

Downland_C: ColecoVision

INTRODUCTION

This is the ColecoVision port of Downland_C.

BUILDING THE GAME

For informational purposed, the final rom image is available to download.

You will need:

- This repository
- An install of devkitSMS <https://github.com/sverx/devkitSMS>
- The SDCC - Small Device C Compiler <https://sdcc.sourceforge.net/>
- A copy of the Downland V1.1 rom placed in the base folder

Instructions:

Building

- download and install devkitSMS
- download and install SDCC
- update DEVKITSMS_BASE in the Makefile to your devkitSMS installation
- ensure SDCC is in your path
- build and run the DLExporter solution which will generate assets in the \generated folder
- run the convertToC.bat in the \res folder
- run build.bat in the build folder or use the provided Visual Studio solution.
- the Downland.col file will be in the out folder

RUNNING THE GAME

Since I have no ColecoVision, I've only been able to test in emulator. The game uses the MegaCart format to store the static room collision geometry in rom.

Emulator

- an emulator (there are very many. I used gearcoleco <https://github.com/drhelius/Gearcoleco>)
- the built downland.col as a file
- load the rom in the emulator and enjoy

CONTROLS

The game supports two players.

Gamepad	Joystick for Movement
	Action buttons for Jump

GAMEPLAY NOTES

- The number of drops in a room is 6 for Chambers 0 to 5 and (Chamber Number + 1) for chambers 6 to 9.
- The maximum number of active drops in a room is 10.
- Drops constantly wiggle for 40 frames.
- Every room has a unique timer. The rooms you're on in will have their timers increase.

Completing the game once will:

- Enable all 10 drops for every room.
- Change the order in which doors are opened by keys.

Completing the game three times will:

- Tweak the drops' horizontal position such that those that fall to the right of the vine

will touch the player while climbing.

SCORING SYSTEM

There are exactly five pick ups per room.

The first two are keys and the last three are treasures randomly chosen at game start up.

The pickups are:

- Key: 200 points
- Money bag: 300 points
- Diamond: 400 points

The scoring system also has a random-based component. The three treasures are randomly chosen at game . When they're picked up, the player gets the base points, plus the game adds a random amount from 0 to 127.

CONTACT

Send questions, comments, & bugs about Downland_C to pw32x at jump@puffweet.com