Game tittle: "3D Racing one"	
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	3D racing
year	April 2018
DISC FILE	3D_racing_one_v32.dsk
How to load	RUN "LOADER.BAS"
emulator	Winape_20b2
Instructions to play	Press "Space" to start. Then control using Q A O P
Size	20 KB BASIC, 21 KB binary (8BP lib, graphics and music)
Developed Time	Around one month
Game description and main developing challenges	"3D Racing one" is a car racing game in 3D projection. You must train in the first circuit, avoiding puddles and getting of the road. Then you will compete with other cars, and drive during the night. 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. One of its main programming features is the use of advanced Pseudo-3D technique 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. 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 "3D Racing one"