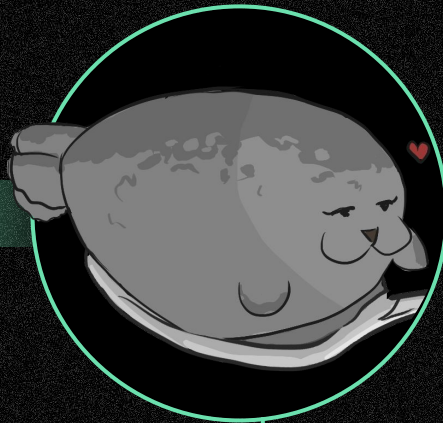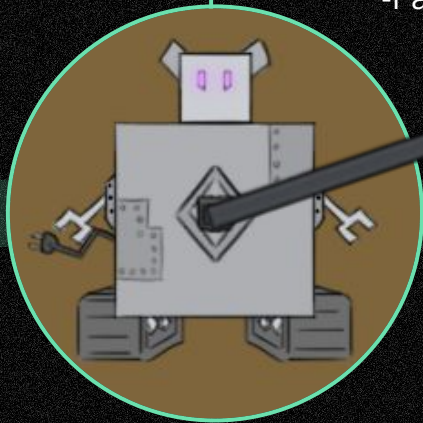# TOM
GRZEMBKE
PORTFOLIO

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

PROJECT
TIMELINE

Shapes 'n Gadgets

Dungeon Crawler
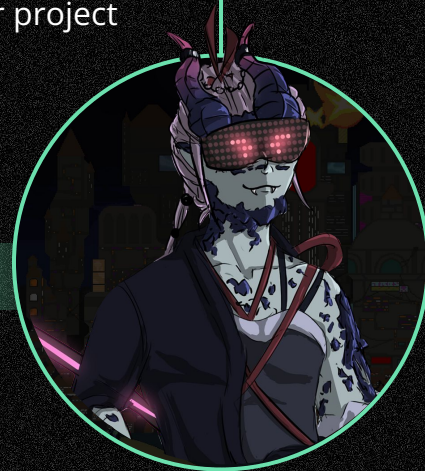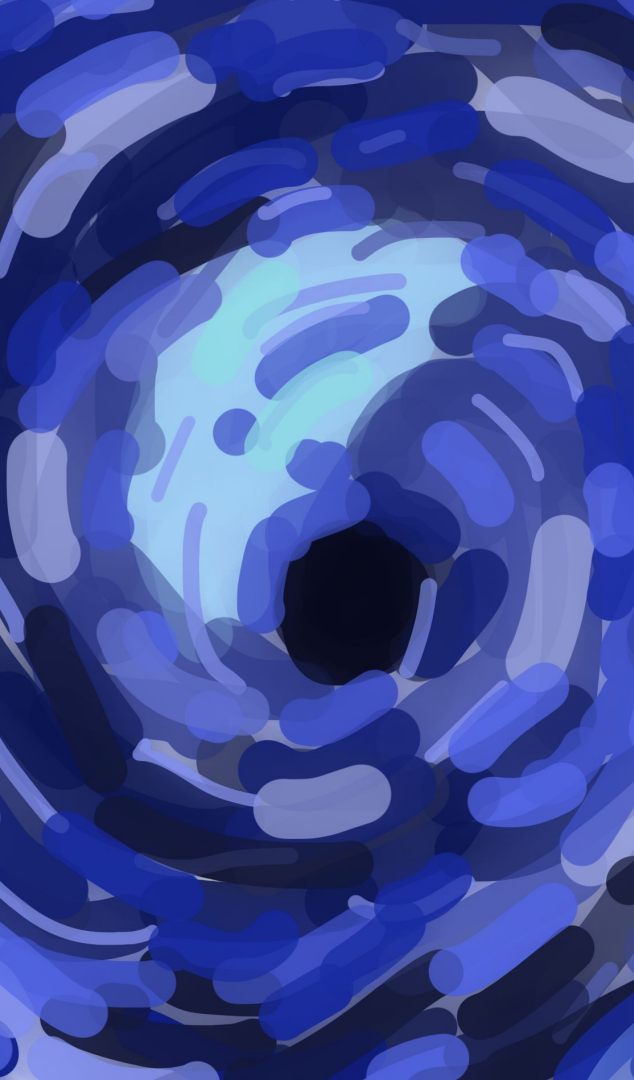-Passion project

LUMINOSITY
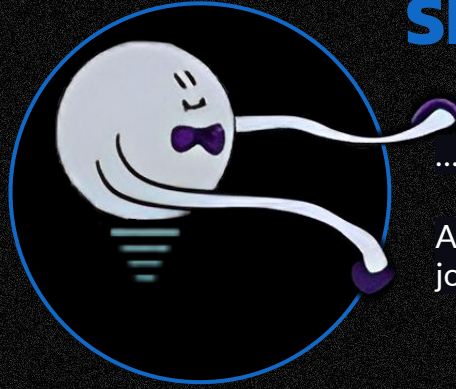
Top Down RPG
-3rd Semester project

Just a Spoonful
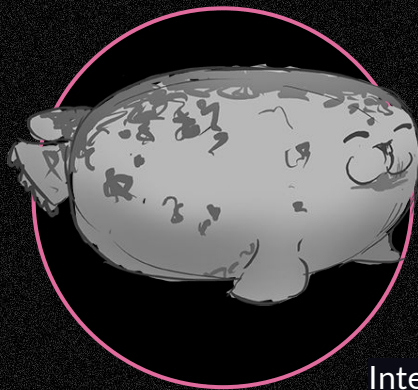
Hidden Object Game
-2nd Semester Project

Shapes 'n Gadgets

...is a 2D Dungeon Crawler.

A personal prototype to start my coding journey.

Just a Spoonful

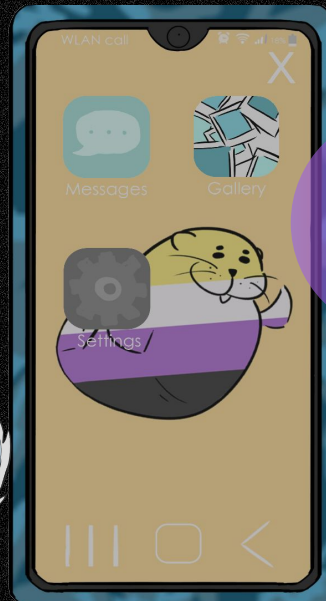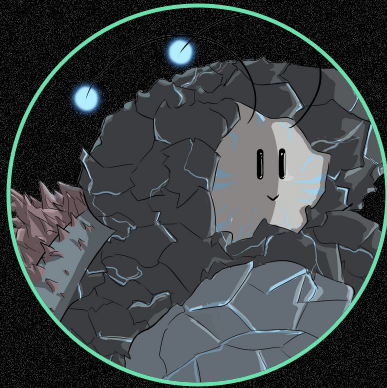...is a 2D Hidden Object Game.
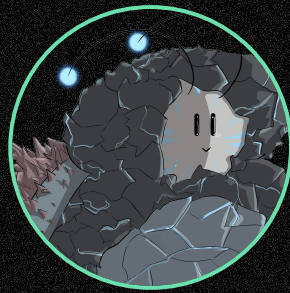
Functional mobile UI

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

VEN ◆ 0

VARA

Dialogue System

VARA

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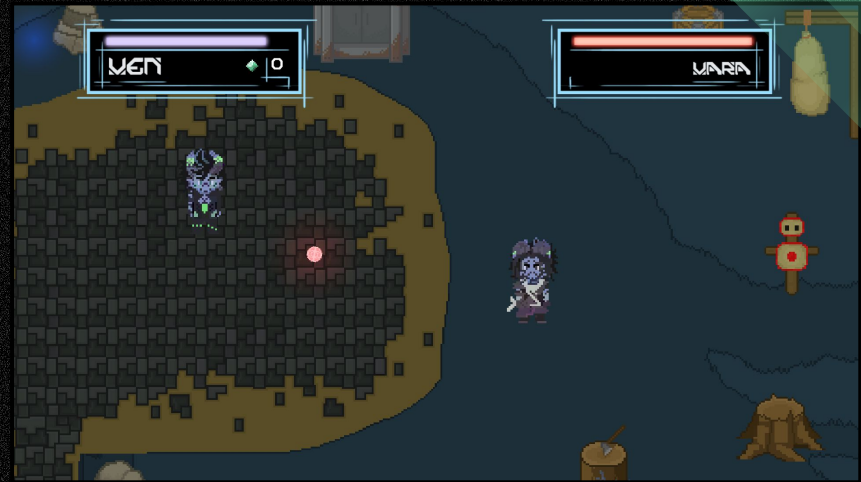
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