

## **A Brief Introduction to my Portfolio Work**

### **Museum\_Madness:**

I made this game in highschool, and it was my first major development. I had two teammates who assisted with the artistic elements of the game. The game is similar to a resident evil rogue like. With a few different maps for each level that are randomly selected and string along towards the end goal. This game highlights where I started on my journey. I built this while Stage Managing a show in highschool over the course of the year. I worked on this project every spare second I had, and am proud of the results.

Instructions(Windows Only):

- To Play download the file labeled Museum\_Madness.zip
- Go to where file is installed
- Extract file and open it
- And open the WindowsNoEditor Folder
- And then 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 the 48-hour game jam games, this one 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(Will be uploaded upon completion 9/29).

Instructions(Windows Only):

- To Play download the file labeled Unrooted.zip
- Got wo where file is installed
- Extract File and open it
- open the .exe file