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Professor Grimsby
Game 300
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Portfolio Content Submission

This semester, my goal was to express myself more creatively and redefine how I present my work and experience as a "designer."

At the beginning of the semester, I mentioned wanting to show that I had the skills of a traditional game designer. Documentation and Diagramming were definitely two aspects of that process that I wanted to get down pat better. I also wanted to venture forth and see how far I could take my own work.

I came up with a few different ideas for how I may populate my portfolio with new content. I could create a mod for a game I have played previously, I could dive into an aspect of game development I wasn't intimately familiar with and explore it in a representable manner, or I could create game content that represents how I approach game development. I managed to do all of these in some form over the course of this semester.

I brainstormed and created a concept for a game called *New Orders. New Orders* is a narrative based, puzzle action adventure I wanted to make as an indie game independent of any process I had undergone before. I created the game in my own spare time, wrote documentation for it, asked friends and peers for comments, and iterated on my process as well as the game. I reached out to a professor that allowed me to enter my game into a classes feedback forum after project submissions. I was able to get more structured feedback and criticism through this courses responses.

I wanted to take this game farther than I had taken any other project. I submitted the game to a few festivals, developed a pitch, and even had it become a finalist in the George Mason University Dean's Business and Mobile Game Competition. I'm still waiting to hear back from a few festivals, but I'm optimistic. The game is being shown at the Senior Game Expo, so a video could not be made available for the course in time. However, playable builds have been made available and a video will be going up over the weekend at the address: http://luisbritocreates.com/NewOrdersGameplayVideo

I also created a custom campaign for a group of friends and I to play in the realistic, mil sim action game, *Arma 3*. Much like a DnD Campaign, we planned out characters, loadouts, and missions for players to undergo as they navigated the world in *Arma.*

I also became inspired by an existing GDC Talk from Crystal Dynamic's Lead Cinematographer on 3rd Person Action Game Cameras. I spent time in Unity recreating the camera in *2013 Tomb*

Raider after playing the game all the way through. I then made a simple document highlighting the key features of the Camera System in *Tomb Raider*.

I additionally spent time sprucing up my portfolio according to the feedback I received from Professor Grimsby. I changed some of the wording in my portfolio entries to be more design facing and made improvements to the code of the website.

Lastly, I created an analogue tabletop version of the original *Call of Duty* called *Cards of Duty*. This interpretation on *Call of Duty* factored in the key features of the series' gameplay and obfuscated the mechanisms into a simple, easy to learn card/board game hybrid.