

I am Stephan Weber and this is a Part of my own programs. Most of these were created alongside my Diploma Study in *Games Programming* on the *SAE Institue Munich* (Germany). None of the Games were commercialy used exept I wrote otherwise. As long there is no further Information, every Game is designed to run on a Windows PC. The Games Created With Unity should also Work on any MacOS or Linux device. Most of the games use German as their native or only language.

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Inhaltsverzeichnis

1. Tank Bluster	2
2. SDL Donkey Kong.....	2
3. Ball Roller & Ball Roller 2	2
4. Tank Bluster 2 (Multiplayer).....	2
5. Lost Frontier	3
6. TicTacToe	3
7. Final Exam.....	3
8. IcyPenguins.....	3

1. Tank Bluster

Tank Bluster is my first game created with the game engine Unity. You have to kill your opponent which plays on the same Computer with a split screen. You play as a Tank which you can steer by using the WASD-Keys and Space as Player one, or with the Arrow-Keys and Numpad 0 for Player 2. Before the Game begins you can customize your Tank and choose a map to play on. The UI is horrible and the game experience is very bad. The game was created for my Diploma Study at the SAE.

2. SDL Donkey Kong

SDL Donkey Kong is a clone of the Original Donkey Kong from 1981 and was also created because of the Diploma Study. I have developed the game together with 3 fellow students using C++ and SDL.

3. Ball Roller & Ball Roller 2

Ball Roller and *Ball Roller 2* are both local multiplayer games in which you have to push your opponent off the map. You steer a ball you can customize before playing in a man you can choose yourself. The camera is looking downwards from a bird's-eye view and you have to get your opponent/opponents to fall. The one who lives the longest wins the round. The difference between the two Games is very minor. In the second game, you just have slightly different maps to choose from and the ability to view the score of each player which will not be saved.

4. Tank Bluster 2 (Multiplayer)

Tank Bluster 2 (Multiplayer) is very similar to the first *Tank Bluster*. It also was developed within the Diploma Study. It delivers a much better gaming experience and with the ability to use an online multiplayer. You can create rooms and join these, by entering the correct room name. Also was the game changed by removing all maps and creating one new map and some smaller features as well as much less bugs.

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

5. Lost Frontier

Lost Frontier is a Game I created within my Diploma Study at the SAE. It was developed by a 4 Person Programmer Team (including me), 3 Game Artists and 2 Audios. Although we overestimated each other with this game, you can still see what I can create, together with other people, within a relatively short amount of time (less than 4 Months). In this Game you have to protect your "Castle" from aliens, because you are on an alien Planet. The aliens are attacking in multiply waves and you have to strategically build your base, gather resources and train units to survive the attacks. While the time goes on the attacks grow stronger and you have to level up you units. This is done using the inbuild skill tree. Aside of the building of you fortress you have to command you troupes by using the bird's-eye view camera. You can only command troupes if you are close enough. The range can be modified by skilling. You can also skill yourself and fight together with your units but you have to choose if you want to improve yourself ore the commanding range.

6. TicTacToe

TicTacToe is a classic game that everyone should know. I have developed this game as a training for my final exam for which I had only very little time. The Development took about 1.5 hours whereby the Quality is non the best at all. Sure, is that you can perfectly see how good I work under time pressure.

7. Final Exam

In my final exam I had to create a Game within 2h 30, that combines TicTacToe and Nine Man Morris. That means, that you can place stones on the Nine Man Morrise Board and when you get 3 Stones in a row you won. Together with that I had to create an AI which is more or less intelligent. Because I finished the tasks in about 1h 30, I had still time left to create a Game Over screen and a main menu. Also I added acoustic and visual feedback.

8. IcyPenguins

IcyPengiuns is a digital clone of a board game which I developed out of boredom. The camera is over the game board and looks straight down. Before the game starts you can move the big platform where you want it to be. After that the two players alternate their turns. They have to choose one after the other which stone they let fall. But attention, the Stones are held in place just by the other Stones and the pressure of the walls. The one who brings the big platform to fall has lost. In the original game there is a Penguin on top of this platform, therefore the name. The game was developed to be played on a smartphone or a tablet although these versions are not uploaded.

I do not have any rights and I have not created the game for commercial use. I created it in my spare time to have fun and to pass time.