Shark Wars 2 was my submission for my first year joint project 2. The project was the final project submission for both my programming and graphics modules. Though rather dated now, I am quite proud of this work as I produced all assets for the game myself minus the background music. Looking back on the game really lets me see how far I’ve come as I can see many areas I could improve upon in future projects. Shark Wars 3 maybe? Who knows.

(Shark Wars 1 was my submission for joint project 1 in first year)

Instructions are presented in game.