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 **Author**

**mtorres**

Newbie



Posts: 3

**Topic: Adventure game atari (Read 355 times)**

 **Adventure game atari**  
 « on: May 19, 2017, 06:08:11 pm »

The game is based on the 2600 atari, I tried to leave some things as in the original others are different.  
 I also leave files with basic routines, in case somebody wants to create other phases, because the complete game passes of 5000 lines.


I hope you like it


The link to youtube for a preview of the game:


<https://www.youtube.com/watch?v=K8-V33ib35A>


Mega.nz link:


<https://mega.nz/#F!So4l0JaL!rpwQ-JK887H8Y18KHjJc0w>

 Minimum of instruction.bas (3.76 kB - downloaded 12 times.)

 Minimum of screens.bas (34.35 kB - downloaded 3 times.)

 Adventure V3.0.0.0.zip (1530.73 kB - downloaded 4 times.)

Adventure game atari  

 Adventure V3.0.0.0.bas (137.45 kB - downloaded 4 times.)

« Last Edit: May 27, 2017, 02:10:28 pm by mtorres »

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## Ashish

Sr. Member



Posts: 328

Being Human

### Re: Adventure game atari

« Reply #1 on: May 19, 2017, 10:47:18 pm »

Nice game, mtorres!

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```
if (Me.Success) {Me.Improve();} else {Me.TryAgain();}
```

aKFrameWork - <http://bit.ly/aKFrameWork>

p5js.bas - <http://bit.ly/p5jsbas>

Menu System - <http://bit.ly/guiMenuBar>

## FellippeHeitor

QB64 Partner Site Owner

Hero Member



Posts: 1348

LET IT = BE



### Re: Adventure game atari

« Reply #2 on: May 21, 2017, 07:47:43 pm »

I love it! The way you managed to replicate the Atari experience is really cool.


5k lines of code in a single module? Debugging this must be hell!

Oh, btw, I guess I kinda found a bug (check the attached screenshot).

All in all, great job here!

PS: Here's my own Atari fan recreation:

<http://www.qb64.net/forum/index.php?topic=13244.msg119042#msg119042>

 Snap0219.png (9.91 kB - downloaded 20 times.)

« Last Edit: May 21, 2017, 08:05:26 pm by FellippeHeitor »

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- **InForm for QB64** <http://qb64.org/inform>

- vWATCH64 (debugger for QB64) <http://bit.ly/vWATCH64v1-102>

- Games: [http://bit.ly/2048\\_qb64](http://bit.ly/2048_qb64) \* [http://bit.ly/ClonedShades\\_qb64source](http://bit.ly/ClonedShades_qb64source) \* <http://bit.ly/2aqK866> \* <http://bit.ly/SpaceshipQB64>

## mtorres

Newbie



Posts: 3

### Re: Adventure game atari

« Reply #3 on: May 21, 2017, 08:51:56 pm »

**Quote from: FellippeHeitor on May 21, 2017, 07:47:43 pm**

I love it! The way you managed to replicate the Atari experience is really cool.

5k lines of code in a single module? Debugging this must be hell!

Oh, btw, I guess I kinda found a bug (check the attached screenshot).

All in all, great job here!

PS: Here's my own Atari fan recreation: <http://www.qb64.net/forum/index.php?topic=13244.msg119042#msg119042>. Adventure game atari  

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Hello, FellippeHeitor

Debugging is really a little time consuming, but I'm using a good processor, slow machine is an eternity

What you found is purposeful, each screen has to have a deviation for another, if not the invalid function call message.

But this only happens when using the bridge

The original game has these deviations, they do not have a logic!

It is possible to return to the game, making use of the bridge

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