



*A 64Kb videogame for Amstrad CPC  
Developed in Alicante*

José Miguel Gomis Antón

Guillermo Lloret Talavera

Carlos Perelló Camacho

*October 31st, 2018*

# TURTLE SLAM!

TURTLE SLAM! is a roguelike videogame and it does not follow a history through the gameplay. The game is the result of a 6-week project motivated by our Automated Reasoning teacher, Francisco José Gallego Durán.

The main objective is that the player enjoys while advances through the challenges of each room.

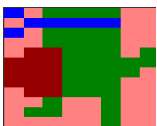
Turtle Slam! is a speedrun game, its intention is completing it as fast as possible. We invite our players to upload a screen to Twitter with the hashtag #turtleslam with their records after completing the game.

## Gameplay

TURTLE SLAM! is a top-down dungeon-crawler game, presented using two-dimensional sprites, in which the player controls a Turtle.

On each level of the basement dungeon, the player must fight monsters in a room, dodge lava or solve a maze before continuing onto the next room. The room appearance is always the same, but the monsters, obstacles and lava vary.

The map structure is generated randomly. The path to the exit is unknown in each run. The player starts with four health points and for each level completed the monsters get stronger and the player recovers one health point.

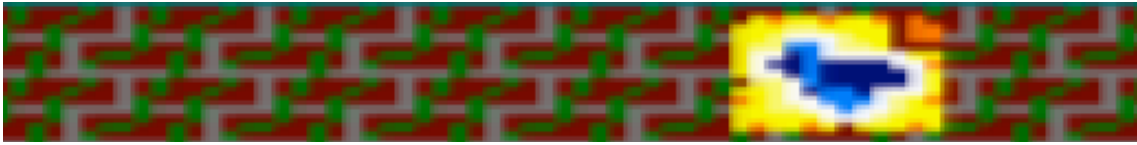


## Controls

W  
A S D → Move

I  
J K L → Shoot ← Joystick

## Chicago's 30 mention



Chicago's 30's characteristic bird poster is on the wall of TURTLE SLAM!

