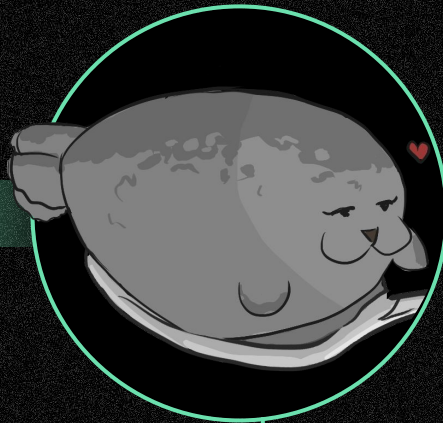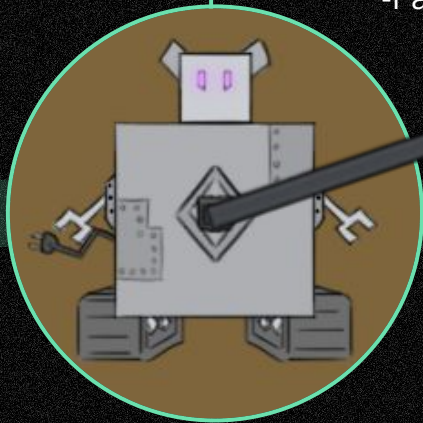# TOM GRZEMBKE PORTFOLIO

A showcase of what I've worked on and what my tasks were

PROJECT
TIMELINE

Shapes 'n Gadgets

Dungeon Crawler
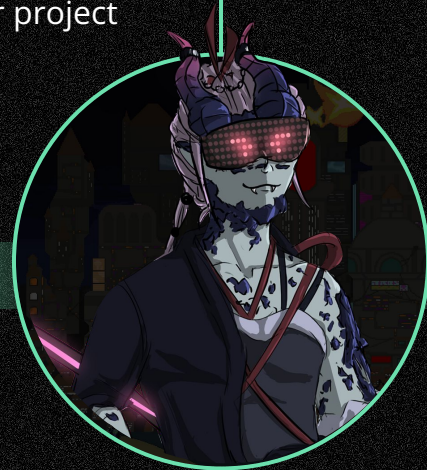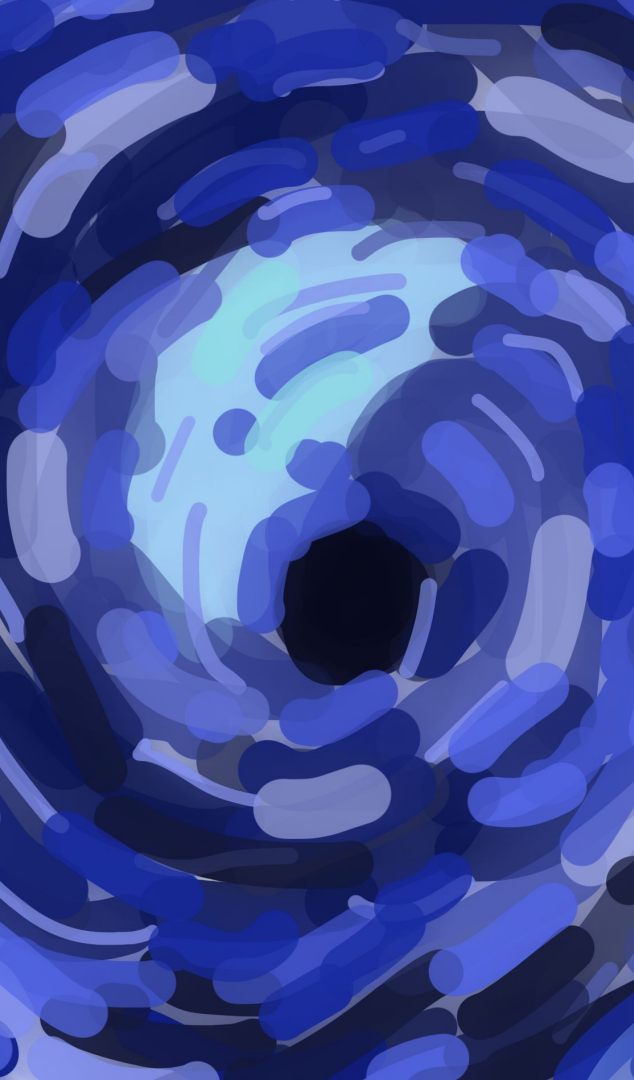-Passion project

LUMINOSITY

Top Down RPG
-3rd Semester project

Just a Spoonful

Hidden Object Game
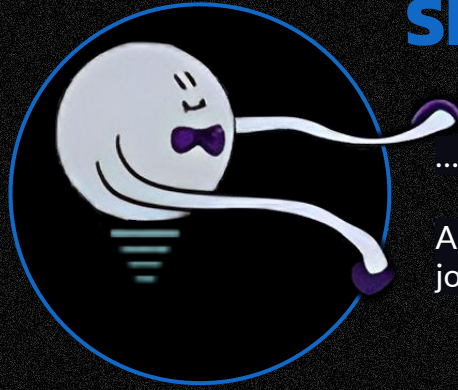-2nd Semester Project

Shapes 'n Gadgets
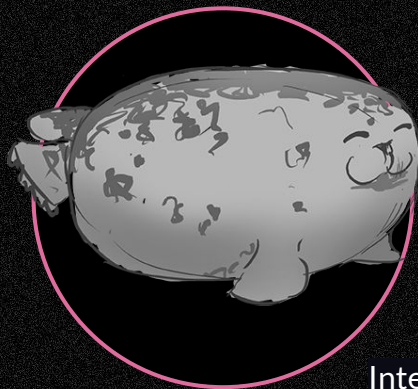
...is a 2D Dungeon Crawler.

A personal prototype to start my coding journey.

Just a Spoonful

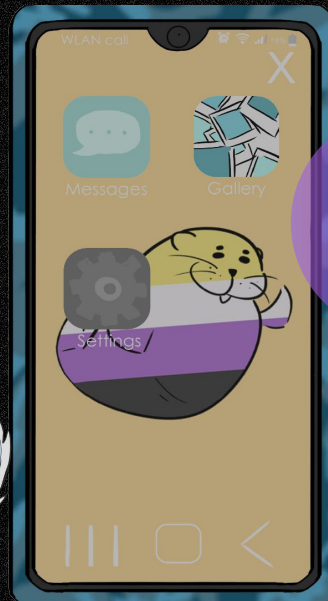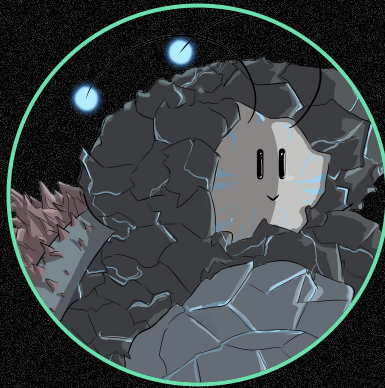...is a 2D Hidden Object Game.
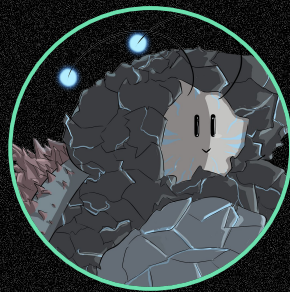
Functional mobile UI

Interactive 2D Scene

By Silly Seal Studio

LUMINOSITY

...is a 2D Top Down, Turn Based and Story Driven RPG.

Inventory and friendship system

Animated exploding city as a parallax

(Q) QUESTS (I) INVENTORY (ESC) SETTINGS

Item added to your inventory.
Press (I) to open.

Combat System

Dialogue System

VEN

VARA

VARA

Well, lay it on me, kid. What do you need?
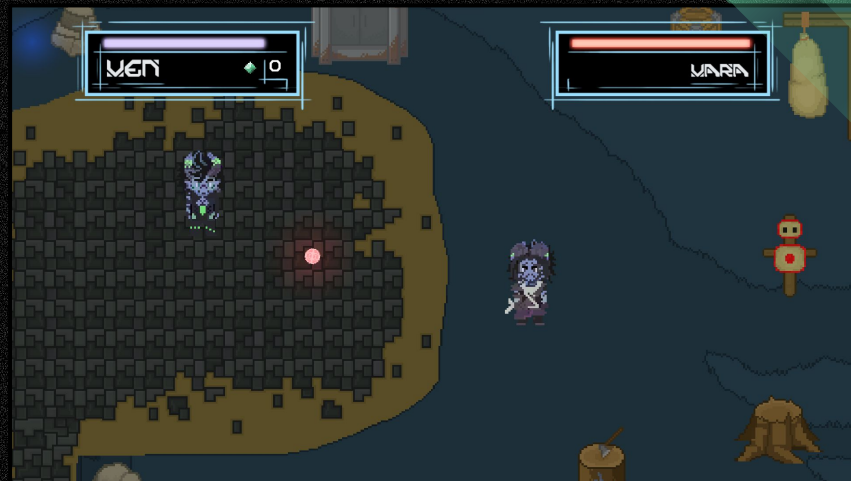
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