Game tittle: “NIBIRU”	
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	Horizontal shoot ‘em up
year	October 2016
DISC FILE	nibiru.dsk
How to load	RUN “LOADER.BAS”
emulator	Winape_20b2
Instructions to play	Press “Space” to start. Then control using Q A O P and space (fire)
Size	17 KB BASIC, 19 KB binary (8BP lib, graphics and music)
Developed Time	Around one month
Game description and main developing challenges	“Nibiru” is a side-scrolling action game in the tradition of games like R-Type or Nemesis Takes its name inspired on ancient Sumerian legends, which talk about an extraterrestrial race called “Anunnaki”. Their original planet is “Nibiru”. You are the pilot of a destroying ship and you must defeat the planet Nibiru and its leader, “Gorgo”, an almost invincible millenarian reptile. You must destroy the galactic birds that live on their moons and once you reach the planet you must face their dangers before you can fight with Gorgo. 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. One of its main programming features is the use of advanced scroll techniques, showing parallax scrolling at third phase. An additional relevant feature is the use of sprite routing mechanism included in 8BP, as well as “massive logics” programing technique, created to get the maximum performance to BASIC games. This technique is deeply described at 8BP library manual. 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. Library and programming manual can be found at : https://github.com/jjaranda13/8BP This game can be found at: https://github.com/jjaranda13/8BP/tree/master/GameExamples

Some screenshots of “Nibiru”