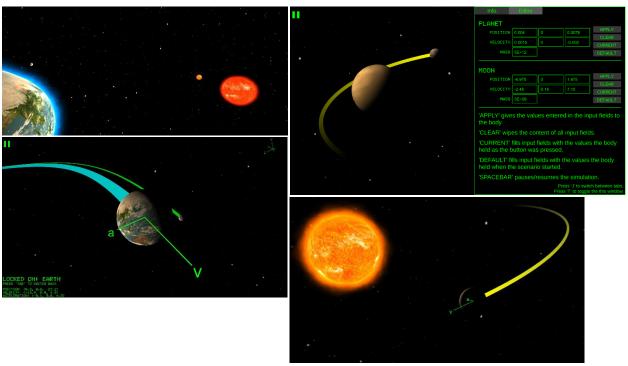
Projects Showcases

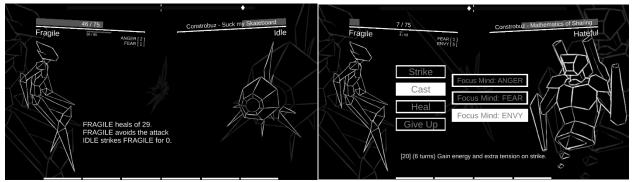
Gravitation Engine

A gravity simulator built to let its users develop a general understanding of massive body interactions in space. It was originally a developed for an astronomy class in late 2019 but saw continued development as a passion project until August 2020 to expand it into a complete product.



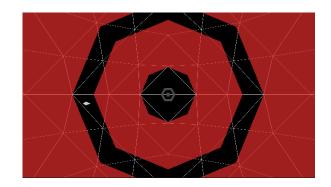
SND₂

Turn-by-turn strategy game where turns take place at the beat of the music. Developed in just over a week for Digital Game Prototyping class.



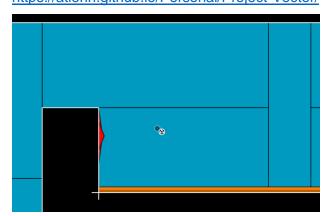
SND₁

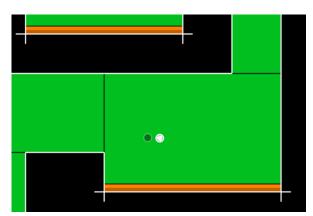
Rhythm survival game where enemy attacks patterns are directly influenced by the music. Developed in about 2 weeks for Digital Game Prototyping class.



Project Vector

A web-based platformer game designed for speed-run. Developed as final project of both Creative Computation I & II courses, and then continued as passion project. https://atienn.github.io/Personal/Project-Vector/





CLEANER

A web-based "game" where the user takes the role of a social media content moderator. Developed as mid-term project for Creative Computation II course.

https://atienn.github.io/Personal/CLEANER/



Artist statement:



https://github.com/Atienn/Personal/tree/main/CLEANER#readme

P1

A simple web-based infinite bullet-hell type game. Developed as mid-term project for Creative Computation I course.

https://atienn.github.io/Personal/P1/

