

# VIDEOGAMES PORTFOLIO

Baldelli Andrea



# UNITY3D GAMES

# Tricky Towers Clone



## ▶ What

Tetris, but with physics. Inspired by Tricky Towers (WeirdBeard Games/Soedesco).

Try to reach the goal line before the tower falls.

## ▶ When

After a 50 hours Unity3D course in 2018.

Developed in 1 month.

## ▶ Who

Me inside a team of 4 programmers.

Code & Release at

<https://github.com/Baldi00/TrickyTowersClone>

# Rubik Wave



## ▶ What

Rubik cube game recreated in Unity with integrated solver

## ▶ When

2018 summer, after the previously mentioned Unity course.  
Core developed in 1 month, refinements through the years.

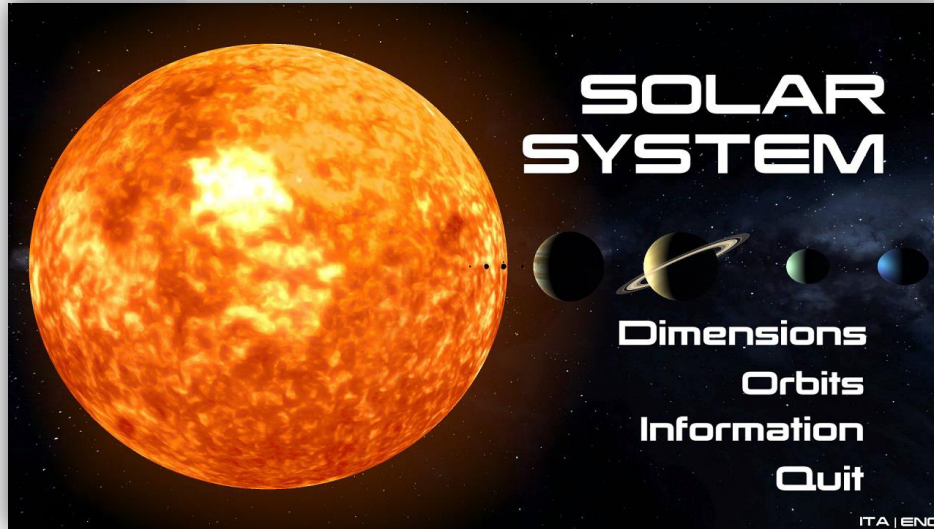
## ▶ Who

Only me

Code & Release at

<https://github.com/Baldi00/RubikWave>

# Solar System



# Solar System

## ▶ **What**

Explorable and interactable representation of the Solar System with various information about Planets, Satellites and other Space related info.

## ▶ **When**

Developed in 1 month during 2022 spring. Most of the time was used for information gathering

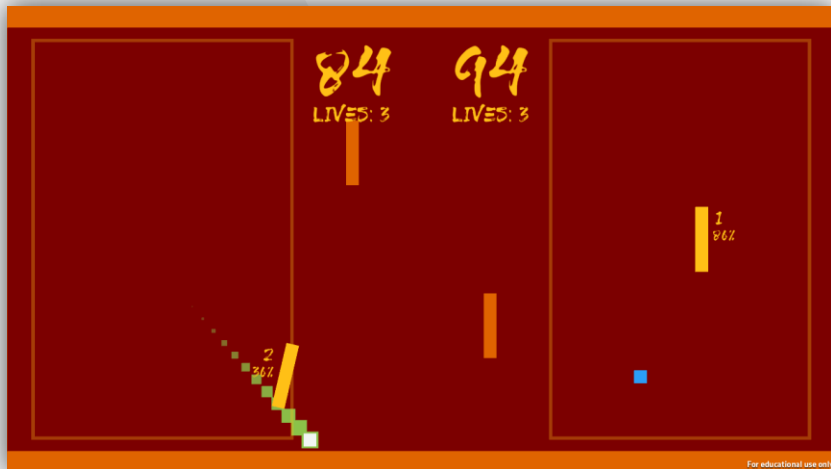
## ▶ **Who**

Only me

Code & Release at

<https://github.com/Baldi00/SolarSystem>

# DONG!



## ▶ What

Pong, but with dashes, 2-axis movement, obstacles and health system like a fighting game.

## ▶ When

Late 2022 as my first Digital Bros Game Academy project.  
Developed in 1 month.

## ▶ Who

A team of 6 people:  
2 Game Designers  
2 Game Programmers (including me)  
2 Concept Artists

Code is under Digital Bros Game Academy ownership.

# Plumberrat



## ▶ What

First person simulator of the job of a plumber. The player is a mouse plumber that has to fix the pipes from the inside avoiding being reached by a stalking snake.

## ▶ When

Early 2023 as my second DBGA project. Developed in 1 month.

## ▶ Who

A team of 11 people:

4 Game Designers

3 Game Programmers (including me)

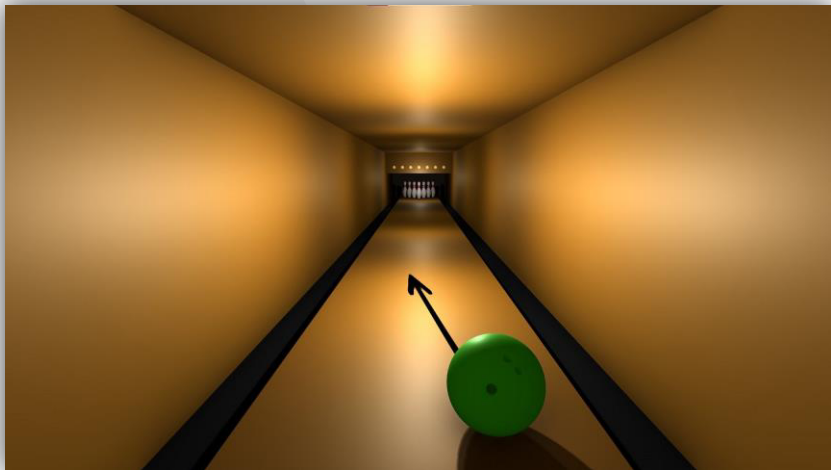
2 Concept Artists

2 3D Artists

Code is under Digital Bros Game Academy ownership



# Bowling



## ▶ What

Simple bowling game

## ▶ When

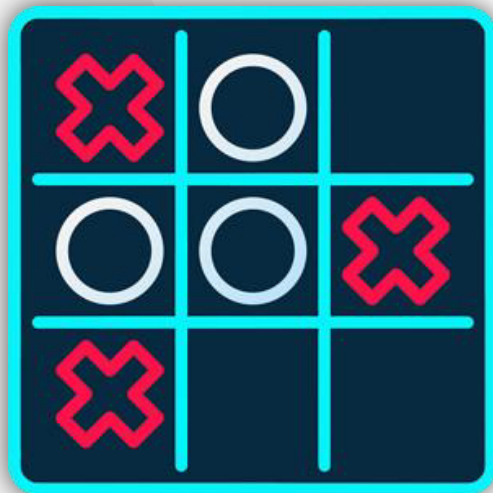
Late 2022, developed in 2 days

## ▶ Who

Only me

Code and Release at <https://github.com/Baldi00/Bowling>

# Tic Tac Toe



## ▶ What

The Classic Tic Tac Toe game. You can play against another player or against CPU which uses Minimax algorithm.

## ▶ When

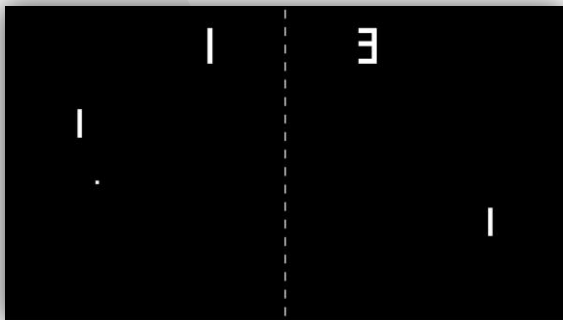
Early 2023 as an exercise from DBGA for testing use of network API inside Unity. Developed in 1 day

## ▶ Who

Only me

Code is under Digital Bros Game Academy ownership

# Pong, Space Invaders and Breakout



## ▶ What

Clones of the classic games

## ▶ When

Late 2022. Developed in 1 day each.

## ▶ Who

Only me

Pong code and release at <https://github.com/Baldi00/Pong>

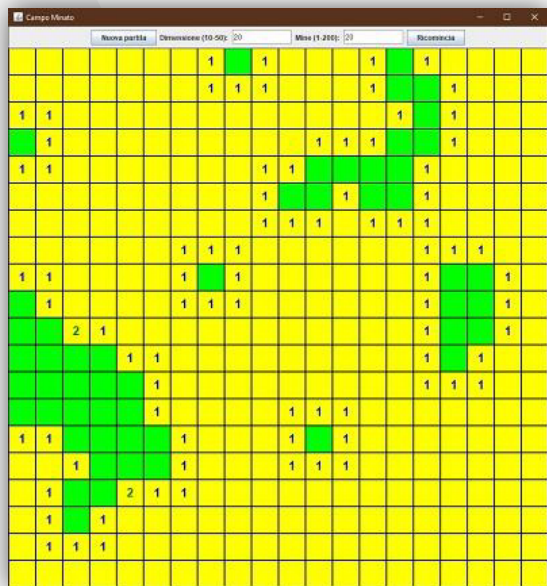
Space Invaders code and release at <https://github.com/Baldi00/SpaceInvaders>

Breakout code and release at <https://github.com/Baldi00/Breakout>



# JAVA GAMES

# Minesweeper



## What

Clone of the 1990 minesweeper game with customizable size and number of mines.

## When

2018 summer. Developed in 1 week

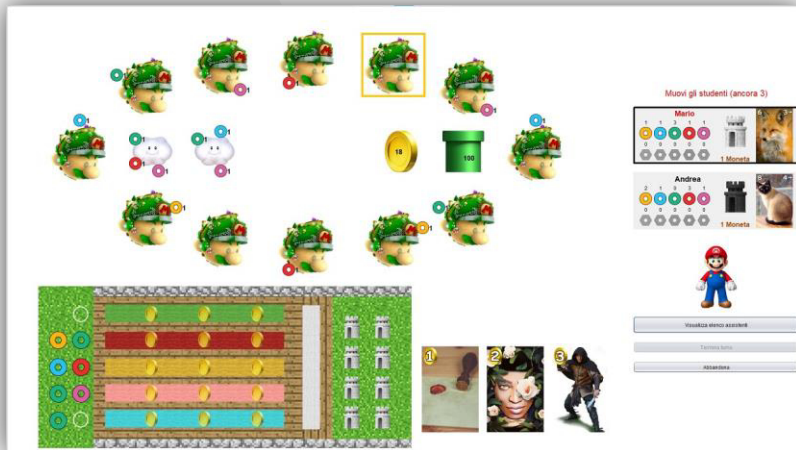
## Who

Only me

Code & Release at

<https://github.com/Baldi00/CampoMinato>

# Eriantys



## ► What

Trasposition of the board game Eriantys by Cranio Creations

## ► When

Developed in 3 months in 2022 as the last Software Engineering course project at Politecnico di Milano. Part of the graduation thesis.

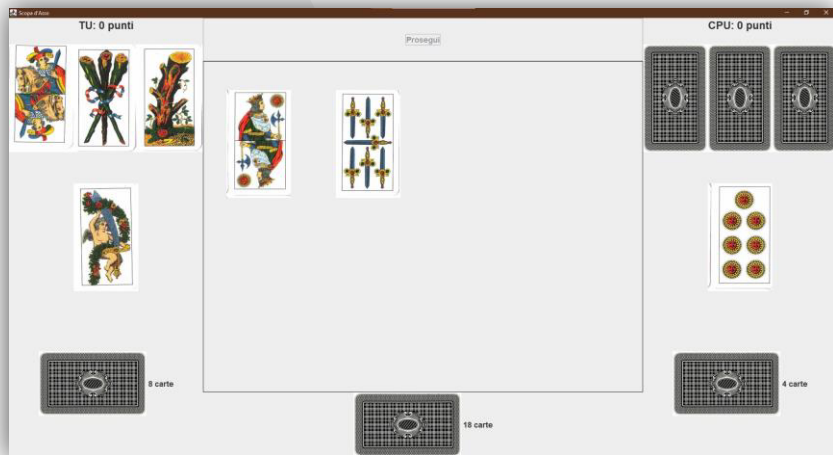
## ► Who

3 programmers, including me.

Code & Release at <https://github.com/Baldi00/Eriantys>

\*assets are not the original ones because protected by copyright

# Briscola and Scopa d'Asso



## What

Two italian card games

## When

Developed in 1 day each

## Who

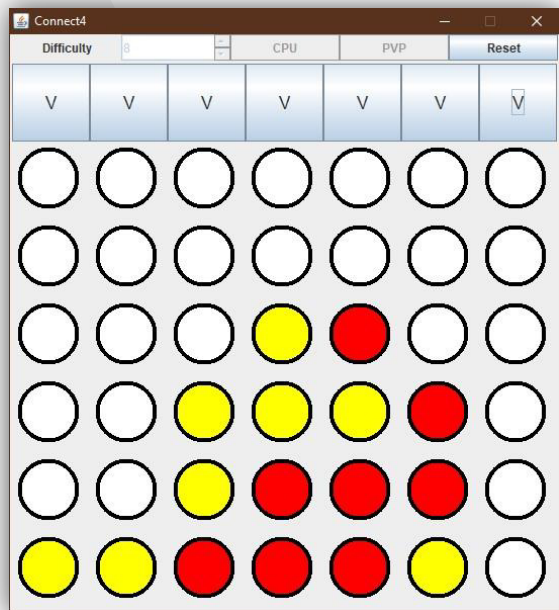
Only me

Code and Release at

<https://github.com/Baldi00/Briscola>

<https://github.com/Baldi00/ScopaDAsso>

# Connect 4



## ▶ What

Classic Connect 4 game. You can play against CPU that uses Minimax and a tiny  $\alpha$ - $\beta$  pruning

## ▶ When

Late 2021. Developed in 1 week

## ▶ Who

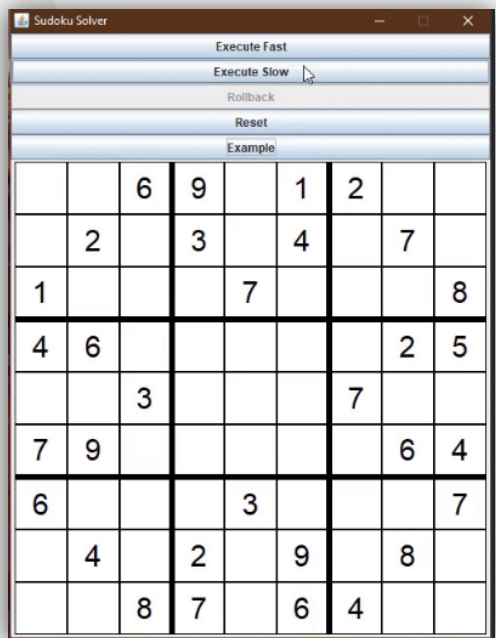
Only me

Code & Release at

<https://github.com/Baldi00/Connect4>



# Sudoku Solver



## What

Sudoku solver using Constraint Satisfaction Problems algorithms and MRV heuristics

## When

Late 2021. Developed in 1 week

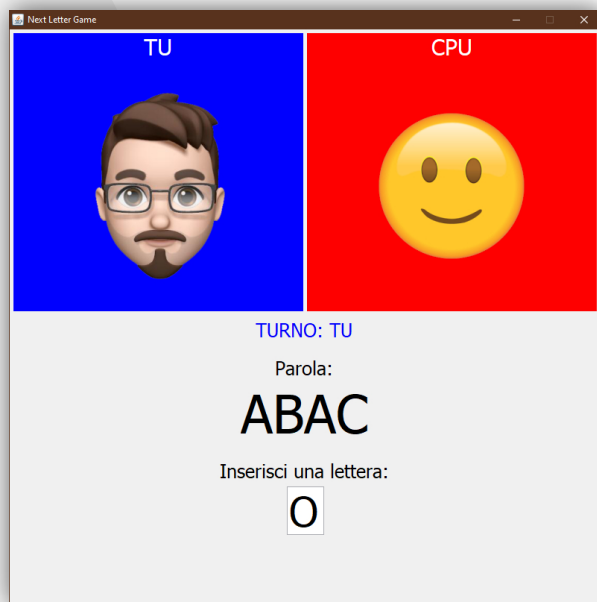
## Who

Only me

Code & Release at

<https://github.com/Baldi00/SudokuSolver>

# Next Letter Game



## ▶ What

Fight with letters against CPU. How ends a meaningful word loses.

## ▶ When

Developed in 3 days during 2021

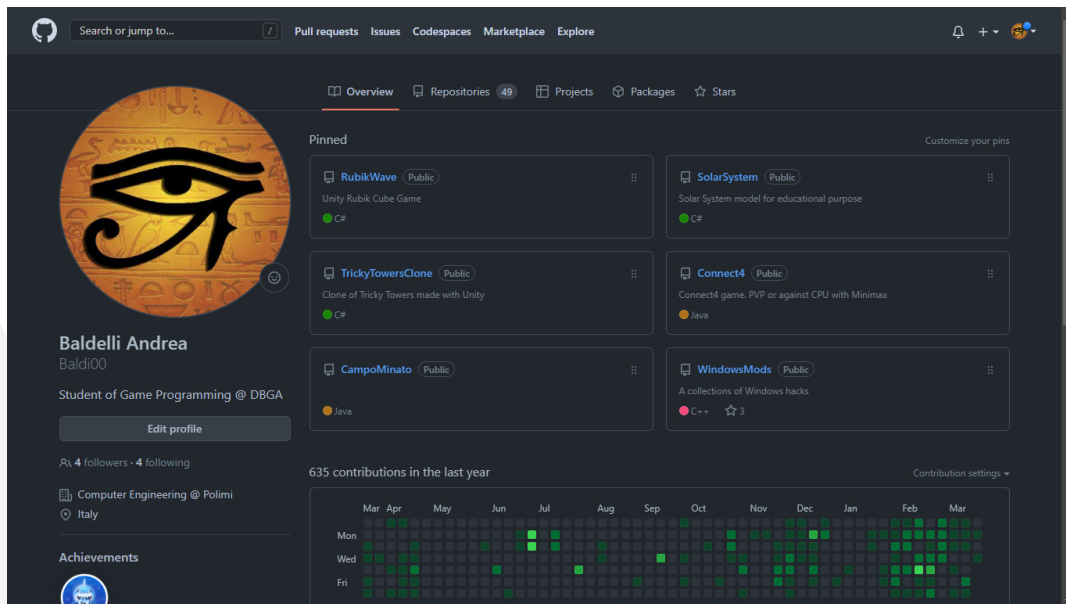
## ▶ Who

Only me

Code & Release at

<https://github.com/Baldi00/ProssimaLettera>

# Other projects not related to videogames



The screenshot shows a GitHub profile for user Baldi00. The profile includes a circular avatar with an eye icon, a bio stating 'Student of Game Programming @ DBGA', and a location of 'Italy'. The 'Pinned' section displays five repositories: RubikWave (C#), TrickyTowersClone (C#), CampoMinato (Java), SolarSystem (C#), and Connect4 (Java). The 'WindowsMods' repository is also listed with 3 stars. The 'Contributions' section shows a calendar for the last year with 635 contributions.

Search or jump to...

Pull requests Issues Codespaces Marketplace Explore

Overview Repositories 49 Projects Packages Stars

**Baldi00**  
Baldi00  
Student of Game Programming @ DBGA  
Edit profile

4 followers · 4 following

Computer Engineering @ Polimi  
Italy

Achievements

Pinned

- RubikWave** (Public) C#  
Unity Rubik Cube Game
- TrickyTowersClone** (Public) C#  
Clone of Tricky Towers made with Unity
- CampoMinato** (Public) Java
- SolarSystem** (Public) C#  
Solar System model for educational purpose
- Connect4** (Public) Java  
Connect4 game. PVP or against CPU with Minimax
- WindowsMods** (Public) C++ 3  
A collections of Windows hacks

635 contributions in the last year

Contribution settings

	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec	Jan	Feb	Mar
Mon													
Wed													
Fri													

My Github page: <https://github.com/Baldi00>