Game tittle: "Space Phantom"	
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 arcade ("space harrier" style)
year	December 2018
DISC FILE	Space_phantom_v35.dsk
How to load	RUN "LOADER.BAS"
emulator	Winape_20b2
Instructions to play	Press any key to start. Then control using Q A O P for directional control and fire using space. Also supports joystick
Size	18 KB BASIC, 19 KB binary (8BP lib, graphics and music)
Developed Time	Around three months
Game description and main developing challenges	"Space Phantom" is a 3D game inspired in classic "Space Harrier" by SEGA. You are a space hero, equipped with a jet-pack flaying across the universe, killing meteorites, space hawks, space ships, and even a dragon. The game has three phases and an epic end

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 sprite routing and initial animated titles created using 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"