Universitat d'Alacant
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ByteRealms

cheesetea

#CPCRetroDev 2016

IV International Retro Game Creation Contest

The Department of Computer Science and Artificial Intelligence of the University of Alicante, together with ByteRealms and Cheesetea announce the *4rd International Retro Game Creation Contest of the University of Alicante* (**#CPCRetroDev 2016**). 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. **Deadline**
   - The firm submission deadline will be
     October, the 26th, 2016, 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 **1.050 €** in prizes that are splitted into 2 main categories (PRO and BASIC) and some special awards. These are the prizes in detail:

     - **PRO Category**
       - `1ᵉʳ Premio.....`**300€**
       - `2° Premio.....`**150€**
       - `3ᵉʳ Premio......`**75€**
     - **BASIC Category**
       - `1ᵉʳ Premio.....`**100€**
       - `2° Premio......`**50€**
     - **Special awards**
       - *Gominolas award* `to the best music.........`**125€**
       - *Jon Ritman's award* `technical development...`**125€**
       - *Dinamic award* `to innovative playability....`**125€**

   - Economical quantities of prizes could be incremented up to next september, the 15th, based on casete sells from previous contest editions.

○ In the case that a concrete award ended undecided after jury evaluation, or by insufficient partitipation, its economic assignment will be equally shared among the other contest awards.

4. Jury evaluation

○ The jury will be composed by a group of experts that will be announced in the contest webpage upon formation.

○ Jury members will assess games on 4 main aspects: Fun and engagement, Technical quality, Graphics and artistic quality, and Music and sound effects. Each jury member will give a score to each game on this 4 main aspects. The final score for the game will be the average over the scores got from jury members, for each aspect assessed.

○ 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 puntos]` Fun and engagement
- `[20 puntos]` Technical quality
- `[15 puntos]` Graphics and artistic quality
- `[15 puntos]` Music and sound effects
- `[10 puntos]` Source code included under free license (GPL, MIT or similar)
- `[ 5 puntos]` Inclusion of a gesture to the game **Camelot Warriors** (Dinamic)

○ Jury assessment will decide winners on PRO and BASIC categories.

○ Contest organization will assign weightings to distinct jury members. These weightings will be made public upon jury formation.

○ Special awards will be given a score, from 0 to 100 points, by specific, renowned jury members, as follows:

- **Jon Ritman's special award to technical development:** will be assessed by **Jon Ritman**, who will take into account technical qualities shown by games. This includes, in a non-exhaustive way, characteristics as execution fluidity, special effects quality, simultaneous number of sprites in screen, special rendering techniques used, artificial intelligence, etc.
- **Gominolas' special award to the best music**: will be assessed by **Cesar Astudillo (Gominolas)** based on artistical and musical quality of games soundtracks. Aspects like variety, length and appropriateness of music and sound effects will be taken into account.
- **Dinamic special award to innovative playability**: will be assessed by **Víctor Ruíz**, founder of **Dinamic**. Playability will be considered with a special enphasis on usability, user experience and innovation. Unusual game concepts for Amstrad CPC will be appreciated, taking into account gameplay innovation that could be interesting for end users.
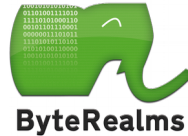
- For every category and special award, the winner will be the game achieving most points. In case of draw, the game that was submitted earlier will be considered the winner.

- 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.

- 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.

5. **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. beta 2, profile *CPC 464 with PARADOS*.
     - JavaCPC 2.9 with system CPC 464 (AMSDOS).

   - Games must load into memory in a single pass. Several loads are valid **before** 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 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.

   - Games can be created individually or in teams.

   - Each person can **only** be part of **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.

   - **Admission rules for distinct categories**
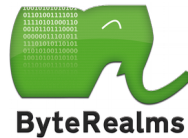
○ Games presented to the BASIC category must be completelly programmed in **interpreted** *Locomotive BASIC 1.0.* Compiled games or games that use machine code or RSX extensions will not be admitted.

○ 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 cummulative: a person/team aiming for 2 different prizes/awards will get only the highest valued one.

○ Special awards are cummulative and compatible with PRO and BASIC category prizes.

○ All games presented will be considered for special awards.

6. **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, 5th of November 2016**, during the awards giving ceremony.

○ Submitted games will be published in the contest webpage and diseminated 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.

7. **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 assessement 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
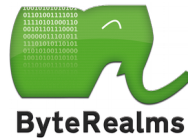
contest, without any kind of fee. This permission includes any material submitted with the game, including without limitation, videos, texts, source code and binaries. This permission is given with the sole purpose of making effective all rules and prizes described in this document. Authors also grant 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.

○ Games must be submitted through the contest webpage: (http://cpcretrodev.byterealms.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 **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, and references to originals whenever possible
  ▪ **All use licenses** from third party contents inside a **folder**.
  ▪ **4 screenshots** for the game web sheet, in **PNG** format.

○ **Optionally**, it is also recommended to inlcude 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.