**Final Project:**

For my final project (dissertation equivalent) I created a behaviour tree to control the actions and behaviours of AI Agents within a stealth based environment. I used Unity3D and Visual Studio 2017 to complete this project. The project (proposal, design and implementation) was developed throughout the course of my final year at the University of Suffolk.

**R34 Adventure – An augmented reality experience:**

The R34 Adventure was developed for a client at the Diss Museum, Norfolk using Unity3D, Vuforia and Visual Studio 2017, following their specification to create an application that would help engage the younger generation at the upcoming Centenary, July 2019 (when the application will be released to the public). The application was built by three inhouse programmers, while the 3D models and 2D artwork were completed by outside contractors.

**Ship Happens:**

Ship Happens is a game where players must manage their time and must work together in a cooperative environment to keep their ship afloat. The game was developed by two programmers using Unity3D and Visual Studio 2017, while using agile methods such as Atlassian’s Jira to track task allocation, and GitHub for version control. The project lasted 12 weeks, where the team had to pitch to a panel of tutors every four weeks.

**Super Sushi Showdown:**

Super Sushi Showdown is a two-player competitive mobile game where players must tap the sushi plates as they reach the customer who ordered the food. Successful taps will encourage customers to move over to that player’s bar, while unsuccessful taps will discourage players. The game was developed using Unity3D and Visual Studio 2017. The team was comprised of four members, using Jira and GitHub to help with management and development. My role in the team was the team manager and programmer.

**Chat Room:**

I created a server-client chat room, where the client was written in C# and the server was written in C++. The server was able to hold multiple users on a local connection. This project helped me get an understanding of how to use Windows forms and using C# to implement the functionality while the server written in C++ was able to handle how the clients interacted with itself and redirect users to the correct locations.