GAMEDEV
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CHALLENGE
AGC

BASIC vs C

```
120 DEFINT a-z:DEFREAL o,x,y
130 DIM x(20),offx(20),xold(20),y(20),offy(20),citypos(10),city(20),kill(20),tar
get(20),dead(10)
140 sightx=10:sighty=10:pressed=0:GOSUB 1210:dummy=SQ(2)
150 MODE 0:RANDOMIZE TIME:ORIGIN 0,0,0,639,380,0
160 cnum=6:silnum=4:mnum=32:tim=99:count=1
170 sout$=CHR$(22)+CHR$(1):soff$=CHR$(22)+CHR$(0)
180 RESTORE 1770:PEN 9:LOCATE 1,1:PRINT"T:99";
190 PEN 5:LOCATE 7,1:PRINT"S:000000";:PEN 10:LOCATE 1
200 FOR n=1 TO 10:READ citypos(n):dead(n)=0:NEXT n:ba
210 INK 0,0:BORDER 0:INK 1,21:INK 2,23:INK 3,16:INK 5
220 FOR n=0 TO 4 STEP 2:PLOT 0,n,5:DRAW 639,n:NEXT n:
230 PEN 9:FOR n=1 TO 10:IF n>3 AND n<8 THEN 250
240 LOCATE citypos(n),25:PRINT"[]";
250 NEXT n:PEN 10:LOCATE baseppos,25:PRINT"††††";soff$
260 PLOT 0,6,15:DRAW 0,14:PLOT 639,6:DRAW 639,14
270 EVERY 5000,1 GOSUB 1000
280 EVERY 50 GOSUB 970
```

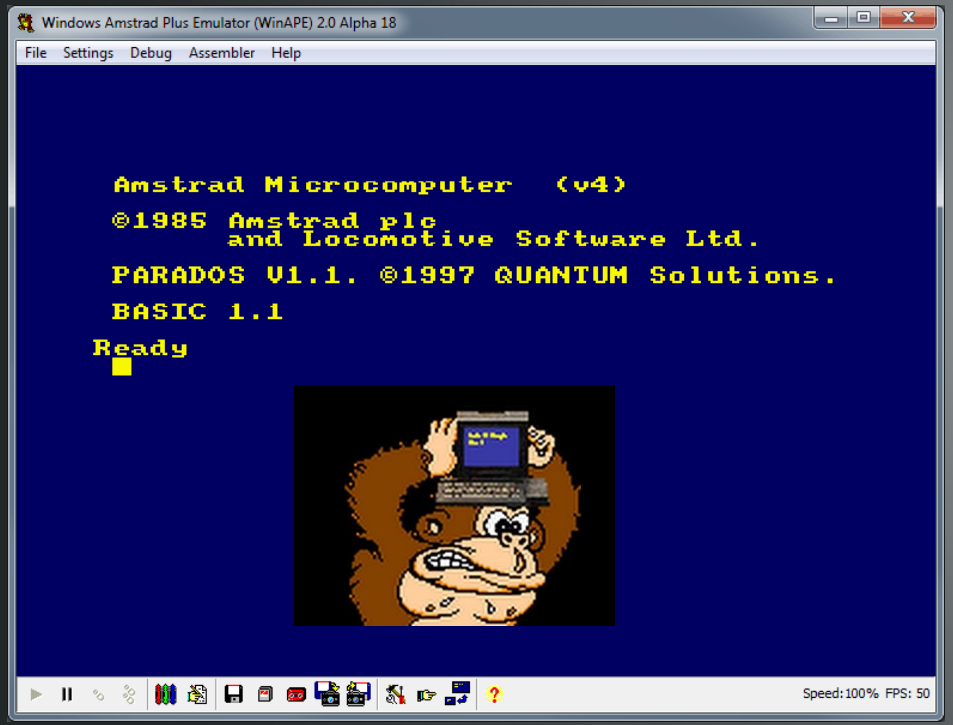
```c
int main ( int argc, char * argv[] )
  { int i = 0
  ; while ( i < 10 )
    { printf( "%d\n" , i )
    ; i ++
    ; }
  ; return 0
  ; }
```

HERRAMIENTAS

Windows

CPCtelera

HERRAMIENTAS



HERRAMIENTAS

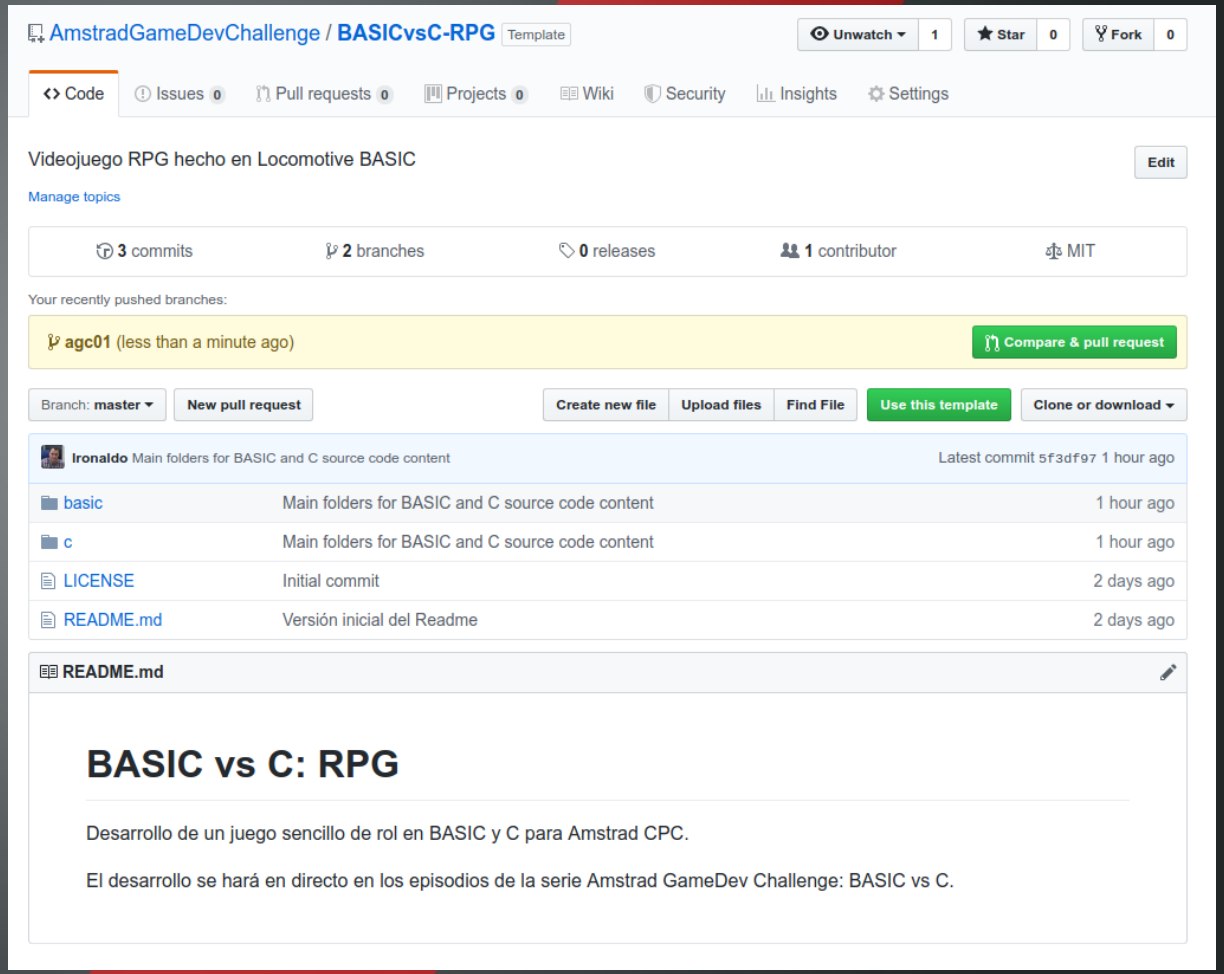
main.c f.h f.c

```c
#include <stdio.h>
#include <stdlib.h>
#include "f.h"


int main()
{  char cool;
   int temp,fan;

   while(1)
   {
    printf("please enter the temperature now:");
    scanf("%d",&temp);

    cool= func(temp);

    if(cool==1)
    {
        fan=1;
    }
    else
    {
        fan=0;
    }
    printf("fan=%d\ntemp=%d\n",fan,temp);

   }

    return 0;
}
```

HERRAMIENTAS

git

GitHub



HERRAMIENTAS

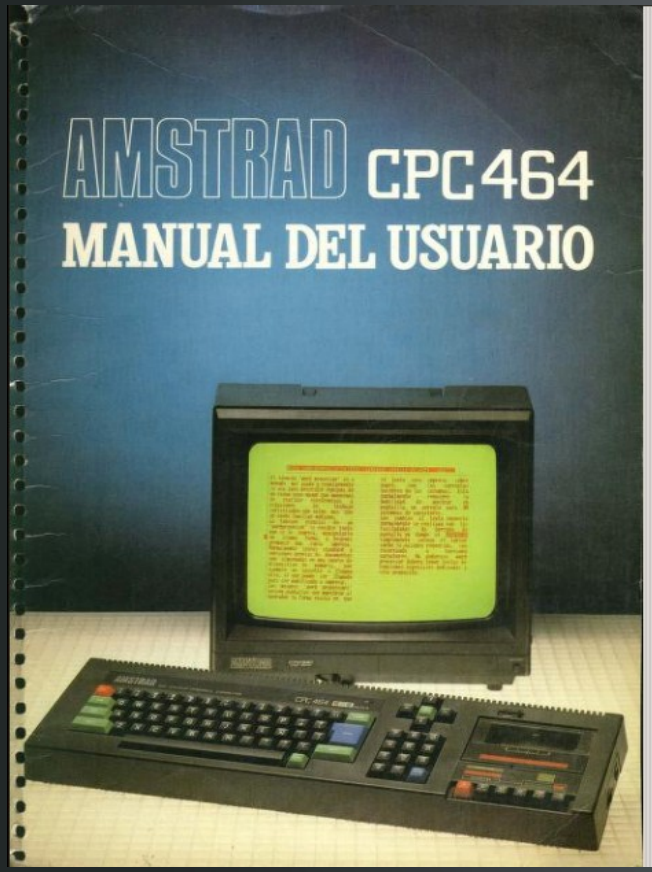
SOLICITAR REGISTRO

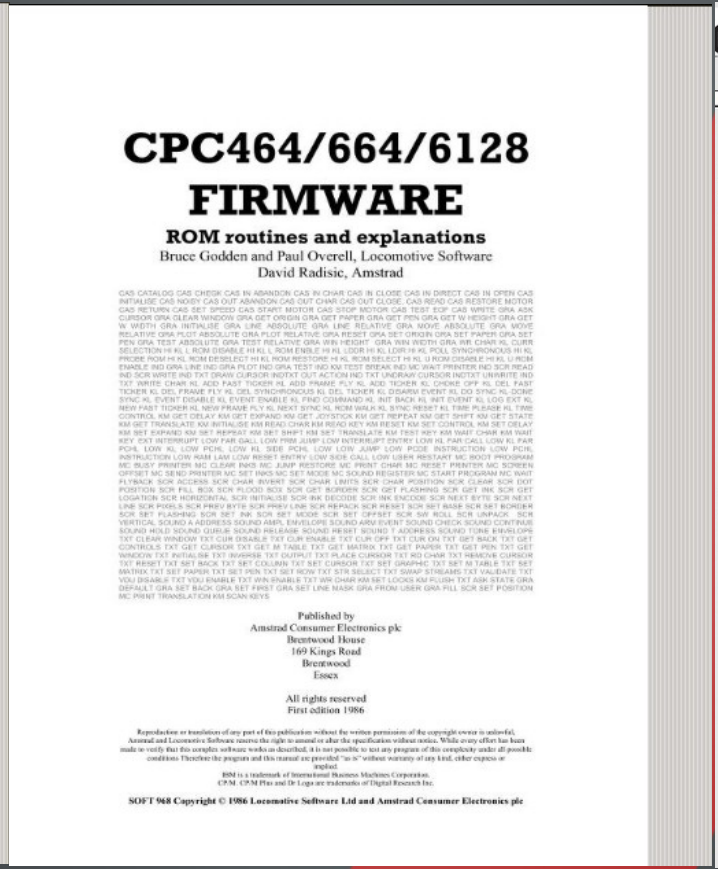
http://bit.ly/AGC01

https://github.com/AmstradGameDevChallenge

https://github.com/AmstradGameDevChallenge/BASICvsC-RPG

MATERIALES





CPC464/664/6128

FIRMWARE

ROM routines and explanations

Bruce Godden and Paul Overell, Locomotive Software

David Radisic, Amstrad

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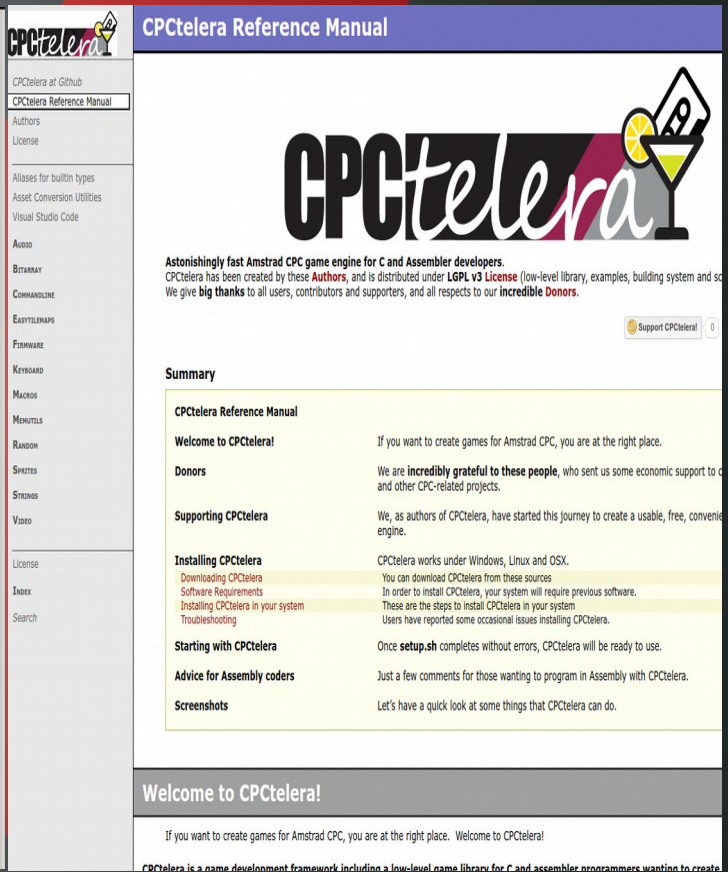
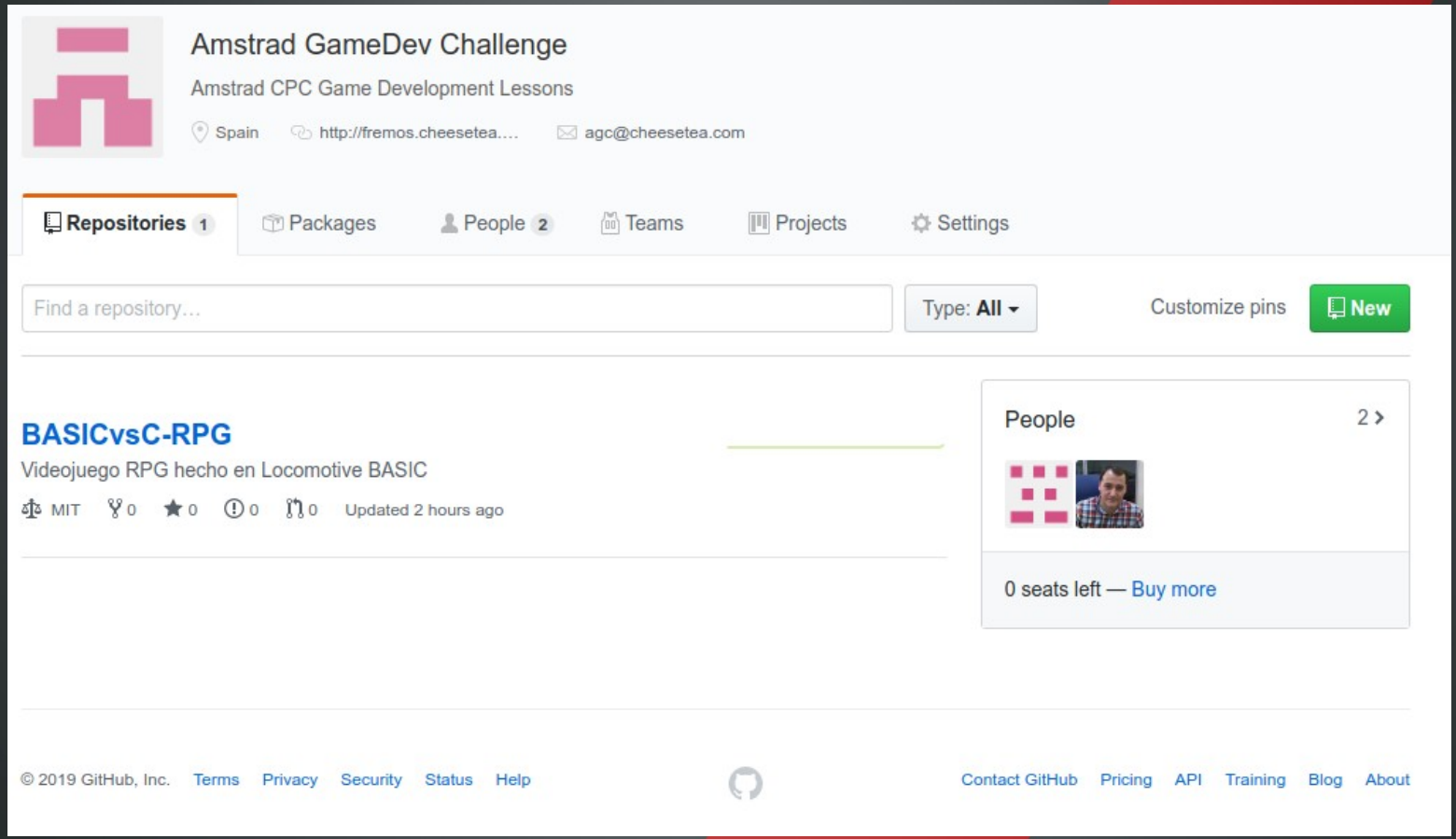


ORGANIZACIÓN



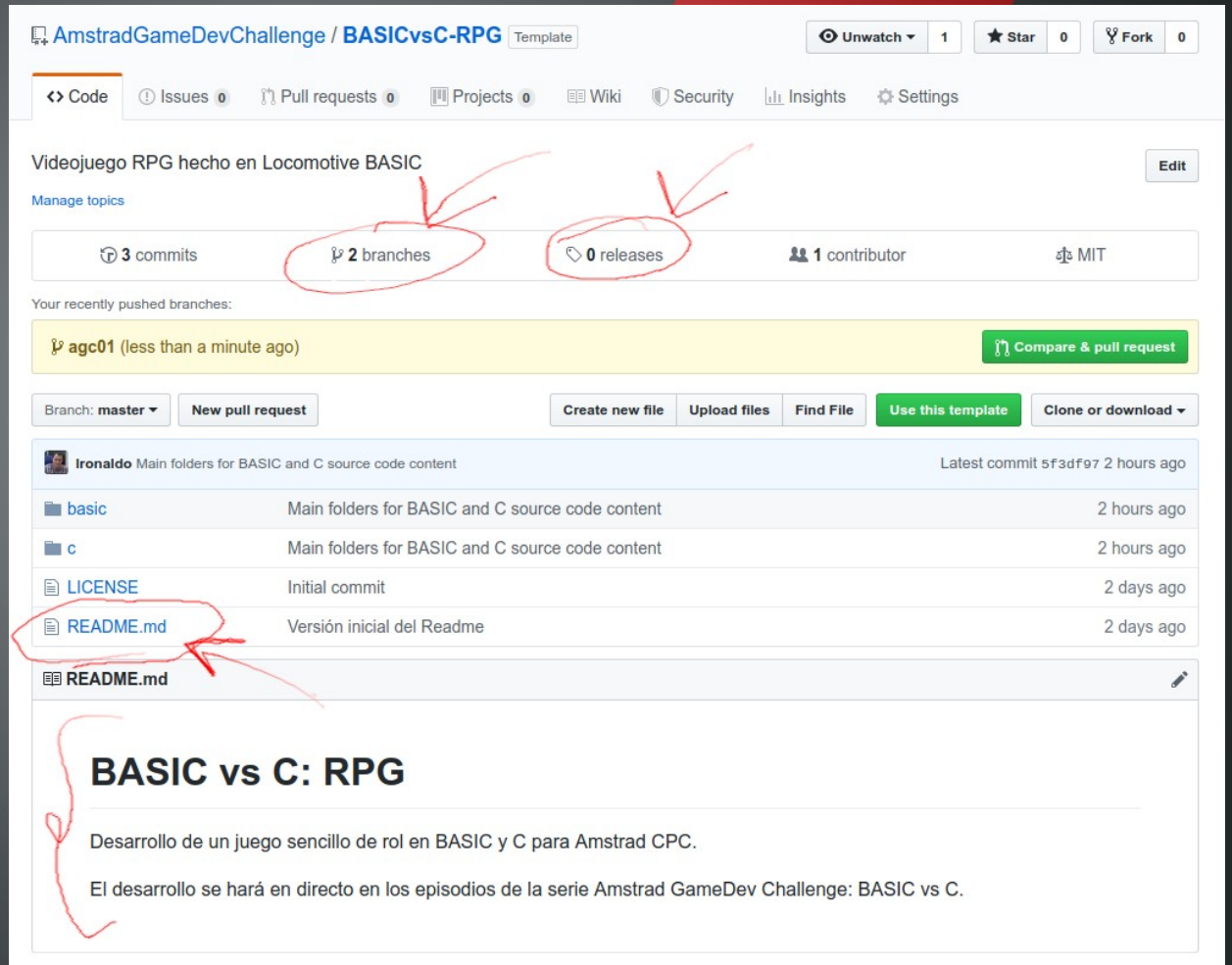
ORGANIZACIÓN

CAPÍTULOS

- branches
- releases

INFO

- README



MODELOS DE JUEGO

Regions Of Ruin

by Vox games

2018

MODELOS DE JUEGO

Regions Of Ruin

by Vox games

2018

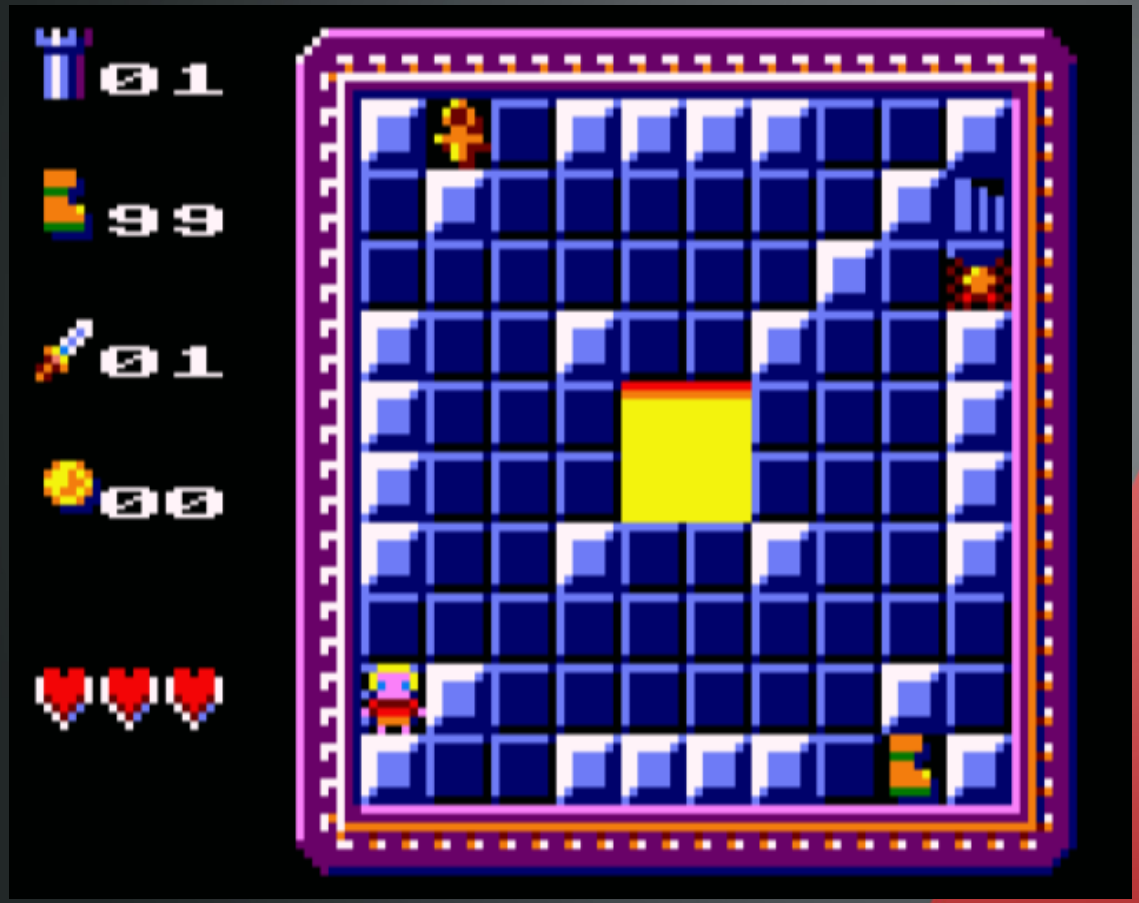
MODELOS DE JUEGO

Pixel Dungeon

by Morri

2017

MODELOS DE JUEGO



TurnQuest

by Morri

2017

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