

# #CPCRetroDev 2022

## *X 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 10<sup>th</sup> *International Retro Game Creation Contest of the University of Alicante (#CPCRetroDev 2022)*. 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 (in **UTC+1 time**)
  - Begins Friday, 14<sup>th</sup> October 2022 at 00:00h
  - Ends Wednesday, **2<sup>th</sup> November 2022 at 23:59h**.

### 2. Participants

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

### 3. Prizes

- Prizes will be announced on the official websites:
  - <http://cpcretrodev.bytereadms.com>
  - <https://itch.io/jam/cpcretrodev2022>
- 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.

#### 4. Jury evaluation

- The jury shall be composed of a chairman 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 webpage.
- Each expert will evaluate only one aspect of the games.
- Each expert will select their top 15 games from best to worst.
- Experts will be divided into **general** and **special**.
- **General** experts will evaluate these **aspects**:
  - Joy, addictiveness and playability
  - Artificial Intelligence and Technical Quality
  - Music and sound effects
  - Graphical and artistic quality
- **Special** experts will evaluate these **mentions**:
  - Best Music and Sound Effects
  - Best Fun, engagement and playability
  - Best Artificial Intelligence and Technical Development
- The **evaluation criteria** are understood as:
  - Joy, addictiveness and playability: games that engage more and keep you **playing and enjoying for longer**.
  - Artificial Intelligence and Technical Quality: games with more realistic, believable and challenging characters. Advanced techniques: high frame rates, graphic effects such as scrolling, modified resolutions, rasters, etc. Any technique more complex than usual.
  - Music and sound effects: games with music and sound effects of **higher quality and expressive richness**. Games with several music and effects.
  - Graphic and artistic quality: games with better aesthetics, more harmonious and admirable. Generating environment, atmosphere or specific emotions according to the game's theme will be valued.
- Each evaluation received will give these scores:

- From a **general** expert:

1º	2º	3º	4º	5º	6º	7º	8º	9º	10º	11º	12º	13º	14º	15º
36	29	24	23	21	19	17	15	13	11	9	7	5	3	1

- From a **special** expert:

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, games will also obtain
  - [50 points] having source code with **free license (GPL, MIT or compatible)**
  - [25 points] including gesture to **Larcena's Legacy** by **Los Pollos Amigos**.
- The **gesture** to *Larcena's Legacy* **must be part of the gameplay**. It is **mandatory** to include a screenshot and explanation in the documentation.
- The winners will be:
  - **PRO category:** games with more points in total.
  - **UA category:** games with more points in total, from teams formed **only by students of the University of Alicante**.
  - **Mentions:** games with most points in each special mention.
- In case of a tie, the winning game will be...
  - a) with the most points adding up all the **special mentions**.
  - b) with more total points in "Fun, addictiveness and playability."
  - c) the one submitted earlier (date+time of file upload).
- If more than 35 games participate, the top 35 will be selected in a preliminary semifinal. The remaining ones will be tied in the 36<sup>th</sup> position.
- The winners will have **10 days**, from the delivery of prizes, to provide bank details and documents required by the University of Alicante. Prizes will be received by bank transfer.
- The jury reserves the right to 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 must work on a **real Amstrad CPC 464**, without expansions. They must also work on one of these emulators:
  - **WinAPE 2.0. beta 2** emulator, with profile *CPC 464 with ParaDOS*.
  - **Retro Virtual Machine v2.0** beta-1 R7, emulating a basic Amstrad CPC 464.
- It is **only** allowed to **load before** the game starts.
  - In execution only **64KB** will be available
- Any tool or language is permitted (BASIC, C, assembler, libraries,...) provided it allows the publication and monetization of the game.
- Games **MUST NOT** have been published previous to submissions opening:
  - A game will be considered to have been previously published if:
    - An **executable version** has been publicly available.
    - A **full video or audio analysis**, walkthrough or complete gameplay has been publicly available.
    - A **jury or expert** has accessed it previously.



- From the submissions opening on (see section 1. *Application deadline*):
  - **Games could be published on the official submission channel** (see section 8. *Delivery of games*). This includes the game, screenshots, images, gameplays, videos, previews, analysis or any related material.
- Games can be created individually or in teams.
- Any theme is valid for games provided it respects contest rules.
- Games **must** be suitable **for all publics**.
- The game and all its contents **must be new creations of the authors**.
- Exceptionally, the authors may include content from third parties, **only if they have a license** that allows its public distribution and commercialization.
  - It is **mandatory** to include the license.
  - These contents **will be EXCLUDED from expert and jury evaluations**.
  - "**Versioned**" contents will be considered within this rule.
    - A content created by the authors which replicates or copies a previously existing one and would require permission/license will be considered as versioned content.
  - The **majority of the game** and its content must be newly created by the authors.
- Games that cannot be legally included in the cassette production, or that generate doubts about their legality, **will be disqualified**.
  - This includes remakes, homages or partial replicas of existing games without license or permission.

### ● Admission rules for distinct categories

- PRO and UA prizes are **not** cumulative.
  - The highest valued one will be received.
- Special mentions and sponsored awards are cumulative.
- All games will be considered for PRO prizes, special mentions and sponsored awards.
- Only teams formed entirely of students from the University of Alicante will be eligible for the UA category 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.
- The games will be published on the contest 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 offered for sale by the [University of Alicante](#), [ByteRealms](#), [Cheesetea](#) and/or collaborating entities.

## 7. Game submissions

- By submitting a game, authors are accepting these contest rules.
- English is recommended for the game and manual, to ease jury and expert assessment. Adding translated versions is permitted.
- 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.
- Sets will be delivered through <https://itch.io/jam/cpcretrodev2022>. Delivery instructions will be available on this website and at <https://cpcretrodev.byterearms.com>.
- The delivery will follow [itch.io](#)'s procedures. Authors must:
  - Create a website for their game on [itch.io](#).
  - Include the information and files requested.
  - Submit their game website to the [cpcretrodev2022](#) "jam" on [itch.io](#).
- Participants must include in their submissions:
  - The **game** in **CDT** file format.
  - The **manual** of the game: how to use, keys, history, etc.
  - **Authors and licenses** information, 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** of the game running.
  - **1 video trailer, 40 seconds** at most. It could be hosted on external platforms and included in the game's webpage.

- **Optionally**, it is also recommended to include:
  - **DSK/SNA/CPR files** with the **same game** included in the **CDT** file.
  - **Other videos of the game**: commercials/gameplay, how it was made, curious details... The game trailer must remain as the featured one.
  - A **ZIP with the source code**, with compilation instructions. It must include a license that allows its distribution (GPL, MIT or compatible).
  - **"making of"** of the game, on the game's **webpage** and/or in **PDF**. Explanation of how the game was made, technologies used, problems encountered, lessons learned, photos and screenshots of the development, etc.
  - Any other content that the authors deem appropriate.
- It is allowed to submit different versions **before the deadline**. Only the last version submitted will be considered for the contest.
- It is **expressly forbidden** to modify submissions on [itch.io](https://itch.io) **after the deadline**. It will be considered a modification:
  - 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](https://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.

## 8. 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://cpcetrodev.byterrealms.com>, replacing the notification to the interested parties and producing the same effects.

## 9. 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.

- o 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>.
- o 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

- o 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.
- o 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.