

Game title: "MINI PONG"	
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	Ping pong
year	December 2016
DISC FILE	Mini_invaders.dsk
How to load	RUN "LOADER.BAS"
emulator	Winape_20b2
Instructions to play	Press "Space" to start. Then control using Q A
Size	3 KB BASIC, 16 KB binary (8BP lib, graphics and music)
Developed Time	Around one day
Game description and main developing challenges	<p>"Mini pong" is a remake of the classical "PONG" game, made in less than 3KB BASIC using 8BP library</p> <p>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>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 "Mini Pong"	
	