

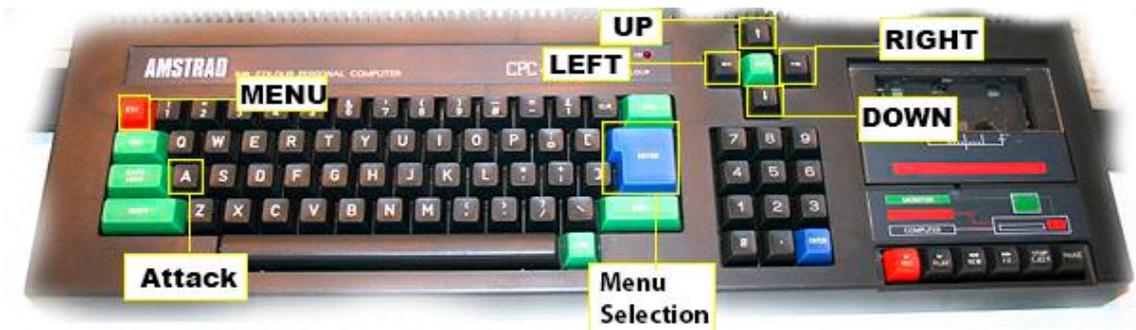
Gene Project

CPCRETRODEV2016

Introduction

This Project is not a game, it's a test. We were learning about CPCtelera and we try to do a little check.

KeyBoard



Game procedure

In order to run the game, we first load the menu screen. This menu screen comprises the "start" and the "play/stop music" buttons. We also display our logo in this screen.

Once the player presses "start", a "neutral map" will be loaded. In this map, the player can access to three different maps that will be loaded correspondingly when the player collides with one of the three yellow doors.

Map transitions are checked with collisions according to the colours of the maps created with Tiled. We check in what map the player is, so we can change the state and, depending on this map and the collision, the player will be taken to one map or another.

If the "Esc" key is pressed, the player will return to the menu screen.