

#CPCRetroDev 2018

VI 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 6nd International Retro Game Creation Contest of the University of Alicante (#CPCRetroDev 2018). 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 31th, 2018, 23:59h (CEST Timezone)

2. Participants

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

3. Prizes

- This edition has **1.500 €** in official prizes that are splitted into 2 main categories (PRO and UA) and some special awards:
 - **PRO Category**
 - 1st Prize.....**300€**
 - 2nd Prize.....**200€**
 - 3rd Prize.....**150€**
 - 4th Prize.....**100€**
 - **UA Category**
 - 1st Prize.....**135€**
 - 2nd Prize.....**75€**
 - **Special awards**
 - **Gominolas award** to the best music.....**135€**
 - **Carlos Abril's award** to funniest game.....**135€**
 - **Pablo Ariza's award** to best technical development...**135€**
 - **Relevo's award** to best global product.....**135€**
- 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. Jury evaluation

- The jury will be composed by a group of experts that will be announced in the contest webpage upon formation.
- Each jury member will be assigned to an aspect of the games, and will evaluate only that aspect.
- Each jury's evaluation will consist of a list with the best 15 games ordered from top to bottom.
- There will be two types of jury members: **general** (10 members) and **special** (4 members).

- **General** jury members will evaluate these aspects:

- [4 members] Fun, engagement and playability
- [2 members] Artificial Intelligence and Technical Quality
- [2 members] Music and sound effects
- [2 members] Graphical and artistic quality

- **Special** jury members will evaluate these aspects:

- [Cesar Astudillo] Best Music
- [Carlos Abril] Funniest Game
- [Pablo Ariza] Best Technical Development and Artificial Intelligence
- [Jon Cortázar] Best Global Product

- Each game will accumulate points from each evaluation received, according to these tables:

- For every **general** jury evaluation:

1°	2°	3°	4°	5°	6°	7°	8°	9°	10°	11°	12°	13°	14°	15°
23	19	16	14	13	12	11	10	8	7	6	5	3	2	1

- For every **special** jury evaluation:

1°	2°	3°	4°	5°	6°	7°	8°	9°	10°	11°	12°	13°	14°	15°
37	31	26	24	22	20	18	16	14	12	10	8	6	4	2

- Additionally, all games will also obtain

- [40 points] for submitting their source code with **free license (GPL or MIT)**
- [20 points] for including a gesture to **Chicago's 30** from **Topo Soft**.

- A gesture will only be considered valid if it is the use of a sprite from the original game (Chicago's 30) inside the **gameplay** of the game presented to contest. It is recommended to include a screenshot and an explanation about



the gesture in the attached documentation.

- Contest organization will assign weightings to distinct jury members. These weightings will be made public upon jury formation.
- 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 "*Fun, engagement and playability*"
 - c) the first to have submitted the game.
- Winners will have **15 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 **WinAPE 2.0. beta 2** emulador, with profile *CPC 464 with PARADOS*.
- 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.



- A game will be considered as previously published in these cases:
 - An **executable version** of the game or a development version of the game has been made publicly available.
 - A **complete analysis** of the game, be it audio or video, has been made publicly available.
 - **Any jury member** has accessed an executable version of the game, either complete or under development.
- Developers are free to publish screenshots, images, videos, teasers or previews of the game along its development. These promotional actions will **NOT** make the game be considered as previously published.
- 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 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.

■ 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 cummulative and compatible with PRO and UA category 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.

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](#).
- 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.

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 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.
- 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 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:



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- **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.