

#CPCRetroDev 2015

III Retro Game Creation Contest

The Department of Computer Science and Artificial Intelligence of the University of Alicante, together with ByteRealms and Cheesetea announce the 3rd Retro Game Creation Contest of the University of Alicante (**#CPCRetroDev 2015**). This contest aims to encourage the creation and discovery of talent with technological and artistic qualities in the game development world. To encouraging competition at the highest level, this contest is open to the whole international community. This gives developers the opportunity to take their outstanding capabilities to the limit, in an environment of maximum global competition.

“Retro” technology is considered as a limiting factor, because it gives developers very few computational resources. This aims to encourage originality and personal overcoming in order to develop new and better technological solutions, looking far beyond from the capabilities of the machines.

Rules

1. Deadline

- The firm submission deadline will be
October, the 23th, 2015, 23:59h (CEST Timezone)

2. Participants

- There are no participation restriction. The contest is open to any person/team from any nationality.

3. Prizes

- This edition has **900 €** in prizes that are splitted into 2 main categories (PRO and BASIC) and some special awards. These are the prizes in detail:
 - **PRO Category:**
 - 1st prize: **300 €**
 - 2nd prize: **150 €**
 - 3rd prize: **75 €**
 - **BASIC Category:**
 - 1st prize: **100 €**
 - 2nd prize: **50 €**
 - **Special Awards:**
 - Special mention to the best technical achievement: **125 €**
 - Special mention **Devilish Games** to the most original game: **100 €**
- In the case that a concrete award ended undecided after jury evaluation, or by not enough participation, its economic assignment will be equally shared among the other non-undecided contest awards.

4. Admission rules for distinct categories

- Games presented to the BASIC category must be completely programmed in **interpreted Locomotive BASIC 1.0**. Compiled games or games that use machine code or RSX extensions will not be admitted.
- Games presented to the BASIC category will be also considered for PRO category awards. However, games presented to PRO category will only be considered for PRO awards.
- PRO and BASIC prizes are not cumulative: a person/team aiming for 2 different prizes/awards will get only the highest valued one.
- All games presented will be considered for special awards.
- Winners will have **30 days**, counting from the award giving ceremony, to give their banking information and all required documents to the University of Alicante, with the aim of being able to pay their prize by bank transfer.

5. Jury evaluation

- The jury will be composed by a group of experts that will be announced in the contest webpage.
- The jury will analyze and test presented games, giving them 3 different scores: general, technical achievement and originality.
- The **general** score, from 0 to 100 points, will be used to decide contest winners in categories PRO and BASIC. This score will be subdivided into the following sections:
 - [35 points] Playability and fun
 - [20 points] Technical level
 - [15 points] Graphics and artist quality
 - [15 points] Sound
 - [10 points] Source code submission under free license (GPL or MIT)
 - [5 points] Inclusion of a gesture to the movie **Back to the Future**
- **Technical achievement** score, from 0 to 100 points, will take into account the level of technological innovation of the game. This concept is understood as the implementation of innovative technological functionalities for the game or improving previously existing ones, always considering their technical development.
- Originality, from 0 to 100, will take into consideration the uniqueness of the game concept presented (its innovative value). The game concept will be the main thing considered, compared to other game concepts already existing for the same platform. It will also be taken into account the way the concept has been implemented, its playability and future expansion possibilities.
- For every category and special award, the winner will be the game achieving most

points. In case of draw, the game that was submitted earlier will be considered the winner.

- Jury failure will be final.
- The jury reserves the right to correctly interpret these rules, and the ability to declare any award as undecided.
- In case of dispute or doubt, the rules written in spanish will be taken into consideration. English rules are a translation of the previous only for information purposes.

6. General admission rules for submitted games

- Games submitted must work on a **real Amstrad CPC 464**, without expansions. Games must also work on **at least one** of these emulators:
 - WinAPE 2.0. Alpha 18, profile *CPC 464 with PARADOS*.
 - JavaCPC 2.9 with system CPC 464 (AMSDOS).
- Games must load into memory in a single pass. It is possible to load different consecutive files (code, data, etc) but only once, previously to the start of the game. Once the game starts, it must load nothing more (that is, **no multi-load permitted**). Therefore, only **64K** of RAM will be available for any game.
- Any tool or language is permitted for programming (BASIC, C, ASM, libraries...) provided the authors have a license to publish the resulting game / source code.
- Submitted games **must not** have participated in any previous contest, and must not have been published previously.
- Games can be created individually or in teams. However, each person/team can only submit one game.
- Any theme is valid for submitted games provided it respects contest rules.
- Games must be suitable for all publics. Any game including any content not suitable for all ages may be disqualified.

7. License and use of the submitted games

- Teasers, trailers, gameplays and other media from the games will be uploaded and shown to the Youtube channel of [ByteRealms](#).
- **Nominated games** will be publicly shown on **saturday, 31th of October 2015**, during the awards giving ceremony. Authors present at the event will have 5 minutes available for showing and explaining their game to the audience. Authors not being able to assist to the ceremony could send a 4-5 minutes video with their show and explanations. In case of running out of time, organizers could decide to only show 1-minute gameplays of the games.

- Submitted games will be published in the contest webpage and disseminated through [ByteRealms](#), [Cheesetea](#) and University of Alicante social networks. Games, videos, source code, user manual and authoring documents will be published together. If required, new videos of the game could be also created and published.
- All games submitted and working will be released together in a **physical cassette edition** for real Amstrad CPC computers. Winning persons/teams from categories PRO and BASIC will receive one free copy of this edition. Remaining copies will be sold by the University of Alicante, [ByteRealms](#), [Cheesetea](#) and/or contest collaborator entities. All money collected will be used for prizes and physical editions of **#CPCRetroDev** contest editions.

8. Game submissions

- By the act of submitting a game to the contest, authors are accepting these contest rules.
- By the act of submitting a Game, authors give to ByteRealms, Cheesetea, the University of Alicante and collaborator entities the right to publish the Work in whole or in part in any and all forms of media, effective as of the date of submission, on the understanding that the work will be accepted for the contest, without any kind of fee. This permission includes any material submitted with the game, including without limitation, videos, texts, source code and binaries. This permission is given with the sole purpose of making effective all rules and prizes described in this document. Authors also grant permission to sold copies of the **physical cassette edition** without receiving any money compensation for that, as collected money will be used for continuation of the **#CPCRetroDev** contest.
- Games must be submitted through the contest webpage:
<http://cpcretrodev.bytereadms.com>.
- Participants can send as many versions of their work as they like previous to the deadline. However, only the last received version will be considered.
- Participants must send their submissions in one single **ZIP** file, up to **12 MB**, with these contents:
 - A **CDT** file with the game (optionally, a DSK version of the same game may be added for easing testing).
 - A **manual** of the game in PDF format (history, how it works, keys, etc)
 - A **TXT** file with **author** complete names and **third party credits** (authors of third party content, references, tools/libraries used, licenses, etc).
 - A **MP4** video of the game: trailer or gameplay (1-minute at most)
 - Optionally, a **ZIP** file with the **source code** and building instructions. Inside that ZIP file a copy of the end user license must be included, being it GPL, MIT or compatible free source license.