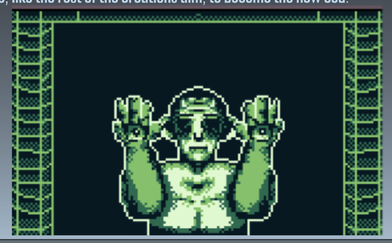
Desktop

Personal

God Is Dead

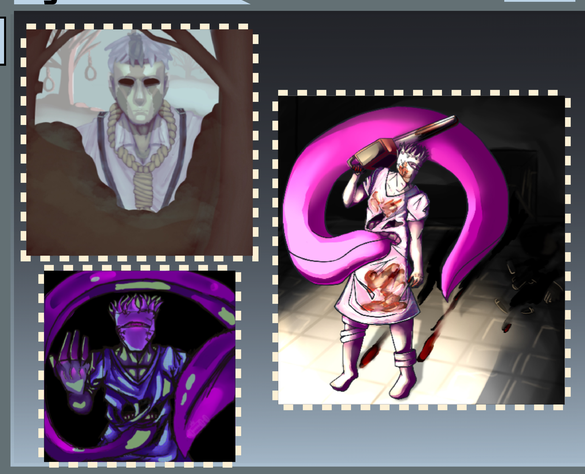
God Is Dead is an GB, GBC and GBA game I have began to create. It is an RPG, Boss Rush, Roguelike where God, creator of all life, has fallen. The creations, of this almighty being, fight in an tournament where the last one standing is crowned the new Creator of All. The player will take control of an unnamed entity capable of rebirth, who, like the rest of the creations aim, to become the new God.



About Me

Will add info on the actual website about myself

Digital Art



Game Catagories

Personal

College

Homepage

Welcome to my website, my name is Kacie Franklin. I'm an aspiring artist and game creator. Below are pages with some examples of my work, my CV as well as more information about myself.

Thanks for stopping by!

Art | Games | CV | About Me

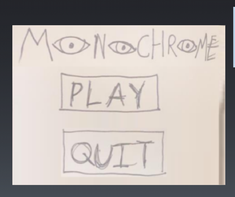
Art Catagories

Digital

Animations

College

MonoChrome



MonoChrome, a more simple rougelike, was created in SFML using C++. I had come up with the original concept for this game which was then more fine tuned by the group I was working on this project with. I mainly focused on the pixel art assets and animations rather than actually coding.

CV

CV will be added here when I have it written

Animations

Mobile

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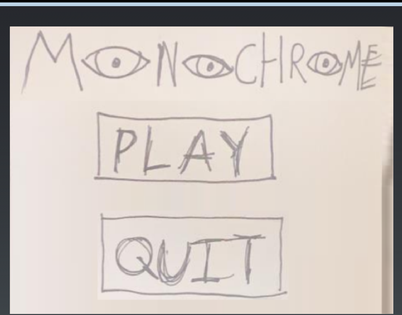

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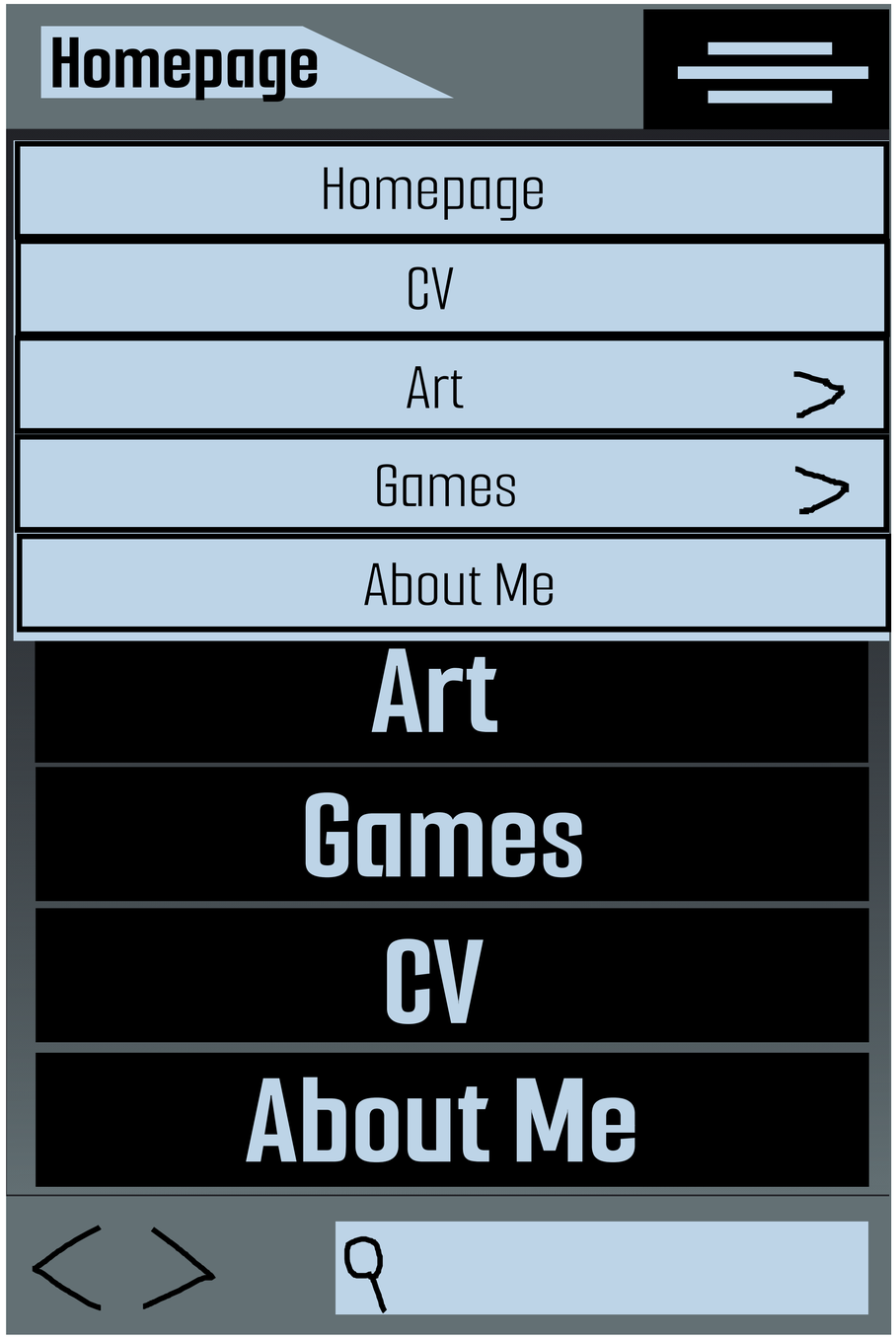
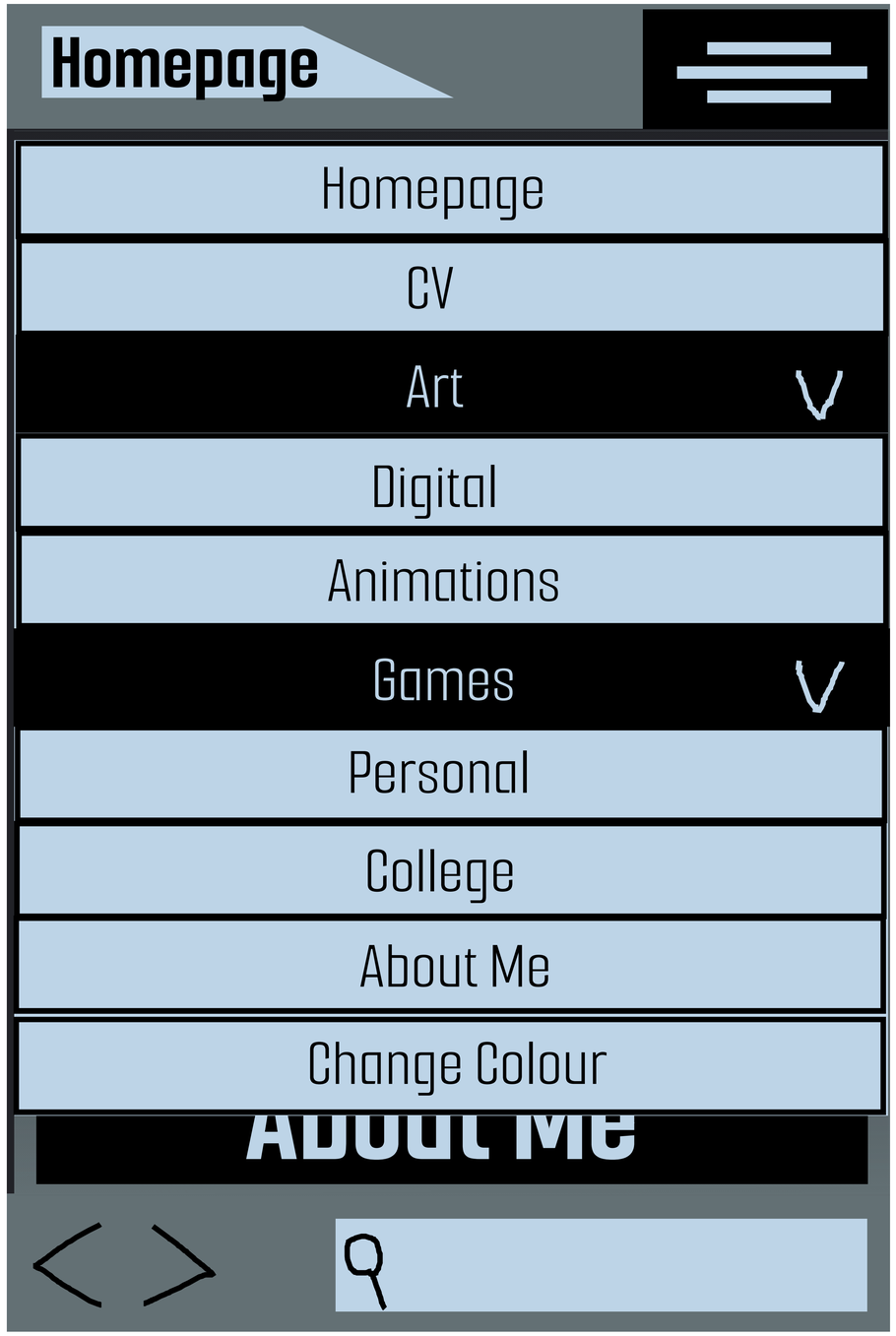
Animations

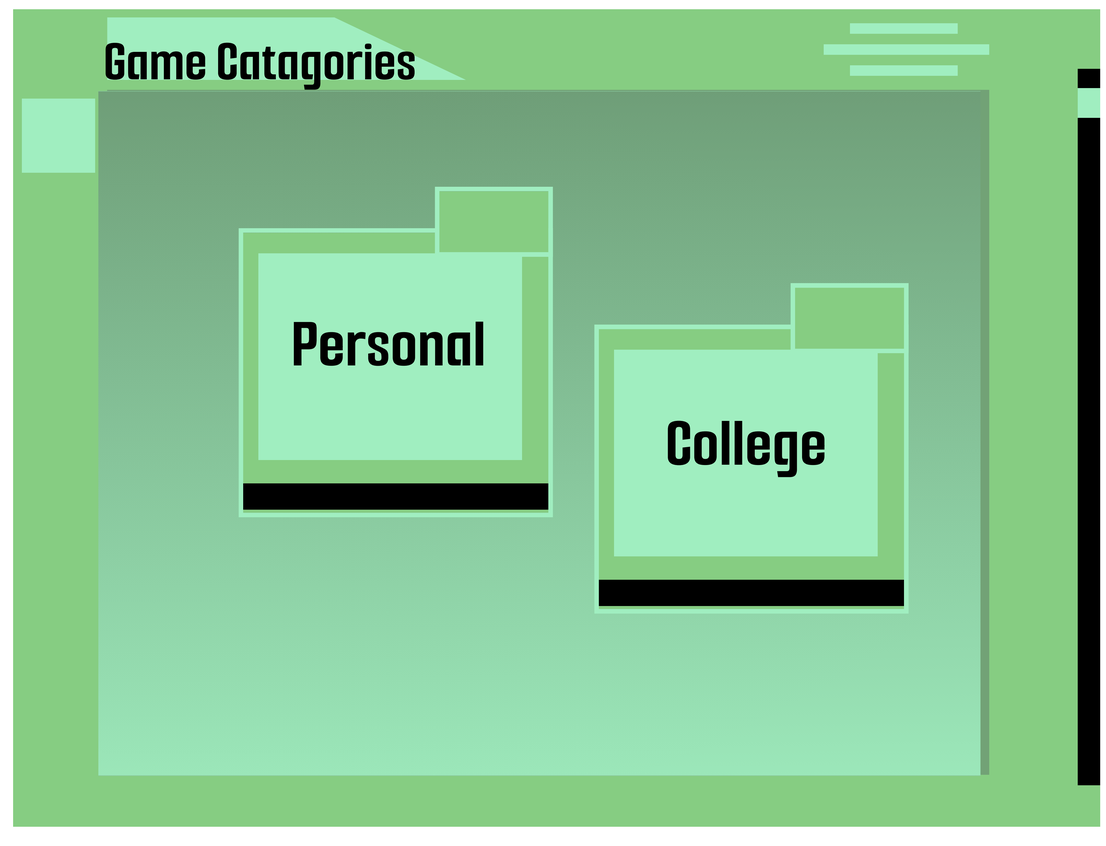
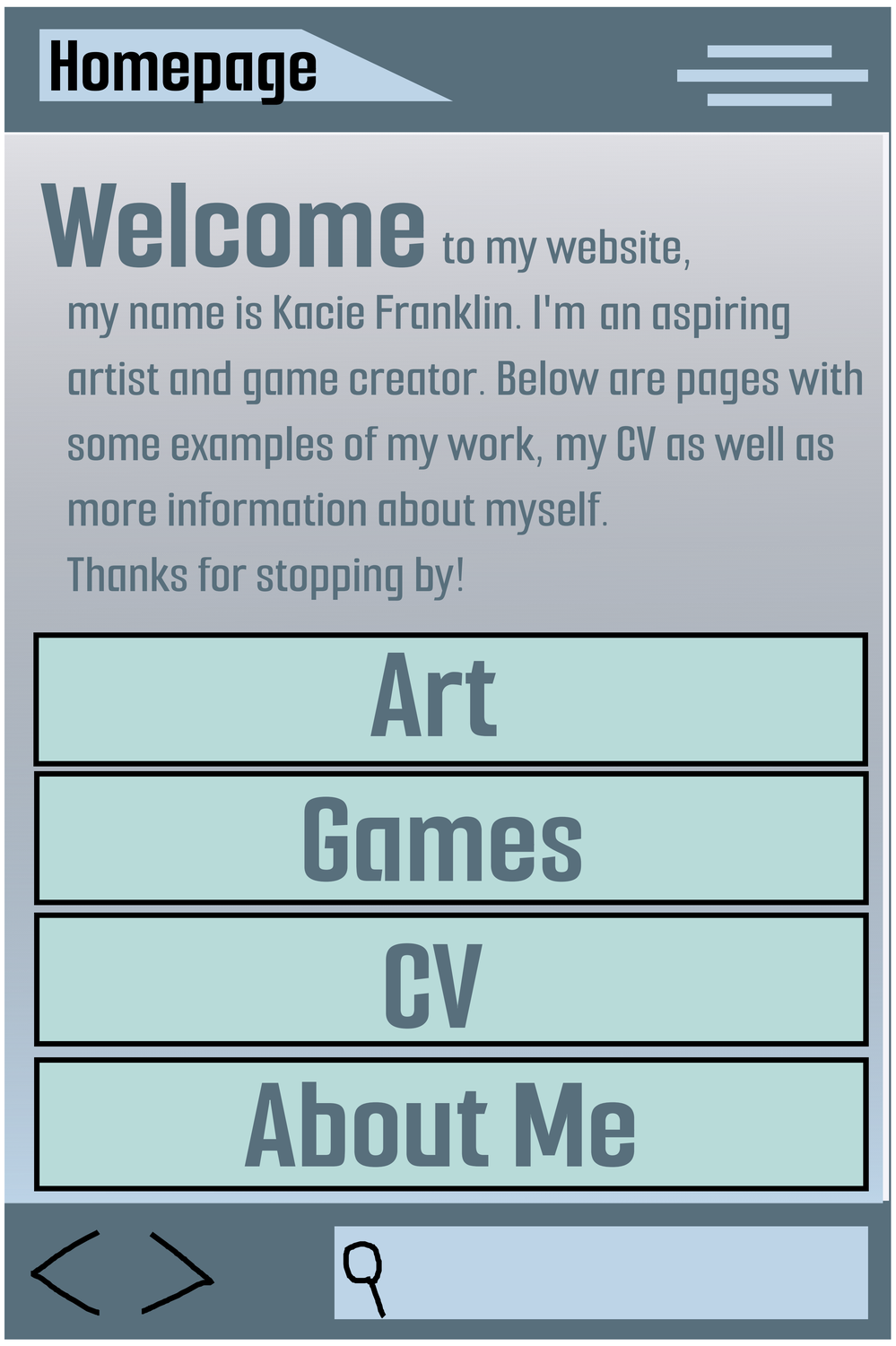
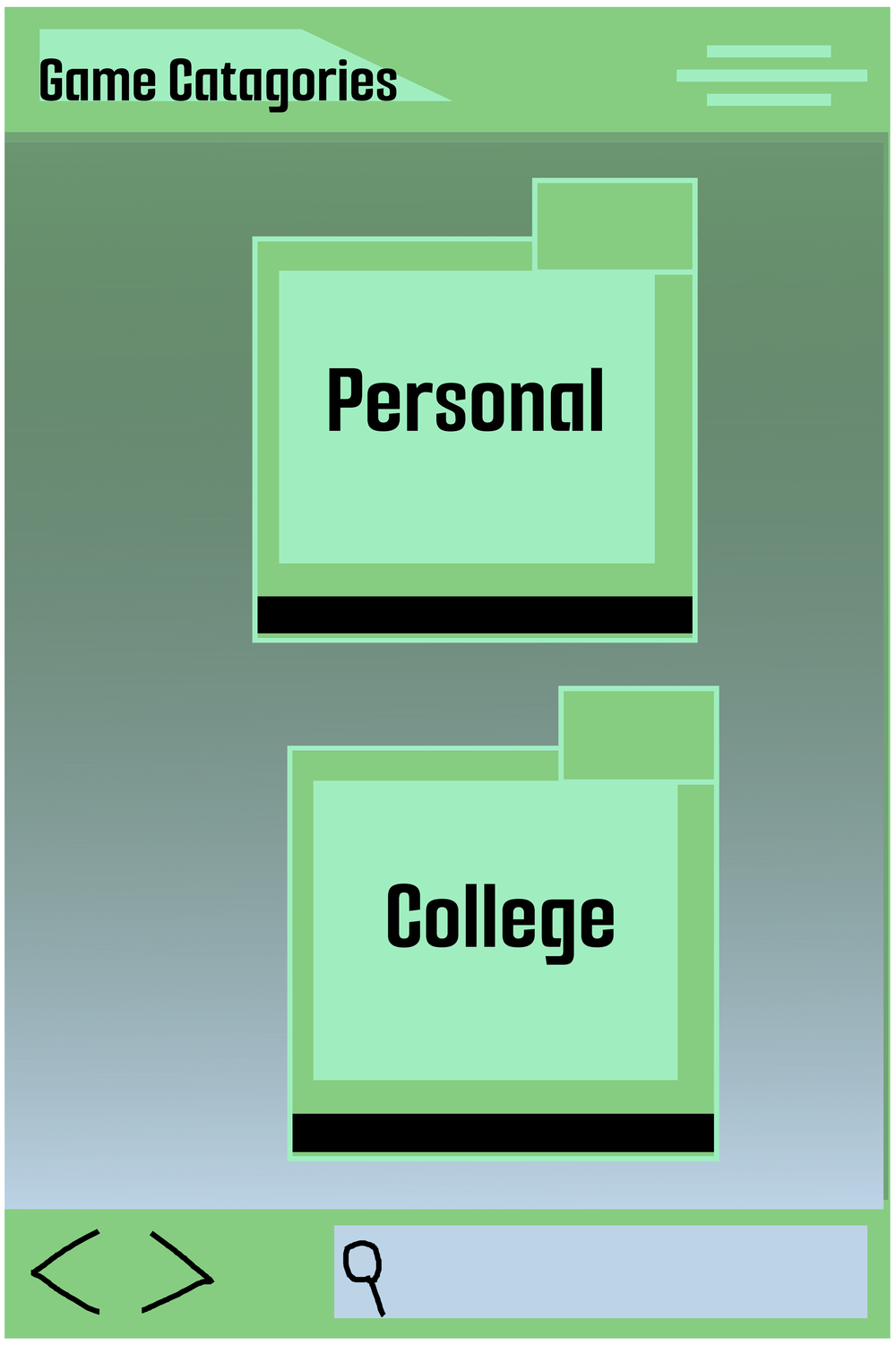
Desktop Hamburger Menu

Mobile Hamburger Menu





Desktop Colour Change



Mobile Colour Change