

A Brief Introduction to my Portfolio Work

Cartoon Crime Scene:

Cartoon Crime Scene is the first 3D game I have made. I was the project manager, programmer, and level designer for this project. My team and I worked to expand our skill sets to the 3rd dimension. We learned several new universal design principles to help guide the player. We developed this game for a month-long game jam themed after puzzles. Wanting to make something different from our last few projects we decided on a silent hill style murder mystery. This project helps each member expand their skill set acting as an invaluable learning experience.

Instructions(Windows Only):

- To Play download the file labeled Cartoon_Crime_Scene.zip
- Got to where file is installed
- Extract File and open
- open the .exe file

Unrooted:

This game was made during a 48 hour game jam with my team. They handled the art assets, while I handled everything From project management to programming. This game was submitted for the world wide game jam themed roots in 2023. Of our games completed during short game jams, unrooted stands out. The goal of the game is to solve each puzzle with a limited amount of moves, utilizing and avoiding obstacles. During the development of this game we improved our development skills through setting up priority lists, planning, and support systems for the team to manage their work. This game acted as a catalyzing event for us to move towards our current three dimensional game Cartoon Crime Scene. After the 48 hour game jam we returned to the project to polish, improve, and do a retrospective on our work. Leading to our current posted version, which is an updated version based on the feedback of our peers and revisions of our group.

Instructions(Windows Only):

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- Got to where file is installed
- Extract File and open
- open the .exe file

ArtBook:

Attached as well is an artbook which highlights the development process of our first few games. The art book gives insight into the development of several of our games. Making the

artbook worked similar to a sprint review and a retrospective. We had to evaluate what we could do better, and what we enjoyed.