PORTFOLIO

KACPER GĄSIOR

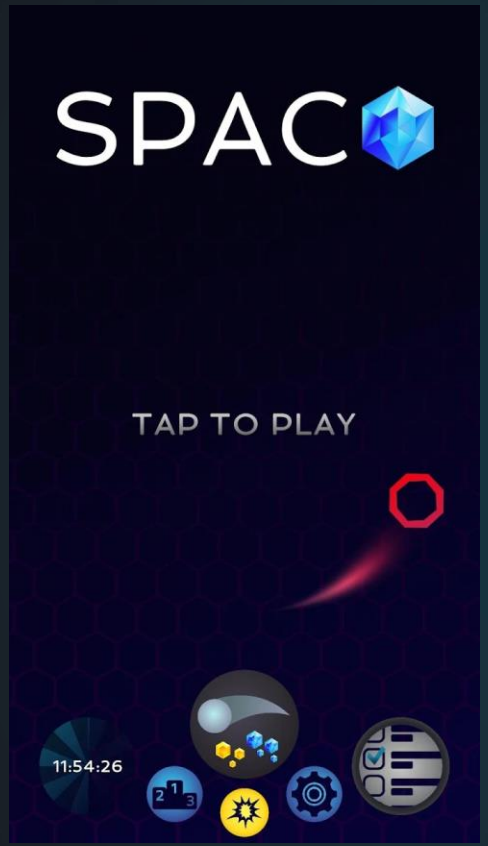
My main projects

1. **SPACO**
   Arcade game with ads for Android

2. **KendaMaster**
   Mobile App for Android and iOS

3. **Maze Runner**
   Desktop game in 3D with AI


SPACO



Arcade game for Android

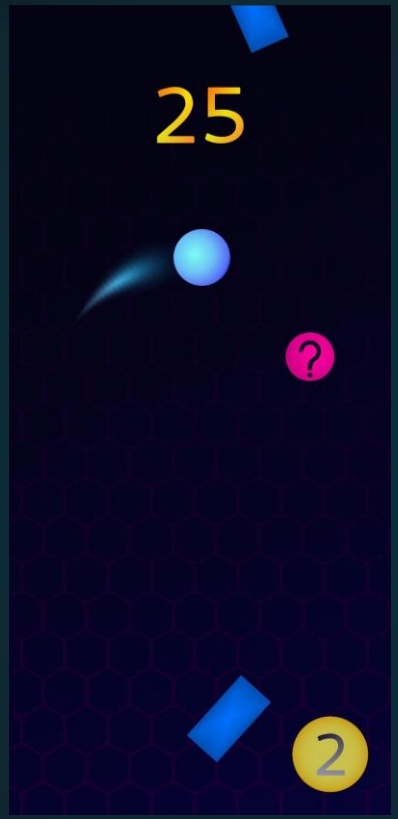
Spaco is one of my first bigger projects. I made it in collaboration with my colleague.

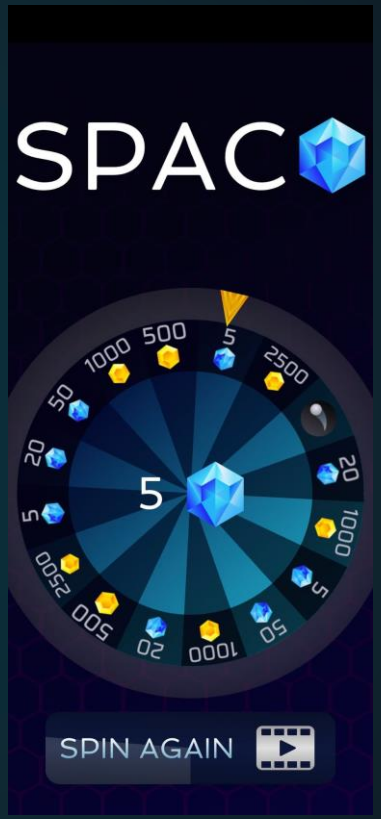
It's an arcade game, with an idea that hasn't been seen in any other games. It was the first time I worked with UI elements and also I used my experience in graphic design to create all of the assets.

This project taught me more than any other. I went from creating UI, through implementing ads and finished on publishing the game on Google Play here -> SPACO

Some of the features in the game are:

- Daily challenges,
- Implemented ads,
- Google play games leaderboard,
- Firebase notifications,
- Daily roulette,
- In-game currency,
- Shop with different player skins,
- Power-ups





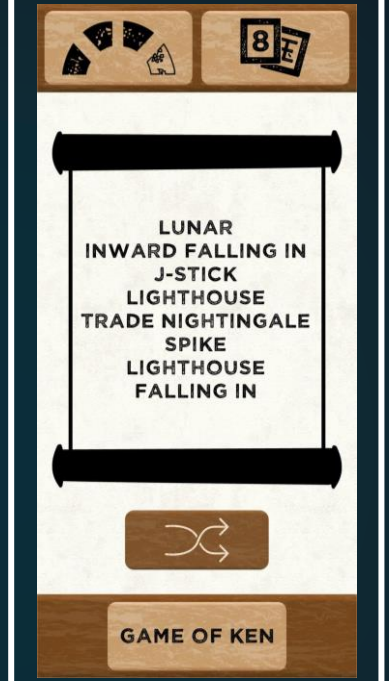
KendaMaster

Revolutionary mobile app for kendama players

As a Polish Kendama Champion and Game Developer, I felt obligated to create an app that would help kendama players learn new tricks and make their life easier.

Because the app is mainly UI, I've learned a lot about different configurations of many UI elements.

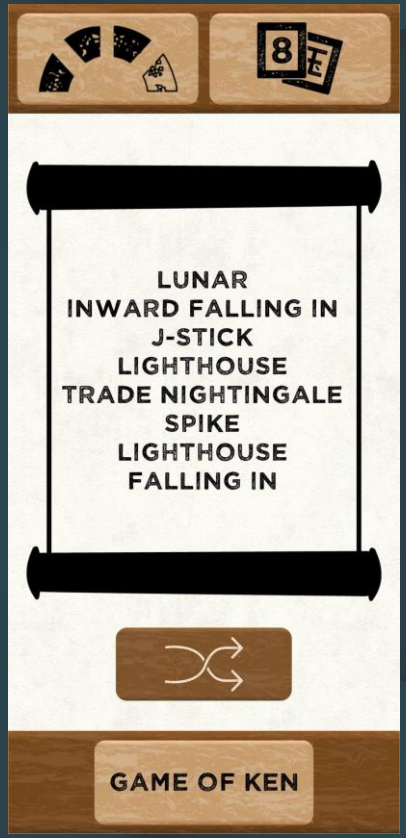
The app has been already tested on Google play and TestFlight and is ready to be published for iOS and Android platforms.



It's the first project that needed to operate on two different platforms. Android and iOS. It was also the first time that I encountered a problem with hiding mobile input over the keyboard, which came out to be a bug of Unity.

The main feature of the app is the combo generator, which generates a valid sequence of random tricks depending on the configuration - number of tricks and skill level.

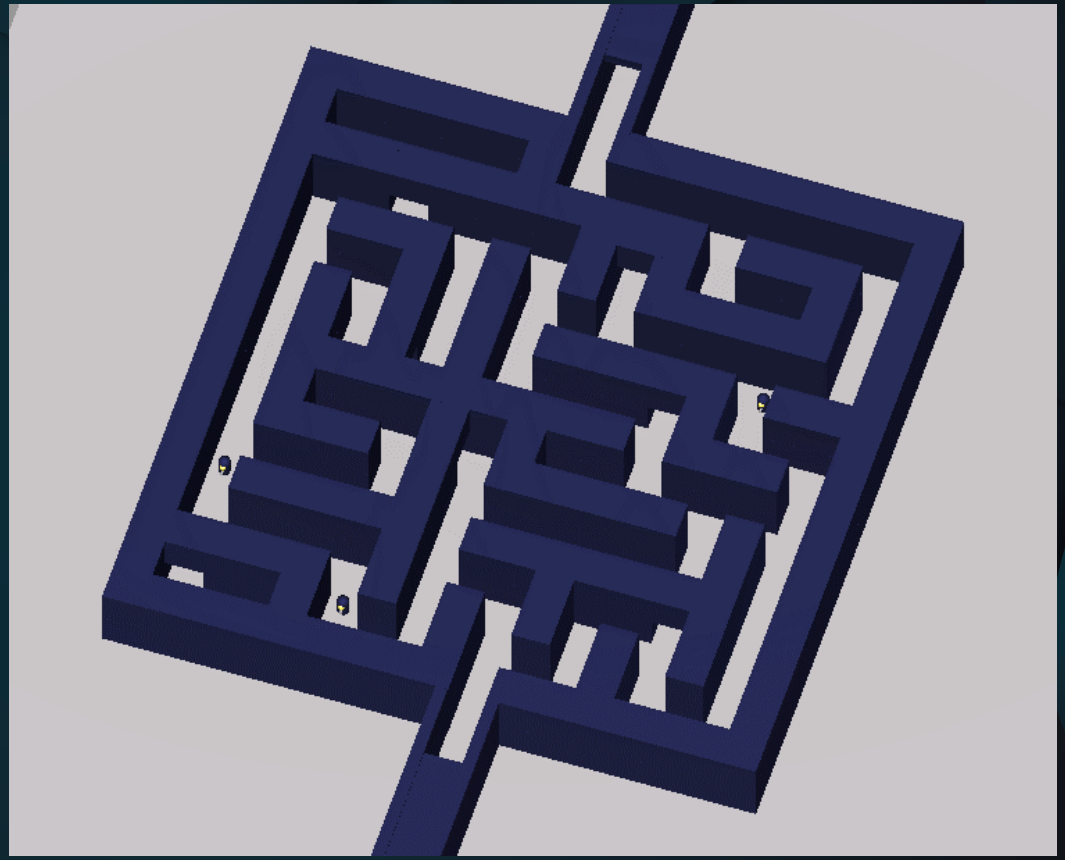
This was a purely algorithmic problem with a connection to kendama world.

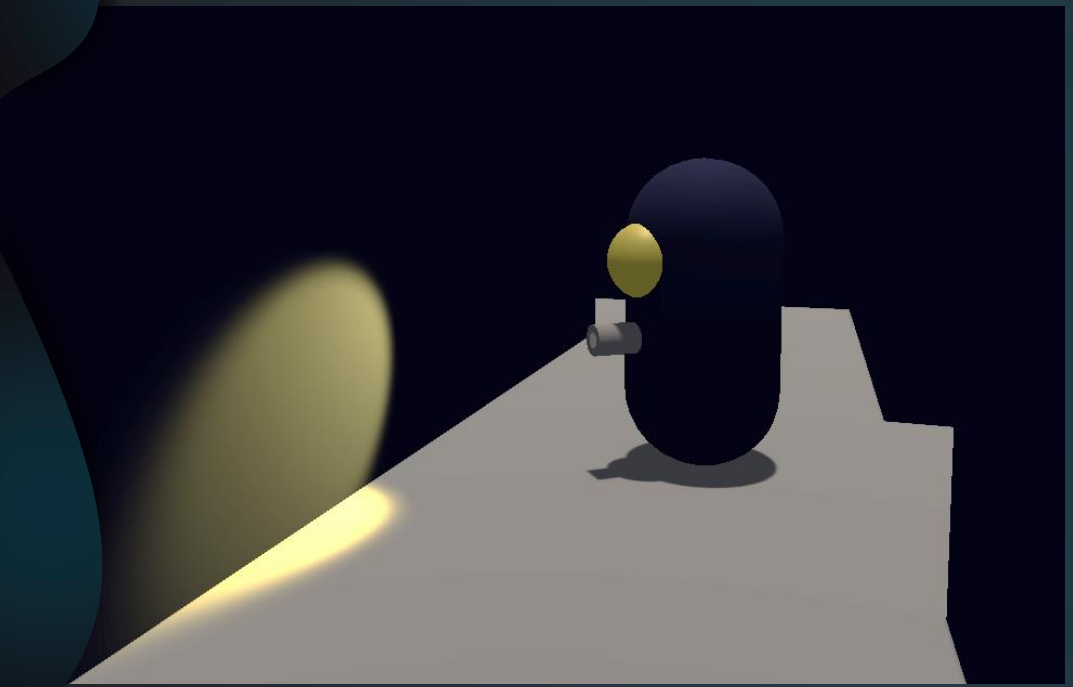


Maze runner

This is one of my first bigger projects in 3D, that I made in a week, during Erasmus in Spain. It includes:

- AI,
- Path finding,
- Machine of states,
- NavMeshAgents,
- NavMeshObstacles,
- RayCasting.





Policemans

Policeman is a NavMeshAgent which is able to:

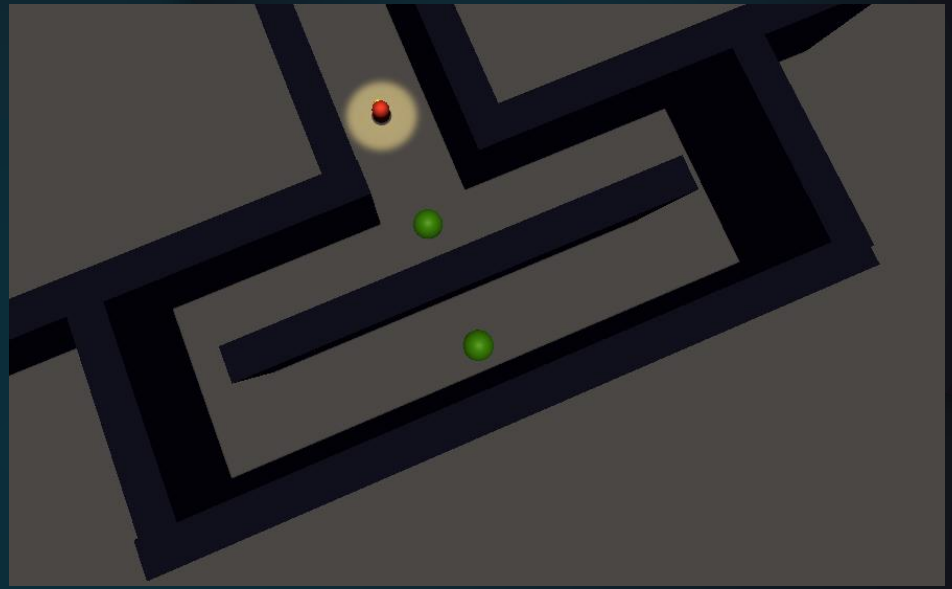
- Patrol,
- Chase and shoot,
- Refill ammo.

The NPC is using RayCast to look for the player. When a Policeman sees the player, it starts the chase and shoots when the player is directly in front of him.

When the player is far away, NPC comes back to patrolling or if he doesn't have full ammo he goes to ammo refill point.

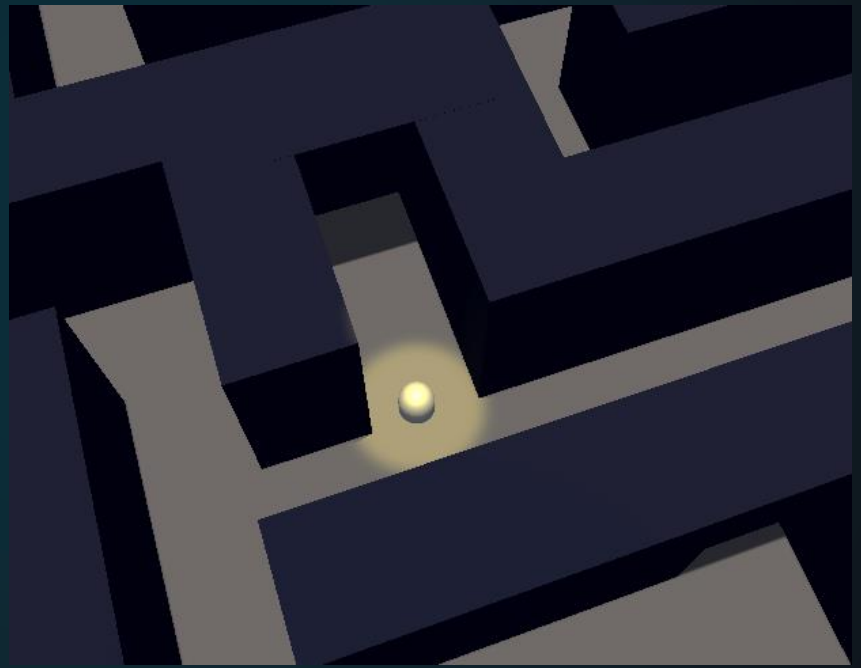
Capturing the baby

At the end of the maze, the player has to capture the baby. When the player enters this section of the maze, he instantly becomes a NavMeshObstacle.
When he approaches the kid with too high velocity, the kid runs away to one of the 2 spots that are marked in the picture with the green dots just for presentation purposes.
The NavMeshObstacle component in the Player makes the baby avoid him during the escape.



Police’s light

Police’s light is a NavMeshAgent travelling from one destination to another. Mesh renderer is enabled only for the presentation purposes.
When light sees the player, it fixes it’s position on him and after 3 seconds of seeing him, triggers the alarm. Then all cops start the chase. When the player is hidden for at least 1 second, the alarm is disabled.



Creating games is my passion. Learning new aspects of game development motivates me more and more with every next project.