

I am Stephan Weber and this is a Selection of my own Projects I made in the Past. Most of them were created while I was studying at the *SAE Institute München*. None of these Games will be used Commercially. It is also noted that all of them were made for a Windows PC. All games were created using the Game Engine Unity if not mentioned otherwise.

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# 1. SDL DonkeyKong

This is a Clone of the Original *Donkey Kong* from 1981 and was created during the second Semester of my SAE Diploma (2020). I made that game together with three fellow students. We were using the Programming language C++ and the Library SDL.

I have no rights or licenses to the original game and my digital version will not be used commercially.

# 2. BallRoller 2

This is a Lokal Multiplayer game in which the goal is to throw the opponent(s) from the Board. The Camera is looking from a bird's eye view. This Project was created in my spare time in 2020.

# 3. TankBluster Multiplayer

This is a modified version of my very first game. The original was created within the first semester of my studying and this one in the second. The difference lies primarily in the added Multiplayer, before that the multiplayer was lokal using a Split screen. The Multiplayer was developed using the Unity Package *Photon PUN 2 Free* from the Unity Assetstore.

(There is no guarantee that the Multiplayer will still work in the Future)

## 4. Lost Frontier

*Lost Frontier* is the final group project for my Diploma at the SAE Institute München. The team consisted of four programmers (including myself), three game artists, and two audio engineers. The player had to protect his “Castle” on a foreign Planet from the natives (aliens). These Aliens attack in waves, at the same time the player has to strategically expand his base. To achieve that, he has to collect resources and troops trained. There is also a skill tree that can be used to improve both the player's character and the troops. In the skill tree, the player has to decide sooner or later whether he wants to command his troops or go into the battle himself.

There is also a teaser on YouTube: <https://youtu.be/ubkVxwIIMBQ>

## 5. Abschlussprüfung

In my final exam (ger. Abschlussprüfung) I had to create my own *Mühle* within 2h 30. To win, the player has to place three stones of the same color in one line. In addition to that, I had to create an AI. Because I finished this task within 90min, I also created visual and acoustic feedback together with a main menu and a game end screen. The AI sadly has a small bug, where the player can place the stone for the AI which results in the AI placing a stone for the player afterward.

## 6. IcyPenguins

This is a digital clone of the same named board game that I made in my free time because I was bored. The camera is above the “board” and is looking straight down. Before the game starts, the players can decide where the big platform should be placed. After that, the two players take turns and have to knock down the small stones. These, together with the walls, hold the large platform up. Whoever drops the platform loses. The game was developed with the intention of making it playable on smartphones and tablets too, tho these versions were never uploaded to this repository.

I have no rights or licenses to the original boardgame and my digital version will not be used commercially.

## 7. SAE GameJam 2025: Chaos Golf

Within 48 hours, a team of 5 people created this game on the theme “80s Beach Party”. We used Unreal Engine 5.4, but only blueprints, no C++. The final idea was a minigolf game inspired by the Discord minigame “Putt Party”. The player can collect items, earn gold and spend it on hats and “battle” in local multiplayer mode. In multiplayer mode, one person must try to putt the golf ball, while the other moves obstacles. The two players alternate constantly and each has to play every hole. Player 2 interacts with a controller.

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