**Submission 1:**

**‘Hungry lil Kard’ OR ‘Hungry lil ‘Lith’**

- An infinite, repeating growth game in Unity!

- Uses a Java backend with a Thymeleaf App to allow users of the role “admin” to review high scores from game players. The same backend allows a sign-in option if players want to persist their score or record a high score.

\* User (roles = {Admin, player})

\* Score (int score, date achieved, userID player, userID admin reviewed, eventually replay data)

~~- Uses JPA as the back-end DB should be fairly simple and not over-complicated JPA annotations.~~

**Gameplay:**

- Start as a cherub in space passing by close stars and planets.

- Eat space debris to grow!

- Grow too large and your surroundings scale to match you.

- Morph into greater forms as you achieve further status as a Kardashevian god (Like Doctor Who, but malignant and virus-like) OR a Monolith logic mechanism.

- Gain temporary power slides (positives, negatives) by eating certain objects.

- Move “down” in your 2D environment to reach larger objects and progress. Go too far and you starve!

**Submission 2:**

**‘SmashPop Thymes 2’**

- A social media site for Super Smash Brothers Ultimate (SSB5)

- Create your profile, choose your character, search/add your friends, and select your 2v2 partner!

- Uses Thymeleaf, ~~JPA,~~ and fragments heavily to mass produce needed functionality.

- Uses roles to allow admins to add characters and games.

- Uses Sprite mapping to reduce load times on character select.( Sadly this disallows admins from adding images easily.)

- Uses standard CSS, JQ to help with animations, most importantly on character select.

- Manages several DB tables, including user, userfriend(regular and partner), character, and game(origin game and smash game debut)

Field Agent America chicago.