



- Making-of -

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1.

2. Origin of the idea

In the beginning, we were not sure about what we wanted to do, so we decided to check which games had won the competition over last few years. However, we did not want to do the same as the others, so we thought that it would be a good idea to create a sports game.

Having chosen the topic, we were on the fence between a tennis and a football game, but tennis looked more attractive to us than the other topic.

Thanks to Youtube and a few websites which were dedicated to old games, we could figure out if these games were popular for this console, and indeed, they were.

We discussed what kind of view and style of game we wanted to have before starting the development, not only were we looking forward to do something original, but also to create something fun to play.

3. Prototype

Regarding the first prototype, we tried to finish the mechanics, in order to try it before adding sprites and music. Although, we continued adding things to the game up until the last day, because we did not stop having new ideas.

It was as simple as Pong. We had colliders, different entities and a placeholder for the background of the court. To be frank, even if it was still far from our objective, it was good enough to encourage us to carry on.



4. Development

We had to learn how **Winape** and **Cpctelera** work before starting coding, so it took us more or less 2 weeks.

Then we had an entire month (September 30th to October 30th) to develop our game.

30	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15 PRE	16	17	18	19	20
21	22	23	24	25	26	27
28	29 PRO	30				
Preproducción del videojuego. Desarrollo de sistemas, creación de mecánicas.						
Producción: Creación de niveles y contenidos. Ninguna funcionalidad nueva						
Deadline de entrega						

We spent the first 2 weeks building a basic prototype of the game, so we could spend 2 more weeks developing the final product.

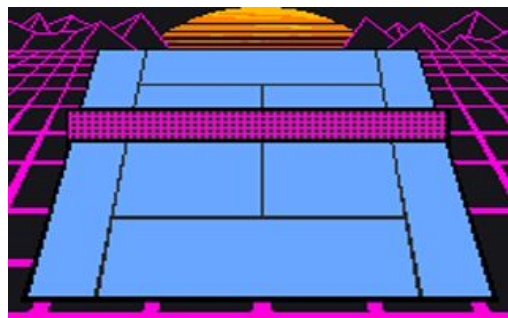
The art side and music were made at the same time as we developed the final version.

5. Design of sprites and backgrounds

As our team had two artists, this was the easier part. Whenever we had breaks, we spent them drawing sprites.

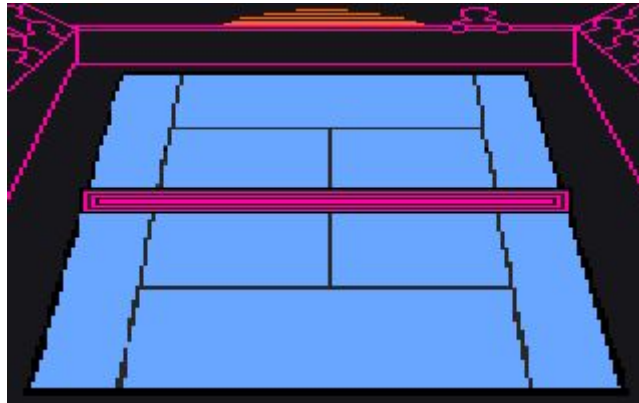
Thanks to piskelapp.com, this task was way easier, as it is a website developed for making what is called 'pixel art'.

This is the old tennis court.

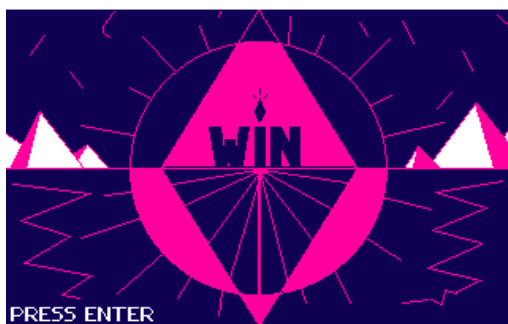
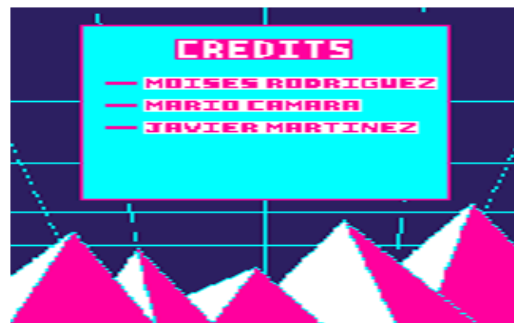


And these are some of the assets used for the game which were present in the final version of our game, including the easter egg.





Finally, when we had barely finished the game, we decided to work on the menus and the loading screen.



6. Music

In regards to the music, we made the most of the fact that one of our members is a composer to get a nice soundtrack.

Music was created with **Arkos Tracker 1.0** and later loaded in the game thanks to **cpctelera**.

We only had time to make a placeholder and a final one.

7. IA

As the game is supposed to be a tournament and as we have 3 rivals, we developed an IA system which has 3 different levels of difficulty.

This IA system is what provides your enemies the ability to choose which decision would be more accurate in order to try to defeat the player.

Enemies can move in both x and y axis and hit the ball as well as the player. They also can track the ball during the match, depending on the cycle.

8. Credits

The development of Retro Tennis Super Wave has been carried out by Bamboo Studio, which is a team formed by students from the University of Alicante.

Javier Martínez Segura → **Music and coding**

Moisés Rodríguez Fortea → **Art and coding**

Mario Cámara Santacreu → **Art and coding**