

Game title: "Fresh fruits & vegetables"	
Programmer, music & graphics	Jose Javier Garcia Aranda (Author of game and 8BP library)
Country	SPAIN
Category	Advanced (game programmed using BASIC and 8BP RSX library)
System	Amstrad CPC 464 and CPC 6128
Game type	Scrolling platforms
year	April 2017
DISC FILE	Fresh_fruits.dsk
How to load	RUN "LOADER.BAS"
emulator	Winape_20b2
Instructions to play	Press "Space" to start. Then control using Q O P
Size	18 KB BASIC, 19 KB binary (8BP lib, graphics and music)
Developed Time	Around one month
Game description and main developing challenges	<p>"Fresh fruits & vegetables" is a platform-scrolling game in which you are fruitman, a funny character who must gather all fruits, avoiding a lot of enemies.</p> <p>It is made in LOCOMOTIVE BASIC using 8BP library. 8BP is an open source library which provides new set of commands that extends LOCOMOTIVE BASIC language to build games. It provides up to 32 sprites, collision detection, multidirectional scroll, sprite routing, animations sequences, tile map, on-game music, pseudo-3D, etc.</p> <p>One of its main programming features is the use of advanced scroll techniques, and advanced sprite routing management, included in 8BP. A common relevant feature of all my games is the use of "massive logics" programing technique, created to get the maximum performance to BASIC games. This technique is deeply described at 8BP library manual.</p> <p>This game is open source and my aim creating this game is to share an example about how to program games using 8BP library, divulge the "massive logics" programming technique and provide AMSTRAD CPC lovers a way to create easily their own games.</p> <p>Library and programming manual can be found at : https://github.com/jjaranda13/8BP</p> <p>This game can be found at: https://github.com/jjaranda13/8BP/tree/master/GameExamples</p>

Some screenshots of "Fresh fruits & vegetables"

