MAKING OF HAIR BOY

In this little document, i want to share my motivations and my experience during the development of *Hair Boy*, for the CPCRetroDev 2016 contest.

Firstly, for work reasons, the last year i had to stop the development of a video game for the 2015 contest edition. Leave a development is not something that i didn't like, so i wanted to participate in the 2016 edition.

For this edition, i took inspiration from *Meat Boy* (2008), created by Edmund McMillen. I had two main objectives:

- Developed a fast and smooth gameplay.
- Practice with level design, something that i had not done before.

The first objective, was achieved in the first day of development. The player movement was smooth, and more important, fun. I was excited to continue with the project.

Along with the player movement, it is important to have a good sprite animation for the player. Being an artist is not my main skill, but with little sprites, i created good animations.

As a final touch, i created the jump sound. I can seem like something secondary, but when a sound repeats continuosly, it must be good.

Other than gameplay, during the first week i programmed the collision detection, map loading, HUD, etc...

Now i had time to do the level design. I wanted to create 78 maps for the game. John Romero, one of the creators of *Doom*, said that the secret to do a great level design is to play them again and again while you are designing them. And that is what i did.

Also, to gain variety, i never created a map from another one. I always started from scratch for each map.

Once the maps were created, the second phase was to organice them, to adjust the learning curve. The total process of level design

took two weeks.

The final phase, besides creating some menus, was create the music. That was the tough part of the development, because i had zero experience. It took 3 weeks of try and faliure to create the music.

The development finally took about one moth and two weeks.