OUTLAWS

RETROBYTES PRODUCTIONS 2016

Who are we?

Toni and Alex know each other because they joined forces to do a remake of Space Moves, and after being working on it for some months they thought they could try to do a new game for the CPCRetrodev 2016.

As Alex has been a homebrew developer under the Retrobytes Productions name for some years, they decided to join there and release their games as Retrobytes Productions.

Jose A. Martín when to the Amstrad Eterno event in Barcelona on April 2016 as a V.I.P. and there he said he would like to join a homebrew development as musician. Toni decided to contact him at ask for help for the new game.

And so, here we are.

Outlaws

Outlaws was not our first idea for a game. The first one was to do Space Moves II, but we decided to go with a fresh new game this year.

The second idea was to do a game located at Camelot, as the contest gives extra points for adding a reference to Dinamic's Camelot Warriors. We had a history, characters and locations, and also a title for this game, but it seemed too big for the time we had, so we decided to move to another game.

That's how we had the idea to do a game similar to Cabal or Wild Guns.

Development

Out idea was to do a simple game, because we had very few time to do a complete game, but once we started we wanted to do a good game, so we have to invest a lot of night and family hours.
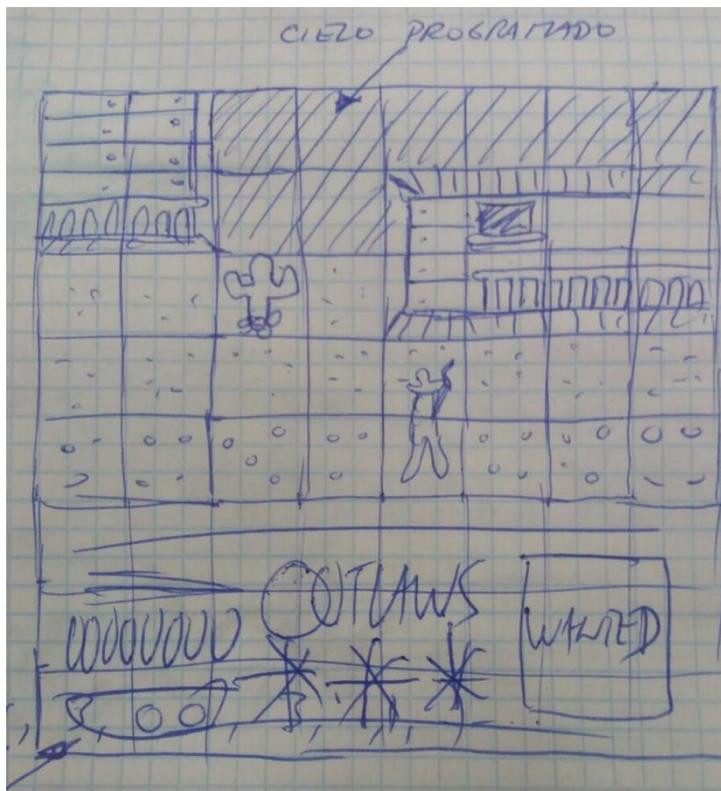
Outlaws has been a work of around 800 hours. Most of them writing C code.

This is an image of the first prototype of the game:

As we live in different cities all our communications were using a WhatsApp group, sharing images and ideas.

This is an image from when we were talking about tiles distribution.

We choose CPCtelera for the development, because we know it quite well and offers everything we needed for the development.

We found two big problems, mainly memory and time.

It was necessary to compress some of the assets of the game to be able to fit them in memory. We used Exomizer for that, but anyway we had to cut some of the sprites and texts in the game.

Luckily we finally had time to end the game with time enough to test the game, correct bugs, and make some adjustments.

We hope you like it.

CREDITS

Code: Toni Ramírez

Graphics: Alejandro Layunta (Alxinho)

Music & FX: Jose A. Martín