

A Brief Introduction to my Portfolio Work

Cartoon Crime Scene:

Cartoon Crime Scene is the first 3D game I have made. For this project I was the project manager, programmer, and level designer. During this project our team worked to expand our skill sets to the 3rd dimension. We learned some universal design principles to help guide the player, along with what does not work to 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.

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 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 Cartoon Crime Scene.

Instructions(Windows Only):

- To Play download the file labeled Unrooted.zip
- 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.