# Game Demos

I took GameDev.TV’s Unity 2D course from Udemy. Prior to this course I knew nothing about game development, but I’m pretty tech-savvy and have IT experience. The first series of games were developed by following the courses tailored for Unity 2018. The driver game is my first one developed using their updated Unity material.

Demos of games developed for my courses thus far using Unity 2021 LTS (listed in chronological order):  
<https://sharemygame.com/@Andes>

**Jessen Walkins, the man Time Forgotten...**<https://sharemygame.com/@Andes/jessen-walkins>

This Jessen game is a text-based game for the web, born from the course syllabus. No graphics yet, but I like the Adobe color suggestion site. The color palette is chosen from that.

My eventual game is targeted for mobile, so readability under strong light outdoors is something I’m concerned about. (It’s an outdoors game). Hence I chose a dark background even for the Jessen text adventure game with light colored text to test the color scheme.

**Looneys in Mexicana**

<https://sharemygame.com/@Andes/looneys-in-mexicana>

This is a simple numbers guessing game. My first time adding free-to-use graphics to spruce up my game. I’ve also chosen fonts to match the Mexican theme.

**Block Breaker… under the seas**

<https://sharemygame.com/@Andes/blockbreaker>

This is a pong-based game with a sea theme. I’ve overlayed images of sea creatures that would look good in blocks and placed my own colored blocks over the image. Now you have a paddle game you can whack over cute shark, crabs, prawn, and other sea creatures. And if you’ve noticed… the paddle is actually in the shape of a submarine! The background image with the shark and fishes is actually a cell phone shot I took in a big aquarium.

**Naval Invaders**

<https://sharemygame.com/@Andes/naval-invaders>

You are a free-spirited pirate advancing through the fog-filled seas, fighting against an endless stream of straight-laced navy fleet.

R... you ready?

INSTRUCTIONS:

- Mouse click to select menu item

- Arrows to move your ship left, right, up, down

- Spacebar to shoot

- Avoid the green and red lasers, and the white bombs. Each type of enemy weapon does different damage to your ship.

- Your ship's health is on the top left, your score is on the right. Once your health drops to zero, you are dead.

[I love the rousing pirate music, don’t you?]

[Here-on out are games based on the updated course material]

**Racing Mania**

<https://sharemygame.com/@Andes/racing-mania>

Like Thomas Magnum in Magnum P.I., you like style. There’s nowhere you would go without your trusty (and thirsty) Ferrari. 😊 So you deliver diamond packages in your yellow convertible! After picking up the packages, your ride turns a fast red. Drop them off to eager Lego townies. You can only pick up one package at a time. Each package can only be picked up once. Yellow speed ups are also found around the town. Hitting things like rocks, trees and houses will slow you down.

Navigate with the arrow keys. Move over the blue diamond packages, Lego townies, and yellow speed boost circles to activate/pick up/drop off. You may also use the keys A,W,S,D for navigation.

**Driving Mi Crazi**

<https://sharemygame.com/@Andes/driving-mi-crazi>

This is also text-based but the answers and questions are stored and retrieved. This is an important learning point for dealing with dialogs in quest games. I’ve put together some common scenarios a driver may faced and try to see what one would respond. Some answers are whacky.