

# 8bit WARS

Making OF

IVAN AVILA GUERRERO

The goal of creating the game was always to learn and have fun. The end is not the important thing but the way.

**Why a tower defense game?** Because in the CPC world there are not games of that style.

**Why to make a mode 1 game?** Because there are only a few games in this resolution and so few colors. There are not games using 8BP in mode 1 and I want to make the first one.

**A tower defense game in mode 1 using 8BP library were the reasons to embark on this project.**

The first name for the game was “**Leningrado**” sets in Second World War where you belong to Russian army and must defend city from Germany attacks. I made the firsts pixel designs (include in the rgal file) and realize that there was something wrong. They had not personality so I change the full ambient to a war between 8 bit computers. Computers models designs were very encouraging and the animation were pretty enough.

It's a game without scroll and computational power was enough (yes, I am talking about BASIC) but 8BP rsx commands consumes memory and available RAM always is little. I want to make 10 levels, restricted to 5 in the final version. Players models should have the capacity to upgrade but these option was left out due to insufficient memory.

A small problem was the non-existence of mode 1 characters in 8BP library. I contacted the library author to create the character set and It will be included in next library revision.

I have enjoyed so much making this game and I don't care about final position in CPCRetroDev contest. This was not the goal of the game.

I apologize for the absence of any game sound and music. My programming knowledge is limited but my musical knowledge is zero. I was not be able to create a something like a song in wyztracker.