BY DAM STUDIOS

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DESCRIPTION

A crazy space-shooter has landed on your computers!

"Moonsters" is a Amstrad CPC 464 game where you explore the moon by a variety of levels with their own special design, introducing different challenges that the player will face to save the world from an alien invasion.

SYSTEMS,REQUIREMENTS AND DEVELOPMENT

For the development of the game we coded in assembler language using an Amstrad CPC emulator and the CPCTelera software for assembly development. We also used GitHub for the version controller service. For the 2D levels design we used Tiled, and with PixilArt we've done the sprites, loader and other promo images as the logo. Finally, we used ArkosTracker for making the music.

To play "Moonsters" you just need an Amstrad CPC emulator as Winape or RetroVirtualMachine. In other case, you can also play with a real Amstrad CPC 464 or above.

INSTRUCTIONS

- WinApe:

Once you have installed an AmstradCPC emulator, like WinApe, execute
it and you can load the file "moonsters.cdt" or snapshot (.sna).
Then type RUN" and press ENTER.

- Amstrad CPC:

Insert the cassette and then type RUN" and press ENTER. Then press
any key and wait to the game to be loaded.

HOW TO PLAY

 - Press "O" to move to the left.
 - Press "P" to move to the right.
 - Press "Q" to jump.
 - Press "space" to shoot.

STORY

Jack and his beloved wife loved to go on a picnic date under the
cloak of a starry night and stare at the shiny gorgeous moon. But
one day, the moonlight began to fade... an alien army stood between
the Earth and the Moon!! And they were ready to settle on the Moon
and take it to their planet!!

Sent by the Global Earth Army, Captain Jack has the duty of stopping
aliens from their intention of hijacking the Moon and take what's
ours!!
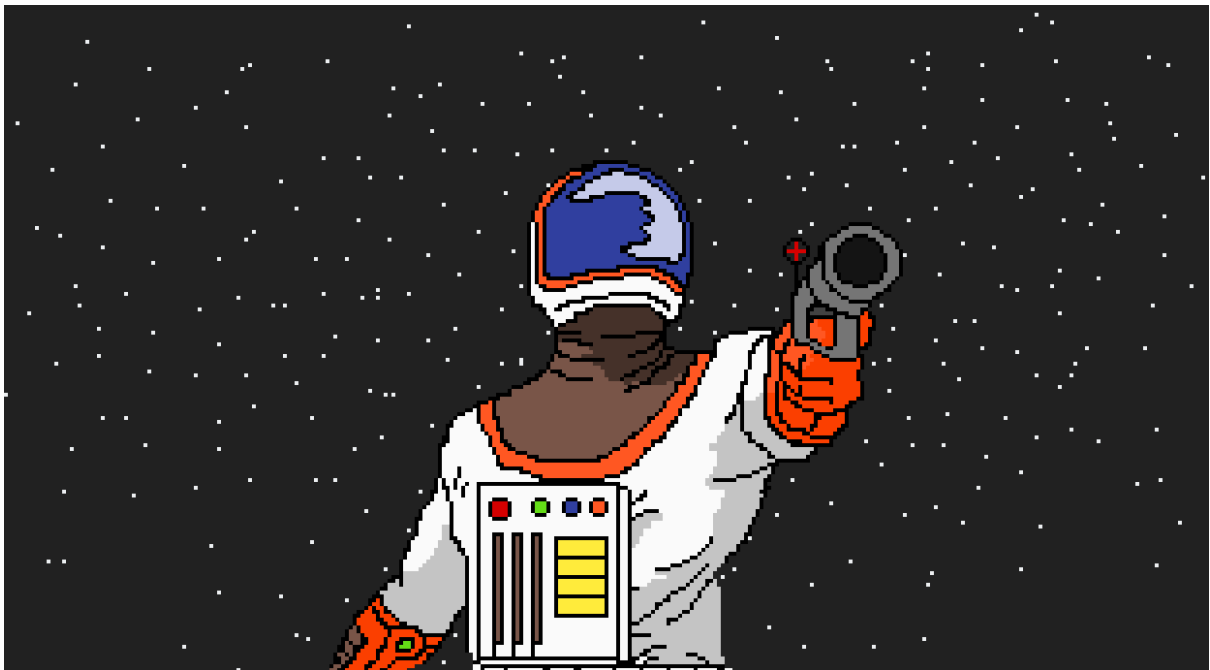
GESTURE

Our gesture to the Rainbow Islands game is seen at the end of every level, where we can see a pyramid emitting a rainbow beam, which is the spot where we need to touch to pass to the next level.
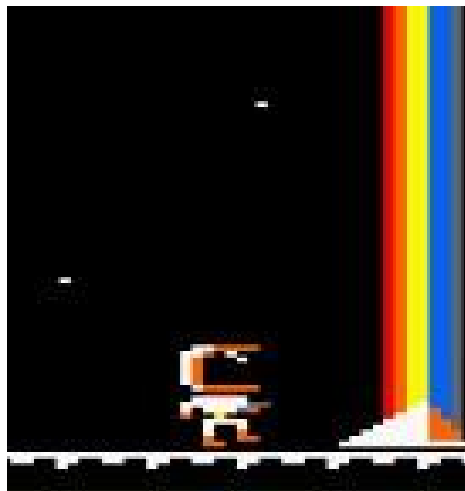
IA AND TECHNICAL QUALITY

The IA we've implemented consists of the enemies moving to the left and right between two defined spots, and they shoot frequently every X seconds.

As for the section of technical quality, we can highlight the scrolling by hardware. When the player moves to the right, we scroll the map in order to unlock and see the new parts of the level.

AUTHORS AND LICENSE

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