

Dear all,

Due to my limited knowledge on Amstrad (only Basic, in fact only things i remember from my childhood and the Basic manual for Amstrad CPC that i have found), a difficulty for me is that i cannot simply find a good idea and try to create a game. I have to think of a game with low requirements that can be fitted to my limited skills (that is what i did for previous years with Penalty kicks and Capital Quiz). The games that i create may be very simple but i try to make a game that is completed, tested as much as possible to ensure that there are no problems, and possibly enjoyable.

The problem is that not so many ideas can fit to my limited knowledge. When I was thinking about what I could make, I thought about the Stroop effect and other similar fields of the perception psychology, which were included in a lesson I attended at about 6 years ago, when I was studying in the psychology department of university of Crete. I realized that I was able to make a game based on that.

Many thx to AMSDOS from the CPCwiki forum, as I had a small problem in the beginning of making that game. I could not imagine how I could make a countdown clock shown in the screen, and I was thinking that making this game without that clock would be impossible. AMSDOS helped me in the forum by answering my question, so I created the countdown clock first, and after i was sure that it works, I started to make the whole game. These times, when retro programmers are few and the work of making a game is not paid and made only for fun, helping each other in the forums is very important.

Also, I added an intro including some basic illusions from the same scientific field, in order to increase the interest for the whole section of perception psychology, in case someone is interested in it.

That's all!

Hope you enjoy it!

Welcoming your comments at skafesakis@yahoo.gr

Many thx for reading this!

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