

Matéo bouillot



# GAME DEV PROJECTS

# TANK WAR LUA

This was my first project during my training, I worked with love2d in lua.

It is a top-down tank game where you have to survive waves of enemies.

It really taught me the basics of how to calculate positions, manages angles and velocity.

It was a really simple project to learn how to compose a game.



Matéo bouillot

# BRICK BREAKER MONOGAME



This game was created in C# with monogame we were tasked with created a simple brick breaker game to which I added a small twist to challenge myself.

The ball changes color depending on where it lands on the pad and it can only break the bricks of its color

# INFINITE RUNNER

My last project during my training was a unity infinite runner, I learned how to use the basics of unity and 3d games.

But this project also made me use procedural generation to get random backgrounds generated automatically by my code.

You can test it out by clicking the image, downloading the zip file and starting “projet unity.exe”

