## A 3D, Action-Adventure, RPG – made in Unity, C#

* Similar to Dark Souls series with Elder Scrolls series elements
* Close combat mechanics
* Multiplayer elements
* Characters and enemies with AI
* Character model editor
* Ridable animals - characters
* Inventory system, allowing equipping of weapons, armour, consumable items
* Levelling system, increasing player attributes e.g. health
* Trading systems
* Boss battles
* For PC (Windows, MacOS, Linux)
* Supports controllers e.g. Xbox 360 controller
* Etc…

## A 2D, Fast-Paced, Precision Platformer – made in Unity, C#

* Similar to Super Meat Boy with Shovel Knight elements
* Battle mechanics by stomps from jumps and chargeable weapons
* Multiplayer elements, both friendly as well as enemies (battle arenas?)
* Simple as well as advanced AI movements
* Hard platformer jumps
* An unforgiving, hostile environment (blocks that kill player)
* Boss battles
* Multi-platform, for PC (Windows, MacOS, Linux), Smartphone (iOS, Android) and Web (WebGL)
* Supports Xbox 360 controller
* Etc…

## A connect 4 game – made in Visual Studio, C# and Gtk

* Copy of Connect 4 Game
* Self-designed windows in Gtk
* Single-player as well as multi-player, with teams or no teams
* Simple to hard AI players
* Customisable board dimensions
* Customisable number of counters to win
* Selectable counter colours and patterns on the counter
* Selectable board
* Etc…