



#CPCRetroDev 2023

XI International Retro Game Creation Contest

The Vice-Chancellor's Office for Digital Transformation at the University of Alicante, the Department of Computer Science and Artificial Intelligence, the Smart Learning: Intelligent Technologies for Learning Group, ByteRealms, and Cheesetea announce the 11th International Retro Videogame Creation Contest of the University of Alicante (**#CPCRetroDev 2023**). This contest aims to encourage the creation and discovery of talent with technological and artistic abilities in the world of video game development. With the objective of ensuring that national talent competes and develops at the highest level, this contest is convened on an international scale. Thus, national creators have the opportunity to push their outstanding abilities to the limit in an environment of maximum global competitiveness.

"Retro" technology is used as a limiting factor, giving developers scarce computational resources. With this, we promote originality and overcoming challenges to develop new and better technological solutions, seeking to go beyond the theoretical capabilities of the machines.

Rules

1. Application deadline

- The call will be published in BOUA (Official University of Alicante's Bulletin) for informational purposes, prior to the publication of its extract in DOGV (Official Valencian Community's Bulletin).
- Registration is carried out by means of entry submission.
- The registration period (in **UTC+1 time**),
 - Begins Friday, October 13, 2023, at 00:00h.
 - Ends Friday, **November 3, 2023, at 23:59h.**

2. Participants

- The contest is open to any individual or group of any nationality.

3. Prizes

- There will be **€900** in prizes divided into PRO and UA categories:

▪ PRO Category

- 1st Prize.....**300€**
- 2nd Prize.....**200€**
- 3rd Prize.....**100€**
- 4th Prize.....**75€**

▪ UA Category

- 1st Prize.....**150€**
- 2nd Prize.....**75€**



▪ **Special awards**

- Best Music and Sound Effects.....**Diploma**
 - Best Technical Development and AI.....**Diploma**
 - Best Graphical and Artistic Quality.....**Diploma**
 - Best Enjoyment and Playability.....**Diploma**
- In the event that any prize remains unclaimed after the jury's assessment, or due to lack of participation, its monetary value will not be awarded and will be accumulated for future editions.
 - External collaborators may grant additional prizes according to their own regulations, with the approval of the organizing committee. These prizes will be announced on the contest's website along with their rules.

4. Legal and Budgetary Framework

- The maximum allocation for this call is €900 and is assigned in Chapter 4 to two expenditure centers:
 - €300 in the Department of Computer Science at the University of Alicante, Expenditure Center 3600, budgetary application 36.00.4B.00.01.
 - €600 in the Vice-Chancellor's Office for Digital Transformation at the University of Alicante, Expenditure Center 1070, budgetary application 10.70.4B.00.01.
- The execution of the allocation for this call is subject to its liquidity availability.
- The grant assigned to each aid will comply with the provisions of Law 38/2003, of November 17, General Grants Act, the regulations, requirements, and terms established by the internal operating rules of the UA, and what this call establishes.
- The beneficiaries are obliged to provide all information requested and to comply, as applicable, with the duties set forth in Article 14 of Law 38/2003.
- Non-compliance by the beneficiaries with the obligations outlined in this call may result in the revocation of the award.

5. Jury and Evaluation

- The jury will consist of a chairperson and two members. One of the members will act as secretary.
- A panel of experts will support the jury by evaluating the games. The jury will review and validate their proposal.
- The panel of experts will be announced on the contest's website.
- Each expert will evaluate a **single aspect** of the games.
- Each expert will select their top 15 games from best to worst.



- The experts will be divided into **general** and **special** categories.
- The **experts** will evaluate these aspects:
 - Enjoyment and playability
 - Artificial intelligence and technical quality
 - Music and sound effects
 - Graphical and artistic quality
- The **special experts** will award **special mentions** to the best games in each aspect.
- These **evaluation criteria** will be used:
 - Enjoyment and playability
 - Games that are more engaging and keep players **playing and enjoying for longer**.
 - Artificial intelligence and technical quality
 - Games with more **realistic, believable, and challenging characters**.
 - Games that include **innovative** programming techniques.
 - Games that use advanced programming techniques. High frame rates, graphic effects, scrolling, modified resolutions, raster effects, palette effects, etc., will be valued.
 - Games that include any complex programming technique not listed above.
 - Music and sound effects
 - Games with **higher quality and expressively richer** music and sound effects.
 - Games that include a larger number of music and sound effects.
 - Graphic and artistic quality
 - Games with better aesthetics, more harmonious and admirable.
 - Games that create **ambiance, atmosphere, or specific emotions** in line with the game's theme.
- Each rating received will award these points:
 - From a **general** expert:

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
 - From a **special** expert:

1°	2°	3°	4°	5°	6°	7°	8°	9°	10°	11°	12°	13°	14°	15°
46	37	31	29	26	24	22	19	17	14	12	9	7	4	2
- Additionally, the following will be obtained:
 - [50 points] for source code with a **free license** (GPL, MIT, or compatible)
 - [20 points] for including a **homage** to *Titus' Super Cauldron* game
 - [20 points] for including a **commercial farewell** to *Amstrad CPC*
- The **homage** to Super Cauldron **must** be part of the **gameplay**.
- The **commercial farewell must** be part of the **end of the game**. Upon completing the game, a message, icon, image, homage, or something



similar must be displayed, referring to the fact that in 1993, 30 years ago, the commercial life of the Amstrad CPC ended.

- Homage and commercial farewell ***will only be valid*** if explained in the documentation, ***including*** captures.
- The winners will be:
 - **PRO category:** games with most total points.
 - **UA category:** games with the most total points from teams composed **only of University of Alicante students**.
 - **Mentions:** to-rated games in each special mention.
- In the event of a tie, the game will win...
 - a) with the most points when summing all the **special mentions**.
 - b) with the most total points in "Enjoyment and playability."
 - c) that was submitted earlier (date + time of file upload).
- If more than 35 games participate, the best 35 will be selected in a preliminary semi-final. The remaining ones will be tied in 36th position.
- The winners will have **5 days** from the awarding of prizes to provide bank details and documents required by the University of Alicante. The prizes will be received via bank transfer.
- The jury reserves the right to interpret these rules, and to declare any of the prizes as vacant.
- In the event of doubt or dispute, the rules written in **Spanish** must be taken into account. The rules in **English** are a translation for **informational purposes only** and cannot be understood as a legally binding text.

6. General conditions for game admission

- The games must work on a **real Amstrad CPC 464**, without expansions, and also on one of these 2 emulators: They must also work on one of these emulators:
 - **WinAPE 2.0 beta 2**, with profile CPC 464 with ParaDOS.
 - **Retro Virtual Machine v2.1.6**, with a basic Amstrad CPC 464.
- **Loading** is only allowed **before** starting the game.
 - During execution, only **64KB** will be available.
- Using any language or tool (BASIC, C, assembler, libraries,...) is allowed, if the license permits the publication and monetization of the game.
- Games **CANNOT** be published ***before the opening of submissions:***
 - A game will be considered previously published if,
 - There has been an **executable version** publicly available.
 - It has been presented at an event.
 - There has been a **comprehensive analysis, walkthrough, or complete gameplay** in video or audio, publicly available.
 - Any **jury or expert** has had prior access.



- From the opening of submissions (see section 1. Application deadline):
 - The game may be published **on the official delivery channel** (see section 8. Game delivery). This includes the game, captures, images, gameplays, videos, previews, analyses, or any related material.
- Games may be created individually or in teams.
- Games can be of any theme that respects the rules.
- Games **must** be suitable **for all audiences**.
- The game and all its contents **must be new creations of the authors**.
- Exceptionally, **third-party content** is allowed under these conditions:
 - It is **mandatory** to provide a **license or explicit permission** that allows public distribution and commercialization.
 - This content **will be EXCLUDED from all evaluations**.
 - **"Versioned"** contents are considered under this rule.
 - Versioned content is considered content created by the authors that replicates or copies an existing one and would require permission/license.
- Games that cannot be legally included in cassette production or that raise doubts about their legality **will be disqualified**.
 - This includes remakes, tributes, or partial replicas of existing games without license or permission.

7. Conditions for admission in different categories

- Prizes in the PRO and UA categories are **NOT** cumulative.
 - Only the one with the **highest amount** will be obtained.
 - If the amounts are equal, the PRO category will take precedence.
- Special mentions and sponsored prizes are cumulative.
- All games will be eligible for the PRO category, special mentions, and sponsored prizes.
- Only teams made up **entirely** of students from the University of Alicante will be eligible for the UA category prizes.

8. Exhibition, license, and use of the submitted games

- The teasers, trailers, and gameplays of the games in video will be displayed on ByteRealms' YouTube channel.
- The games will be published on the contest's website and disseminated by [ByteRealms](#), [Cheesetea](#) and the [University of Alicante](#). All submitted documents may be adapted and published.
- All the games will be compiled in a **physical cassette edition** for *Amstrad CPC 464*. The copies will be available for sale by the [University of Alicante](#), [ByteRealms](#), [Cheesetea](#) and/or collaborating entities.



9. Submission of the games

- The submission of a game implies acceptance of the rules.
- It is recommended that both the game and manual be in English to facilitate assessment by the jury and experts. Translated versions may be added.
- By participating, the authors agree to grant, in a **non-exclusive** manner, the rights of reproduction, distribution, and public communication to the organizers ([University of Alicante](#), [ByteRealms](#), and [Cheesetea](#)), for the purposes specified in these rules. Likewise, they accept that the organizers may also grant, in a non-exclusive manner, the aforementioned rights to collaborating entities of the contest with the **sole purpose** of fulfilling the aims specified in these rules.
- The games **will be submitted** through <https://itch.io/jam/cpretrodev2023>. The submission instructions will be available on this website and at <https://cpretrodev.byterealms.com>.
- The submission will follow [itch.io](#)'s procedure. The authors must:
 - Create a web page for their game on [itch.io](#).
 - Include the information and files requested.
 - Submit their game website to the [cpretrodev2023](#) "jam" on [itch.io](#).
- The submission must include, **obligatorily**:
 - The **game** in **CDT** file format.
 - The **game manual**: objectives, instructions, controls, etc.
 - **Authorship, licenses, and permissions**, with the names of the game's **authors** and all **licensed/permitted content**, mentioning authors, licenses used, and links/references. Documents that certify permission must be included if available.
 - **4 screenshots** of the game running.
 - **1 video trailer, a maximum of 40 seconds**. It can be hosted on external platforms and embedded on the game's web page. If other videos are included, this one must remain as the main (featured) one.
- **Optionally**, it is recommended to include:
 - **DSK/SNA/CPR files** with the **same game** as the **CDT**.
 - **Other videos of the game**: commercials/gameplay, making-of, interesting details...
 - A **ZIP with the source code**, with compilation instructions. It must include a license allowing its distribution (GPL, MIT or compatible).
 - Description of the **"making of"** the game, on the web page itself and/or in **PDF**. Explanation of how the game was made, technologies used, problems encountered, lessons learned, photos, and screenshots of the development, etc.
- Versions may be submitted **before the deadline**.
 - Only the latest version submitted will be considered.
- It is **expressly forbidden** to modify submission on [itch.io](#) **after the deadline**. Modification will be considered as:



- Any change in the files attached to the game's web page.
 - Any change in the content of the game's web page.
 - The use of links to external sites on the game's web page and subsequent modification after submission.
 - Any other practice in line with previous points.
- Throughout the contest, the submission **must be** set up on itch.io as:
 - Publicly accessible (Visibility & access: Public).
 - No cost or donation (Pricing: No payments).
 - Downloadable (Kind of project: Downloadable).
 - After the awards, the authors are free to configure/distribute their game freely, in any form. The authors retain all rights to their game.

10. 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.byterealms.com>, replacing the notification to the interested parties and producing the same effects.

11. 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>.



12. 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, 2022

The Rector,

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