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.
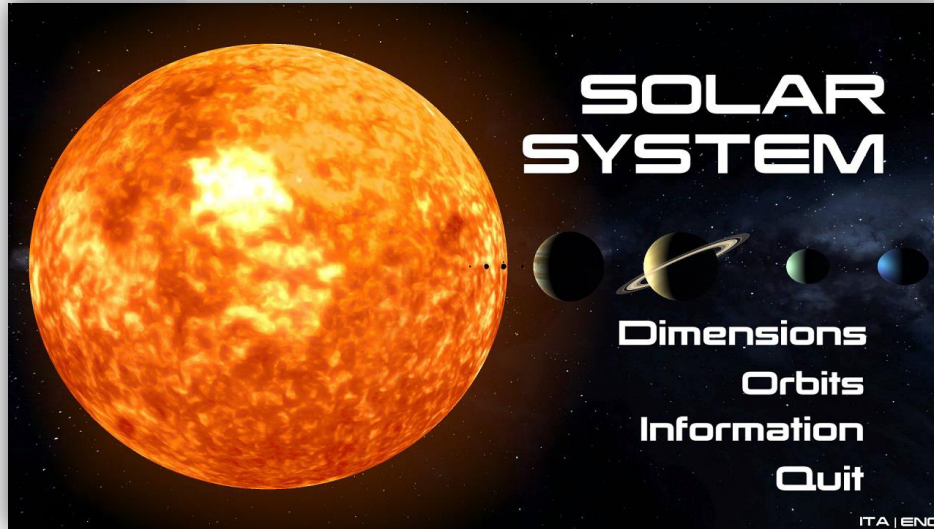
▶ **Who**

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**

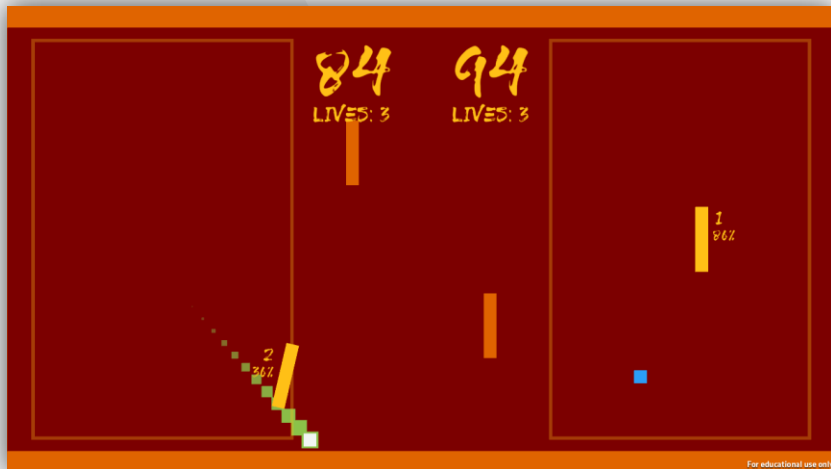Developed in 1 month during 2022 spring. Most of the time was used for information gathering

▶ **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
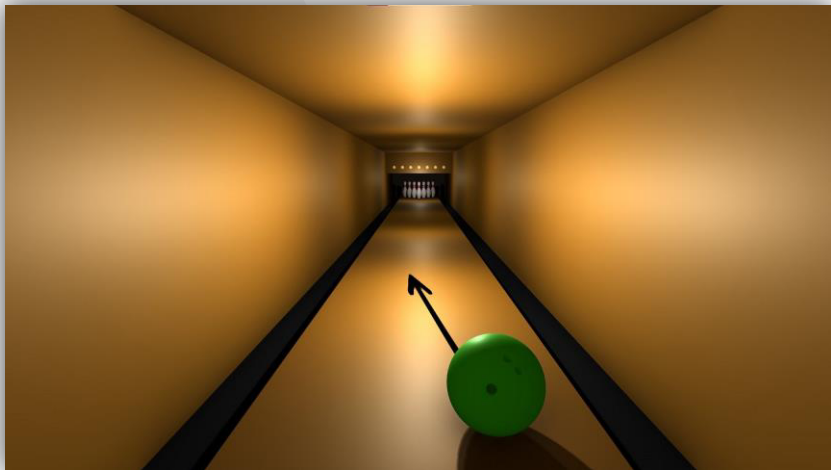
3 Game Programmers (including me)

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
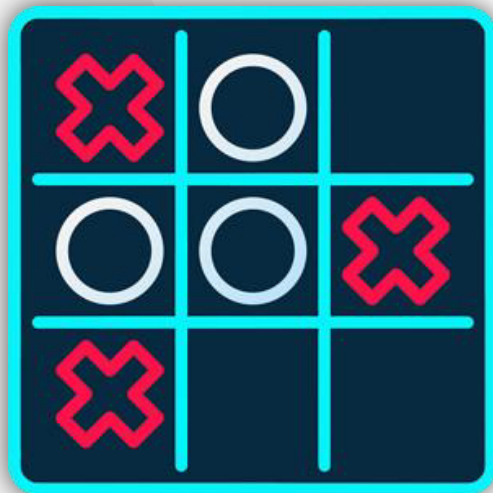
Tic Tac Toe

▶ **What**

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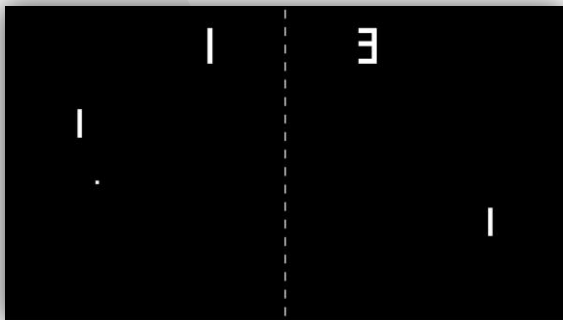
▶ **When**

Early 2023 as an excercise 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**

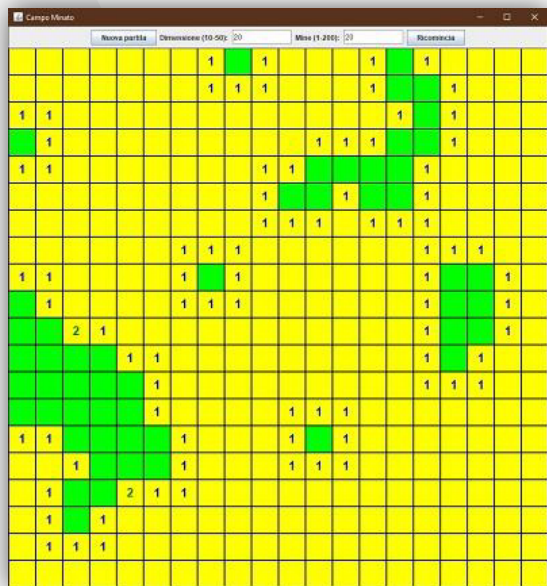Late 2022. Developed in 1 day each.

▶ **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
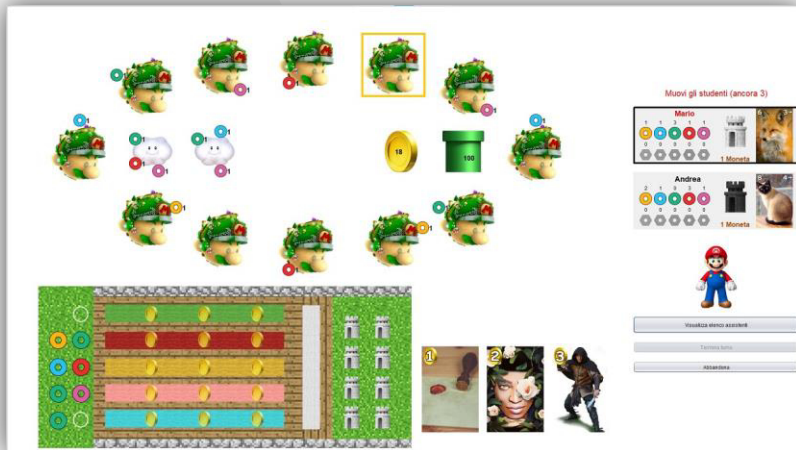
Eriantys

▶ **What**

Trasposition of the board game Eriantys by Cranio Creations

▶ **When**

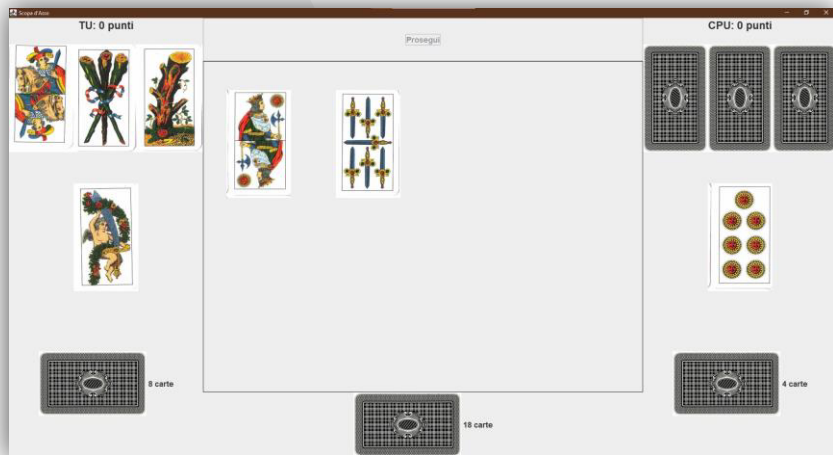Developed in 3 months in 2022 as the last Software Engineering course project at Politecnico di Milano. Part of the graduation thesis.

▶ **Who**

3 programmers, including me.

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

*assets are not the original ones because protected by copyright

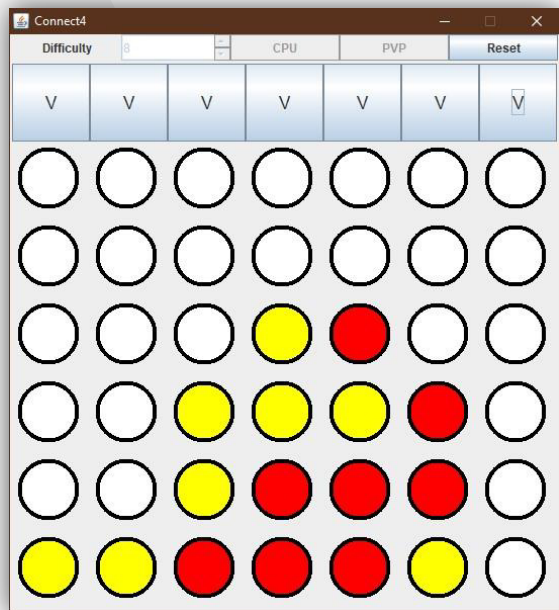# Briscola and Scopa d'Asso

▶ 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 α-β pruning

When

Late 2021. Developed in 1 week

Who

Only me

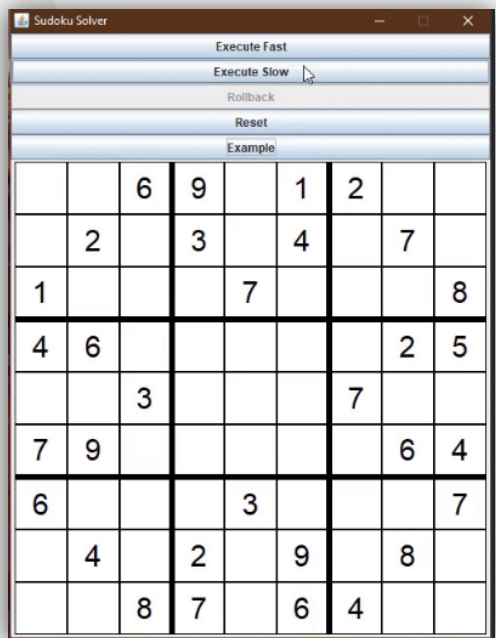Code & Release at
https://github.com/Baldi00/Connect4

Sudoku Solver

▶ **What**

Sudoku solver using Constraint Satistaction 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
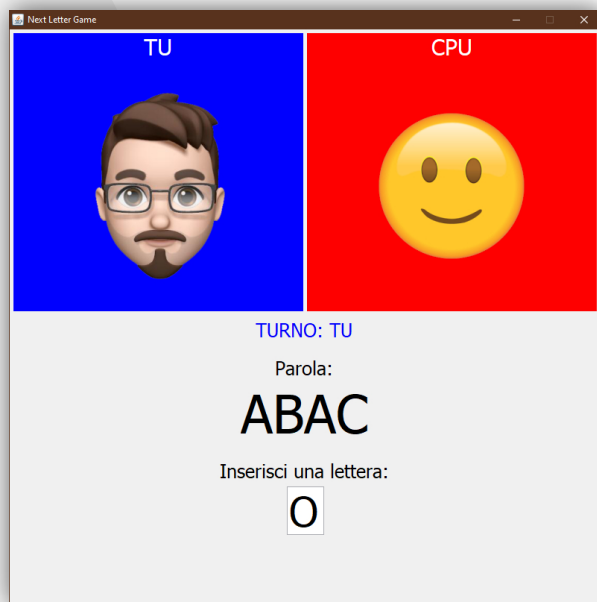
▶ **What**

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
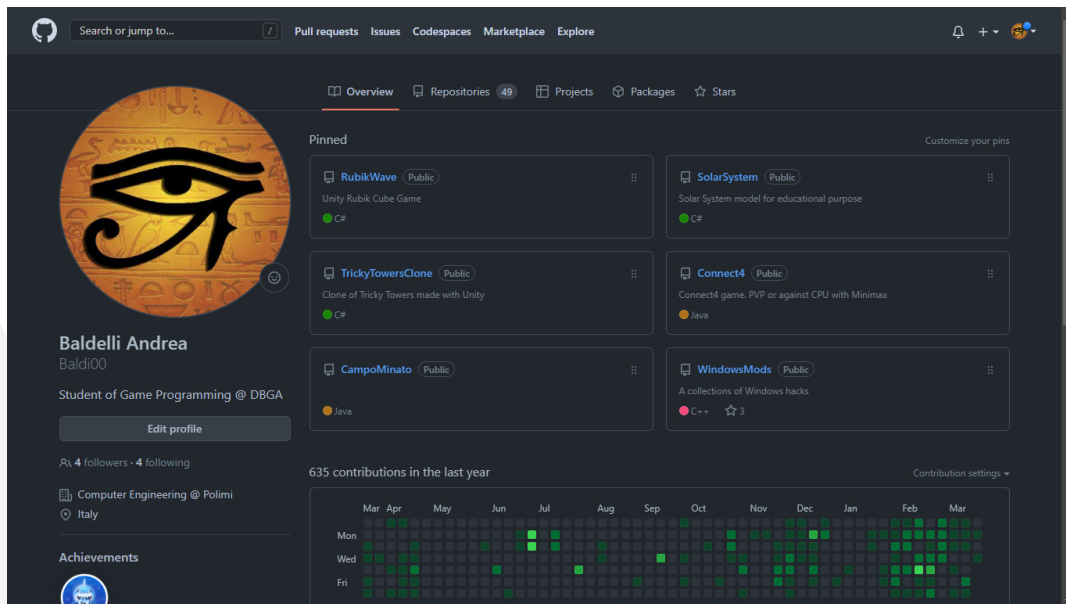
Other projects not related to videogames

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