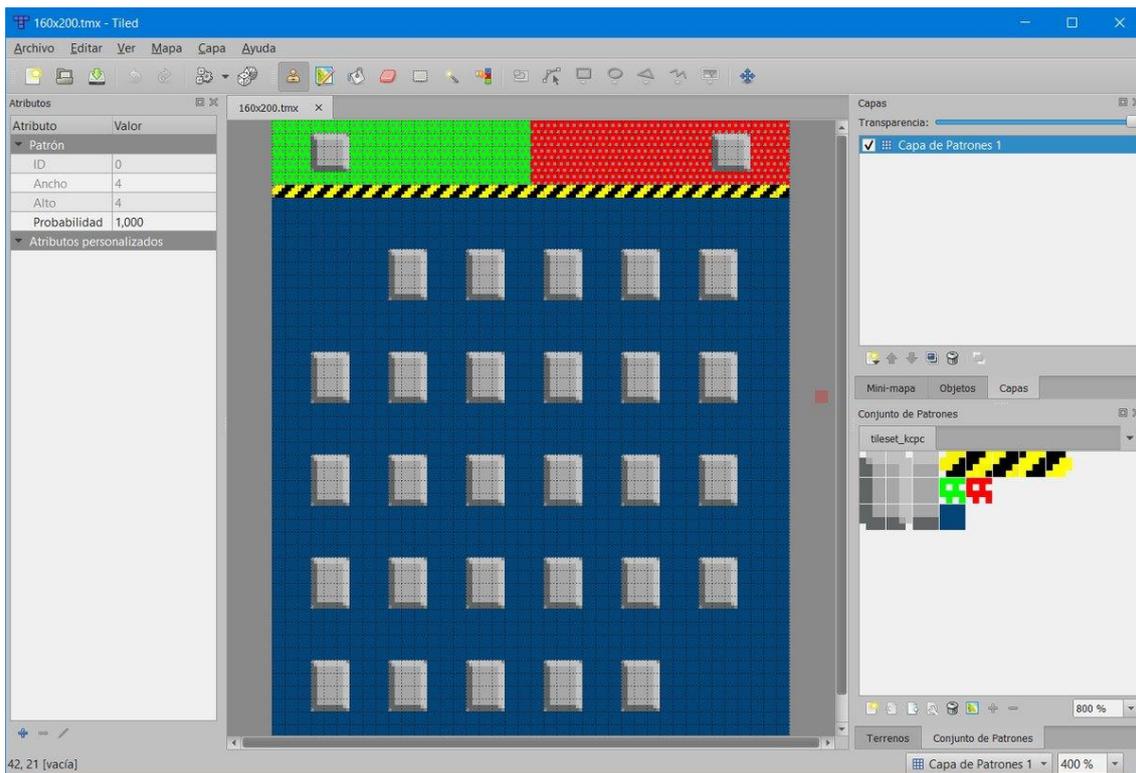
Desarrollo del juego Game Development

First, we did some basic tests to familiarize with cpctelera. When we learned the basic concepts of it, we began the development of our game.

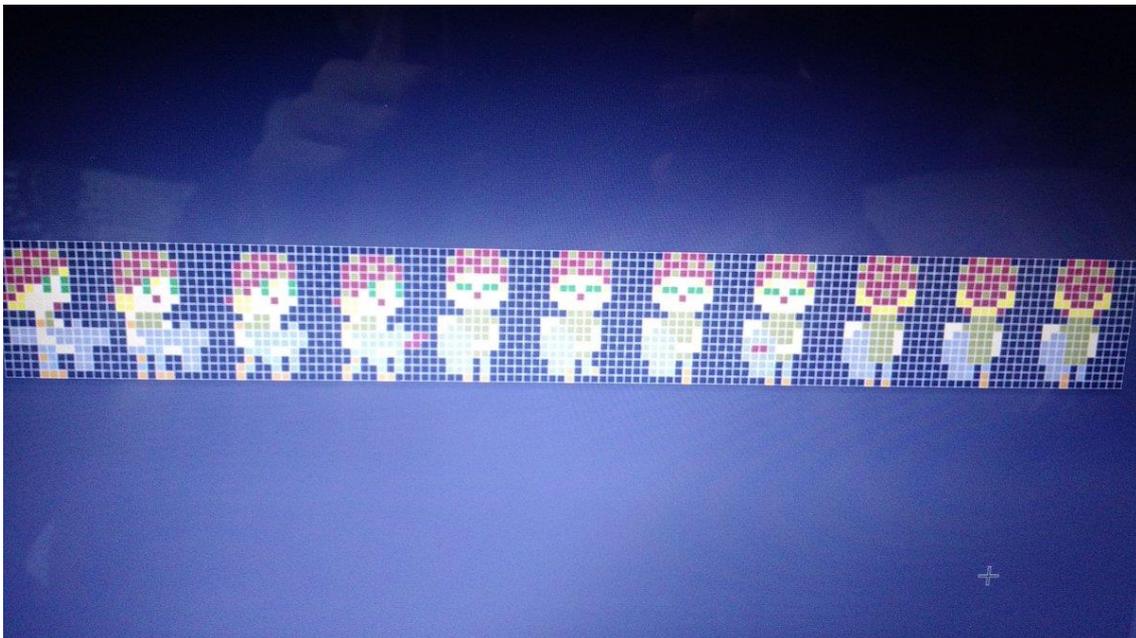
The first step was to draw the map's and characters' sketches, based in the previous ideas we developed of them.



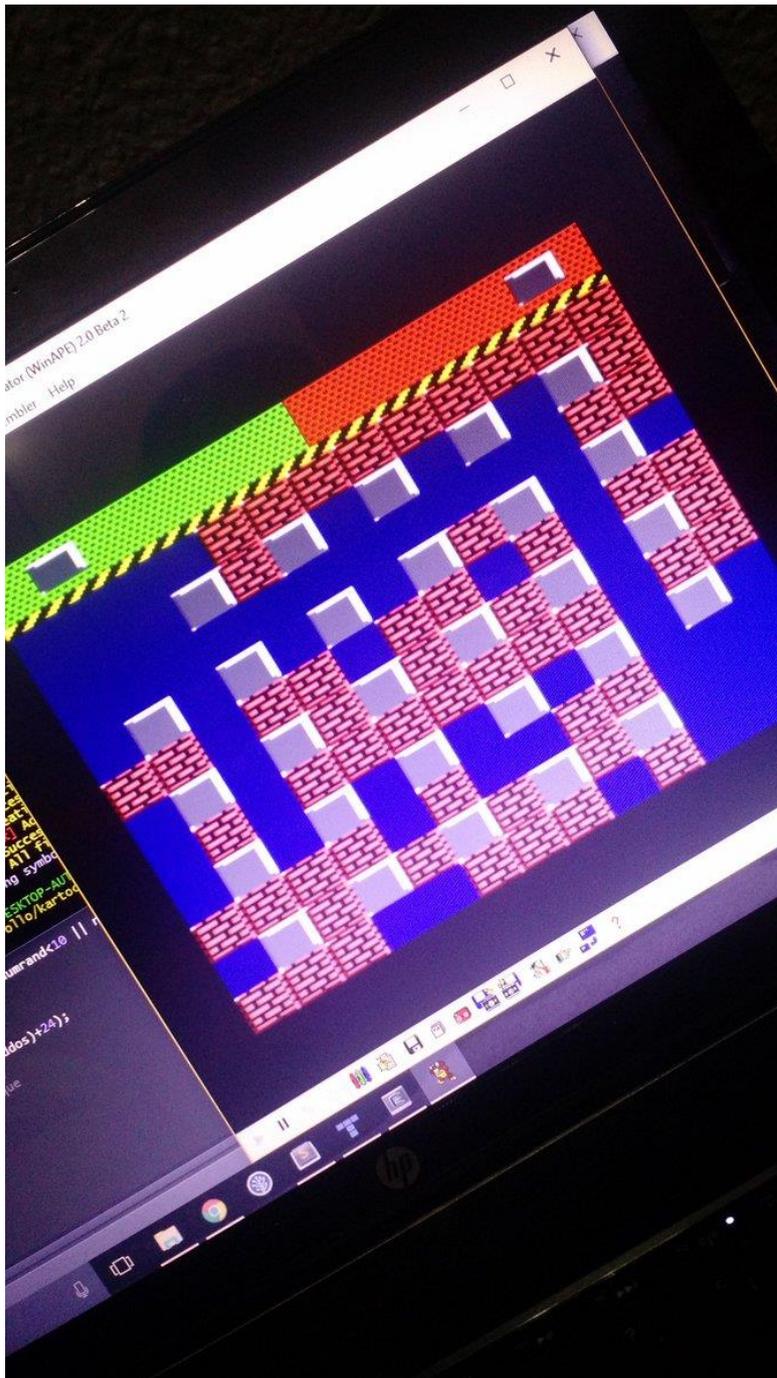
The second step consisted in doing the map of our game, using the tool Tiled.



When the map was created, we inserted our main character, Jimmy, in the game. We made all his animations in motion and his stance when he is attacking. Then we made the movement in game, and erased the blink's effect.



When we had the map and the character created, then we made the collisions of the character with the blocks' drawn in the background, the nondestructive. We made some ways to create them, but at least we decided to see the color of the background. If the color was from the background, you could pass through it, if not, you would collide. This method was really convenient for us, because we used it also to detect the destructible blocks. These blocks appear in random areas, using functions of cpctelera alongside our own calculations for making pseudo-random numbers, checking that they always are on blue background, and not on other boxes.



When we finished these steps, we made the shoots. We made another sprite for it, and made the movement in the four directions: up, down, left and right. Then we made the collisions of them with the nondestructible blocks, checking also the boxes' color under the shoots, method that we also use to check the collision with the destructible boxes that, if the shoot impacts one, it will redraw the background to erase the block in question. It is also used in the checking of the collision with the other character, but this was done later, when we created the second character.

This character was the next step after the shots: Obdulia, the second character of "Grenade's Conquest". We made her movement and attack animations, and we re-used the methods of movement, collisions and shoots with her, obtaining a faster results with her implementation than we had with Jimmy.

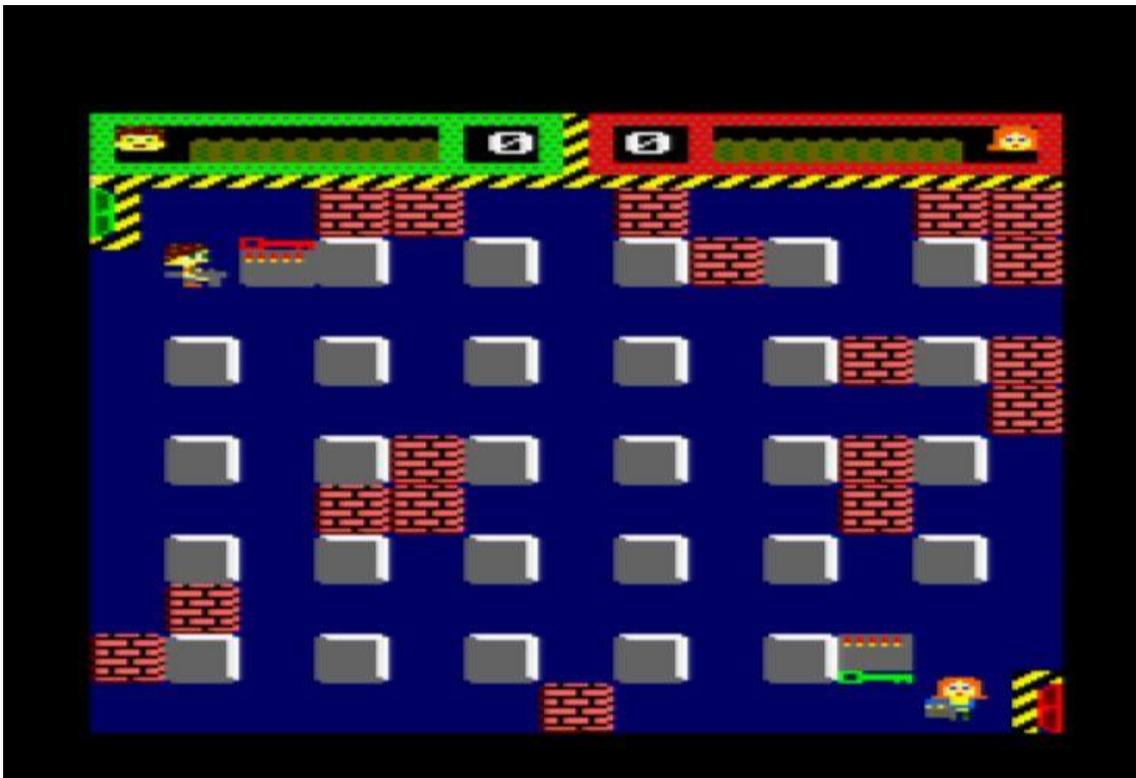


After that, we made the methods necessary when a shoot collided to the enemy, we win a point and reset the characters' positions.

We made a score counter and that, when one of the two win five points, the match ends and the game is restarted.

Later, we add a limited amount of grenades. When you shoot, one grenade will be taken out (we have bullet's sprites above the screen, one for each grenade), and they will be incremented to the maximum amount when we return to the base, alongside the ammunition's box.

We also add two sprites for the keys, and another two for the doors. We did the checking so when a character pass near of his key, he will retrieve it and his door will open automatically. If he goes to his opened door, he will score a point.



Finally, we created loading screens, a menu where you can access to the different functionalities of the game, and we created and inserted our own music in the game.



