Semester Saga is the school-based RPG game created by More Boulets Studio for the DLSU Level Up 121 Expo - Student Games Showcase. I was a member of the game development team as an engineer and worked on the following parts and components:

* Test Your Might minigame and provided minor coding assistance to the other minigames
* Scripts that handle and keep track of player stats, money, time, and other in-game attributes and properties
* Creating and assigning animators and animations for combat, special effects, and minigames using artwork provided by the arts and design team
* Equipment and item system for the player to use during battle to provide buffs and other effects
* Rewards system that allows the player to earn money and equipments from minigames