# Fedora Adventures

## Making-Of

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# 1.How it was made

The first time we thought about what kind of video game we would do in the next few weeks, my groupmates and I agreed that the game would be platforms.

The first weeks were quite hard since we still did not have extensive knowledge about how to organize ourselves and how to carry out this project.

However, finally, after weeks of hard work and effort, we have achieved a final product of which we are proud.

Respect the divisions of work, in most cases there haven't been divisions of work, except for the physics of the game that my colleague Pedro took care of, we have always helped each other.

Finally, the final tasks were to make different levels and decorate our website.

# 2.Technologies used

We have used these technologies:

CPCTelera

Visual Studio Code (VSCode)

Gimp

Arkos Tracker 1.0

WinAPE

Retro Virtual Machine (RVM)

# 3.Problems and solutions found

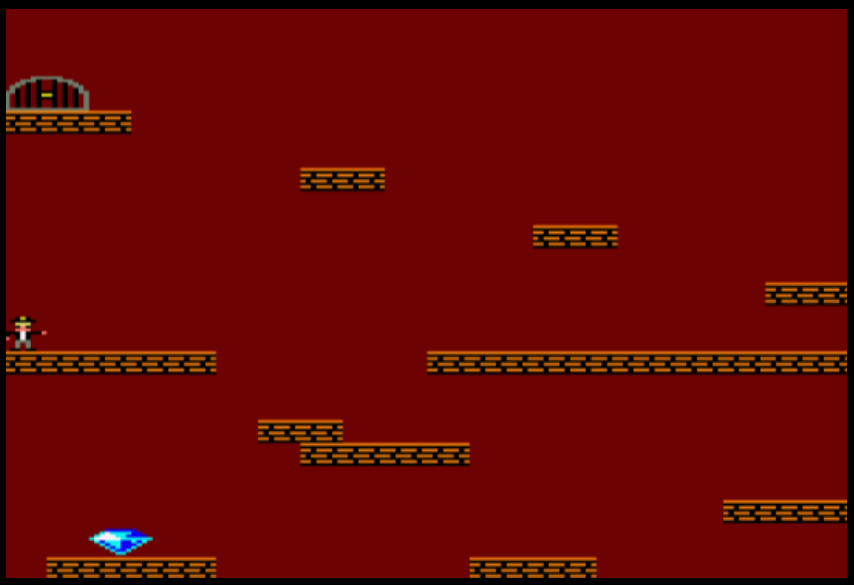
Regarding the problems that we have found throughout the project, I have to say that there have not been any which we have not been able to solve in a short time, so there hasn't been, luckily, a problem that stand out.

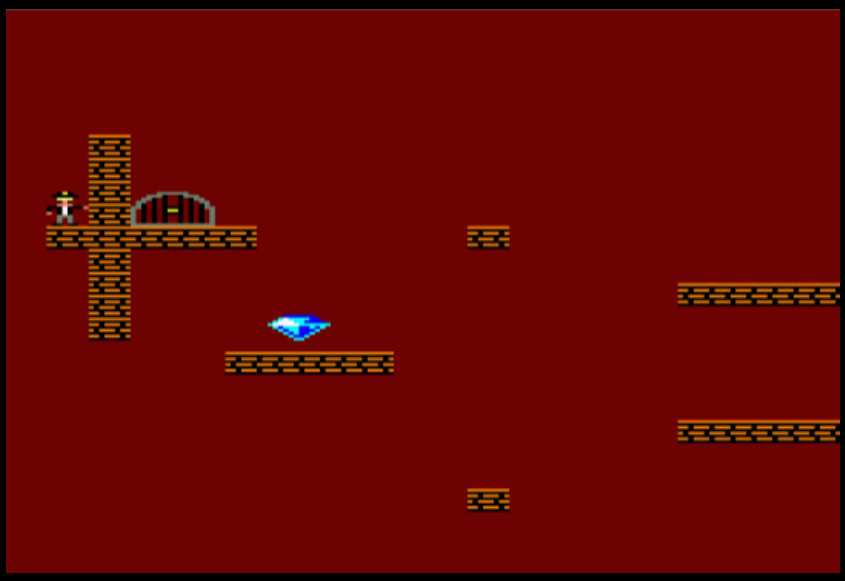
Even so, the project has been very hard and we have had to give the best of ourselves, my team and me.

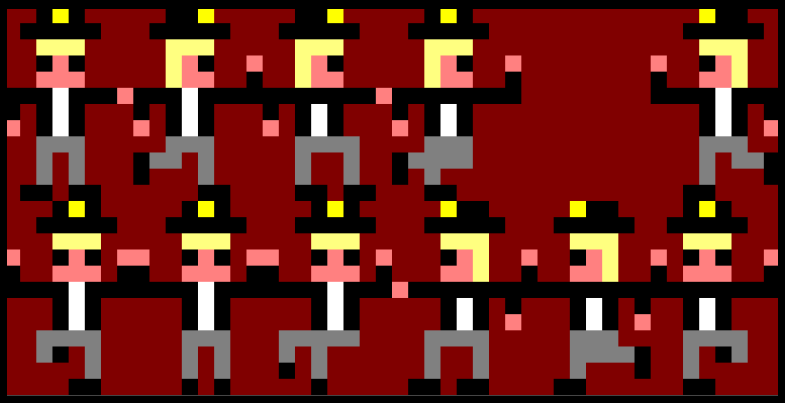
# 4. Learned lessons

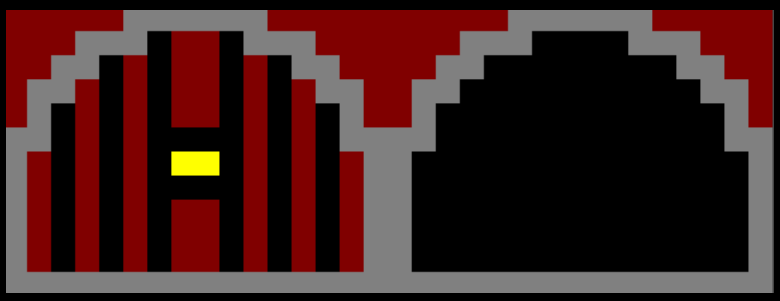
With this project, my team has been able to learn extensive knowledge about assembly language, organization of a work team, understanding how a video game is structured, among many other things.

# 5.Pictures and screenshots









# 6.Credits

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Antonio Pérez Infante

Pedro José Belmonte Vera

Music by Ultrasyd

Made with CPCTelera