

# MAKING OF

We used the Z80 assembly language and set of libraries CPCtelera under the Linux OS Ubuntu for the development of this project. In addition, third-party software has been used for specific parts of the video game.

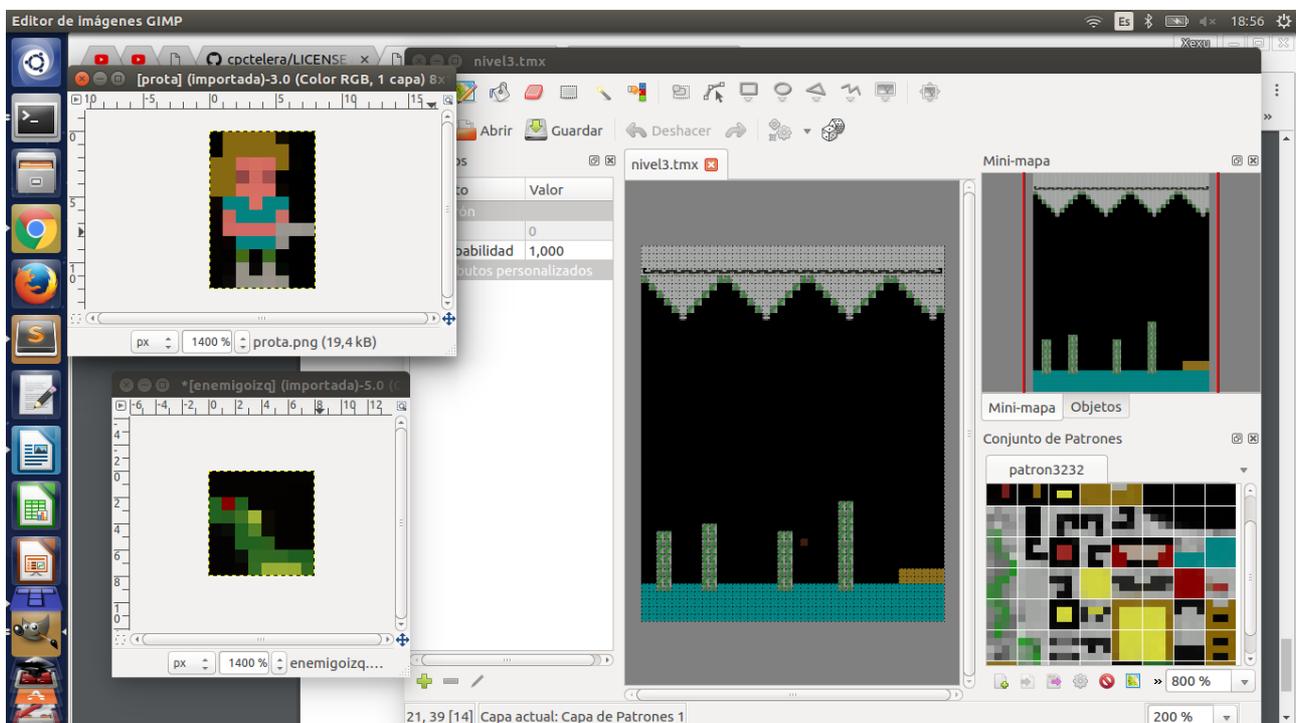
These programs are:

- **Gimp**: for the design of sprites and tiles patterns
- **Tiled**: for the design of levels
- **Sublime Text 3**: for the code
- **WinApe**: to emulate Amstrad
- **ArkosTracker**: To design the music
- **CDT2Wav**: to convert and test the game in cassette format.
- **Windows Movie Maker**: to mount the promotional video
- **Obs**: to capture a gameplay on screen

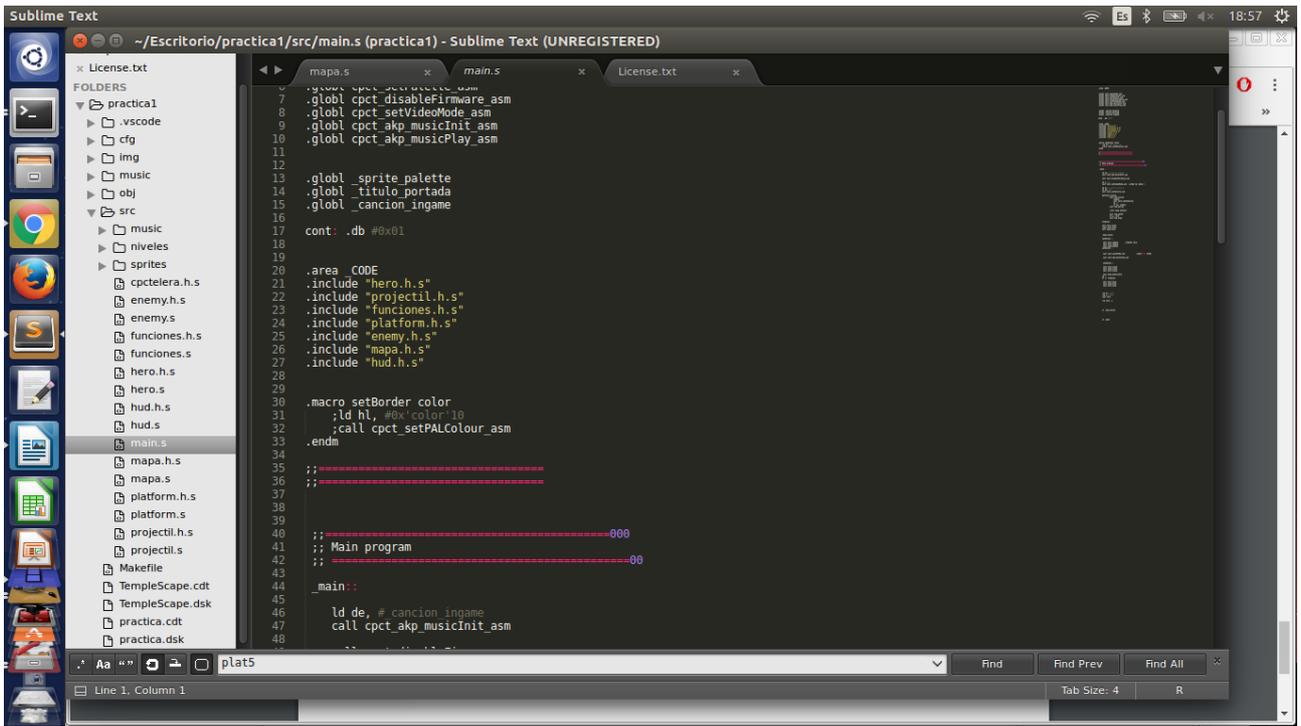
## Problems and difficulties:

The main difficulty that we have encountered when developing the project has been the ignorance of the language and the time available. In the musical aspect we had an appropriate song for the game but we had to renounce its use because for not having the appropriate license or time to acquire it.

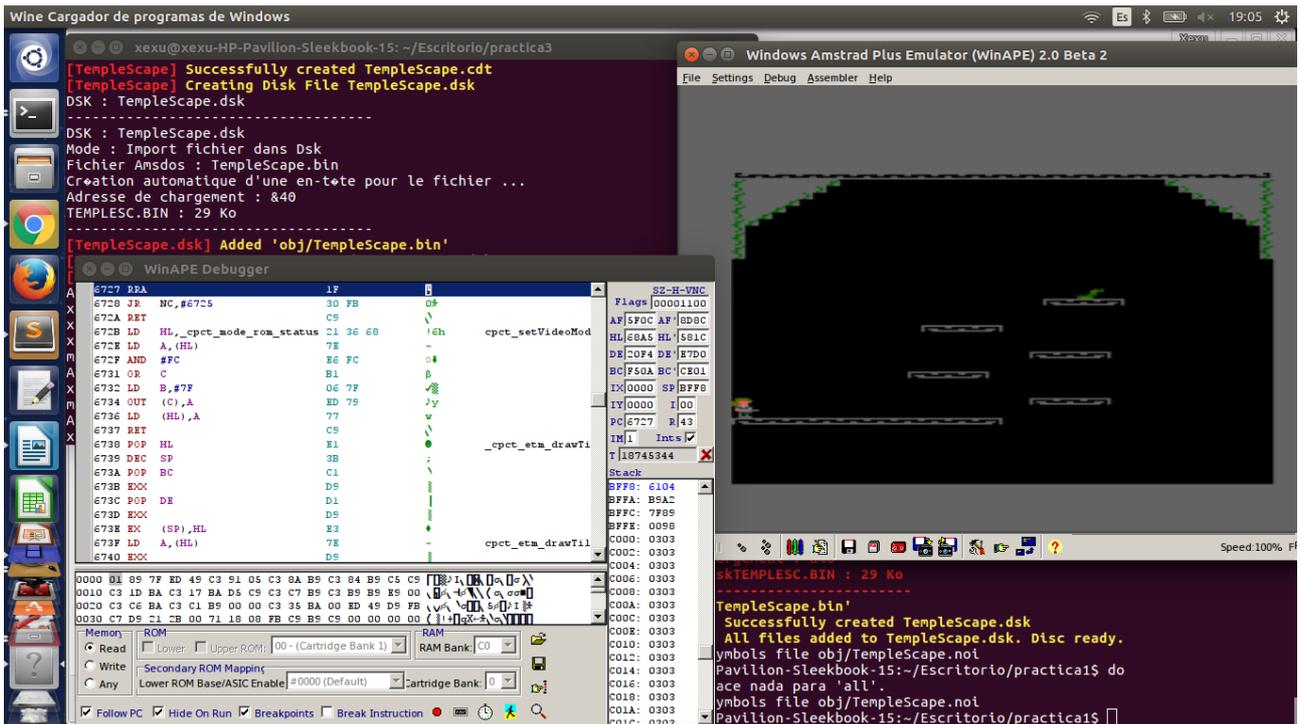
All the content of the game is self-produced



Tiled and Gimp in action



Sublime text in action



WinApe in action