

# #CPCRetroDev 2021

## IX International Retro Game Creation Contest

The Department of Computer Science and Artificial Intelligence of the University of Alicante, the Cátedra Santander-UA de Transformación Digital, together with ByteRealms and Cheesetea announce the 9<sup>nd</sup> *International Retro Game Creation Contest of the University of Alicante* (#CPCRetroDev 2021). This contest aims to encourage the creation and discovery of talent with technological and artistic qualities in the game development world. To encourage 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 fosters originality and personal overcoming in order to develop new and better technological solutions, looking far beyond the theoretical capabilities of the machines.

## Rules

### 1. Application deadline

- The call for applications will be published in the BOUA (Official University of Alicante’s Bulletin) for information purposes, prior to the publication of its extract in the DOGV (Official Valencian Community’s Bulletin).
- Registration is carried out by means of entry submission. The registration period begins on 15 October 2021 and **ends on Tuesday, 2 November 2021 at 23:59h (UTC+1)**.

### 2. Participants

- The contest is open to any person/team from any nationality.

### 3. Prizes

- This edition has **1.230 €** in official prizes that are splitted into 2 main categories (PRO and UA) and some special awards:
  - **PRO Category**
    - 1<sup>st</sup> Prize.....**300€**
    - 2<sup>nd</sup> Prize.....**200€**
    - 3<sup>rd</sup> Prize.....**130€**
    - 4<sup>th</sup> Prize.....**100€**
    - 5<sup>th</sup> Prize..... **50€**
  - **UA Category**
    - 1<sup>st</sup> Prize.....**100€**
    - 2<sup>nd</sup> Prize.....**50€**
  - **Special awards**
    - **Gominolas award** to the best music.....**100€**
    - **Relevos’s award** to funniest game.....**100€**
    - **Pablo Ariza’s award** to best technical development...**100€**

- In the case that a concrete award ended undecided after jury evaluation, or by insufficient participation, its economic assignment will not be given, staying accumulated for next editions.
- Collaborating third parties may give additional prizes offered on their own and following their own set of rules, counting with the approval of the organizing committee. These prizes will be announced on the web page of the contest along with their rules.

#### **4. Legal and budgetary framework**

- The maximum amount of this call is 1.230€ and it is allocated in chapter 4 of the Department of Computer Science of the University of Alicante, Expense Centre 3600, budget application 36.00.4B.00.01.
- The implementation of the allocation of this call is subject to the availability of liquidity of the same.
- The grant allocated to each grant shall comply with the provisions of Law 38/2003 of 17 November 2003 on General Subsidies, the regulations, requirements and terms established by the AU's internal operating rules and the provisions of this call for proposals.
- The beneficiaries are obliged to provide any information requested of them and to comply, where applicable, with the duties established in article 14 of Law 38/2003.
- Failure on the part of the beneficiaries to comply with the obligations set out in this call may lead to the revocation of the award.

#### **5. Jury evaluation**

- The jury shall be composed of a chairman and two members. One of the members will act as secretary.
- The jury will be supported by a panel of experts from the sector, which will be announced on the competition website at the time of its formation. This panel of experts will evaluate the games and the jury will validate these evaluations.
- The panel of experts will be composed by a group of experts that will be announced in the contest webpage upon formation.
- Each member of the panel of experts will be assigned to an aspect of the games, and will evaluate only that aspect.
- In case of more than 35 games being presented, the organizing committee will celebrate a semi-final to select 35. Selected games will be finally evaluated by

the jury and will participate in the awards giving ceremony. Not selected games will end up tied in 36<sup>th</sup> position.

- Each expert's evaluation will consist of a list with the best 15 games ordered from top to bottom.
- There will be two types of members of the panel of experts: **general** and **special**.
- **General** experts will evaluate these aspects:
  - Fun, engagement and playability
  - Artificial Intelligence and Technical Quality
  - Music and sound effects
  - Graphical and artistic quality
- **Special** experts will evaluate these aspects:
  - Best Music and Sound Effects [Cesar Astudillo]
  - Best Overall Product [Jon Cortázar/Relevo]
  - Best Artificial Intelligence and Technical Development [Pablo Ariza]
- The **evaluation criteria** are understood as:
  - *Joy, addictiveness and playability*: games that manage to hook the player more and keep them playing and enjoying for longer.
  - *Artificial Intelligence and Technical Quality*: games that show more realistic, believable and challenging characters, firstly. Secondly, games that show advanced technical developments, with high framerates, effects that require advanced technology such as scrolling, modified resolutions, use of rasters, etc. In general, any technology whose programming is more complex than usual.
  - *Music and sound effects*: games with higher quality and richer expressive music, with a greater quantity of music and also with better sound effects and more of them.
  - *Graphic and artistic quality*: games whose aesthetics show a greater work, a more harmonious result and generate a more artistic and professional game atmosphere.
  - *Global Product*: games whose overall result incorporates better characteristics as a market product, from the point of view of sales to the end customer. Above all, the harmony of the whole is valued as a global attraction for an end customer.
- Each game will accumulate points from each evaluation received, according to these tables:
  - For every **general** expert evaluation:
 

1°	2°	3°	4°	5°	6°	7°	8°	9°	10°	11°	12°	13°	14°	15°
36	29	24	23	21	19	17	15	13	11	9	7	5	3	1
  - For every **special** expert evaluation:

1º	2º	3º	4º	5º	6º	7º	8º	9º	10º	11º	12º	13º	14º	15º
46	37	31	29	26	24	22	19	17	14	12	9	7	4	2

- Additionally, all games will also obtain
  - [50 points] for submitting their source code with **free license (GPL or MIT)**
  - [25 points] for including a gesture to **Rainbow Islands** from **Ocean**.
- The **gesture to Rainbow Islands** is open to developer creativity, as long as it appears as an element of **gameplay**. It is **mandatory** for its evaluation to include a screenshot and an explanation about the gesture in the attached documentation.
- Winners will be decided upon received evaluations:
  - **PRO category** winners will be those with more total points as sum of all received evaluations.
  - **UA category** winners will be those teams composed only of University of Alicante Students with more total points as sum of all received evaluations.
  - Winners of **special mentions** will be those with more points received in each special mention concretely.
- In case of tie, the winning game will be...
  - a) with greater sum of points coming from all **special mentions**.
  - b) with greater sum of points in the aspect "*Joy, engagement and playability*"
  - c) the first to have submitted the game.
- Winners will have **10 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.
- 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 one of these two emulators:
  - **WinAPE 2.0. beta 2** emulador, with profile *CPC 464 with PARADOS*.
  - **Retro Virtual Machine v2.0** beta-1 R7, emulating a basic Amstrad CPC 464.
- Games must load into memory in a single pass. Several loads are valid **before** the start of the game. **Once the game starts, no more loading is permitted**. Therefore, only **64K** of RAM will be available for any game during execution.

- 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.
  - A game will be considered to have been previously published if, ***before the opening of submissions***, any of the following conditions are met:
    - An ***executable version*** or a version under development has been made publicly available.
    - A ***full video or audio analysis***, walkthrough or complete gameplay has been made publicly available.
    - A ***member of the jury/panel of experts*** has had access to an executable version, complete or in development.
- Through the ***official submission channel*** (see section 8. Submission of entries) ***any material of the video game can be published***: the game itself, screenshots, images, gameplays, videos, previews, analysis or whatever the developers want. ***As long as the publication is within the established deadline*** (see section 1. Application deadline), these forms of promotion will **NOT** be considered as prior publication.
- Games can be created individually or in teams.
- 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.
- All game **contents** (music, graphics, code, etc.) **must** be either of author's own production or have a license permitting their inclusion in the contest casete production, distribution and selling. Licensed content will require the inclusion of the license in the submission to be valid.
- If a game cannot be legally included in the casete production it will be disqualified. It could also be disqualified if there exists doubts regarding the legality of including any of its contents in the production.
- Any remake, tribute or replication of preexisting games susceptible of being considered as a violation of copyrights will be disqualified, except if the authors have been given explicit license or permission by copyright holders.

### **Admission rules for distinct categories**

- PRO and UA prizes are **not** cummulative: a person/team aiming for 2 different prizes/awards will get only the highest valued one.

- Special awards are cumulative and compatible with PRO and UA category prizes.
- Sponsored prizes are cumulative and compatible with all other prizes.
- All games presented will be considered for special mentions.
- Special mention to the best music can only be won by an original theme created by videogame authors.

## 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.
- 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 UA 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 benefits will be used for funding future **#CPCRetroDev** contest editions.

## 8. Game submissions

- By the act of submitting a game to the contest, authors are accepting these contest rules.
- **English** language is recommended for contest version of the games submitted, either for the game itself or for the manuals, to ease jury assessment tasks. Optionally, translations may also be provided.
- 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 sell 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.
- Video games must be submitted through the website <https://itch.io/jam/cpretrodev2021>. The delivery instructions and link will be

available and updated at all times on this website and on the main contest website <https://cpcretrodev.bytereadms.com>.

- The delivery will be done following the steps for Game Jams of itch.io. Authors must:
  - Create a website for their game on itch.io.
  - Include in the website the information and files requested by the contest.
  - Submit their game website as a participant in the cpcretrodev2021 jam on itch.io.
- Participants must send their submissions in one single **ZIP** file, up to **20 MB**, with these contents:
  - The **game** in **CDT** file format.
  - The **manual** of the game in **PDF** format: how to use, keys, history, etc.
  - An **authors** file in **TXT** format, including author names and a list of all third party credits, specifying third party contents used in the game along with their licenses, and references to originals whenever possible
  - **4 screenshots** for the game web sheet, in **PNG** format.
  - **1 gameplay video**, during **20 seconds** at most, in **MP4** format, for public show.
- **Optionally**, it is also recommended to include these contents:
  - **DSK files** with the same game included in the **CDT** file.
  - A **video** of the game in **MP4** format: trailer/gameplay (1-minute at most)
  - **Source code** inside a **folder**, including compilation instructions. It is mandatory to include an use license that permits the distribution of the source code (GPL or MIT are preferred).
  - **Making-of** in **HTML** or **PDF**. Description of how the game was created, technologies used, problems and solutions found, learned lessons, pictures and screenshots of the development, etc. This content will be used to complete and improve game web-sheet to give more information to end users.
  - Any other content that the authors deem appropriate, on the game's own website.
- It is allowed to submit as many versions of the videogame as you want **before the deadline**. Only the last version submitted will be considered for the contest.
- It is **expressly forbidden** for authors to modify their submission on itch.io after the deadline. Violation of this rule will result in disqualification from the game. It will be considered modification of the submission:
  - Any change in the files attached to the game website.
  - Any change in the content of the game website.

- The use of links to external sites on the game website and their modification after delivery.
- Any other practice along the same lines as the above points.
- Delivery **must be** configured in itch.io, throughout the contest, as follows:
  - Publicly accessible (Visibility & access: Public).
  - No cost or donation (Pricing: No payments).
  - Downloadable (Kind of project: Downloadable).
- After the awarding of prizes, authors are free to configure/distribute their game freely, in any modality. Authors retain all rights to their game.

## 9. Notifications

- In accordance with the principle of transparency contained in Law 40/2015, of October 1, on the Legal Regime of the Public Sector, and the provisions of Article 45.1 of Law 39/2015, of October 1, on the Common Administrative Procedure of Public Administrations, the publications detailed in these bases and their application data will be made on the web address <https://cpcretrodev.byterearms.com>, replacing the notification to the interested parties and producing the same effects.

## 10. Data Protection

- In accordance with the provisions of current legislation on data protection, we inform you that the University of Alicante will process the data provided for the purpose of managing and processing applications for participation in this call. The basis of legitimacy of this treatment is based on the fulfillment of a mission carried out in the public interest or in the exercise of public powers vested in the University of Alicante, and the consent expressed in your application to participate in it.
- Within the framework of the aforementioned processing, your data may not be transferred, unless legally obliged to do so. Where appropriate, we will proceed to the transfer of email or via contact to sponsors of the contest that must make the delivery of an external prize, always with the prior informed consent of the prize winner.
- We inform you that you can exercise your rights in relation to the processing of your personal data of access, rectification and deletion, among others, by request addressed to the Management of the University in the General Registry of the University of Alicante, or through its electronic Headquarters <https://seuelectronica.ua.es/es/index.html>.
- Additional and detailed information on Data Protection, your rights and the Privacy Policy of the University of Alicante, can be found at the following link: <https://seuelectronica.ua.es/es/privacidad.html>.



## 11. Resources

- A contentious-administrative appeal may be filed against the call, its bases and any administrative acts derived from it, which exhaust the administrative channels, before the competent contentious-administrative court of Alicante, within two months from the day following its publication, in accordance with the provisions of Article 114 of Law 39/2015, of October 1, of the Common Administrative Procedure of Public Administrations, Article 6. 4 of Organic Law 6/2001, of 21 December, on Universities and Article 46 of Law 29/1998, of 13 July, Regulating the Contentious-Administrative Jurisdiction, and optionally may file an appeal for reconsideration within one month from the day following the day after the publication of this, before the rector, in accordance with the provisions of Articles 123 and 124 of Law 39/2015. All of the above without prejudice to the use of any other means deemed appropriate.
- The final actions of the jury may be appealed as provided in article 121 of Law 39/2015, within a period of one month from the day following the day of its publication or notification. The appeal may be filed before the body that issued the act being challenged or before the rector as the competent body to resolve it. In accordance with Article 122 of Law 39/2015, no appeal may be filed against procedural acts, unless they directly or indirectly decide the merits of the case or determine the impossibility of continuing the procedure, produce defencelessness or irreparable damage to legitimate rights and interests. The opposition to these procedural acts may be alleged by the interested parties to be considered in the resolution that ends the procedure.

**Alicante, October 4, 2021**

The Rector,

P.D. of signature, the General Secretary  
(Resolution of December 22, 2020)  
Esther Algarra Prats