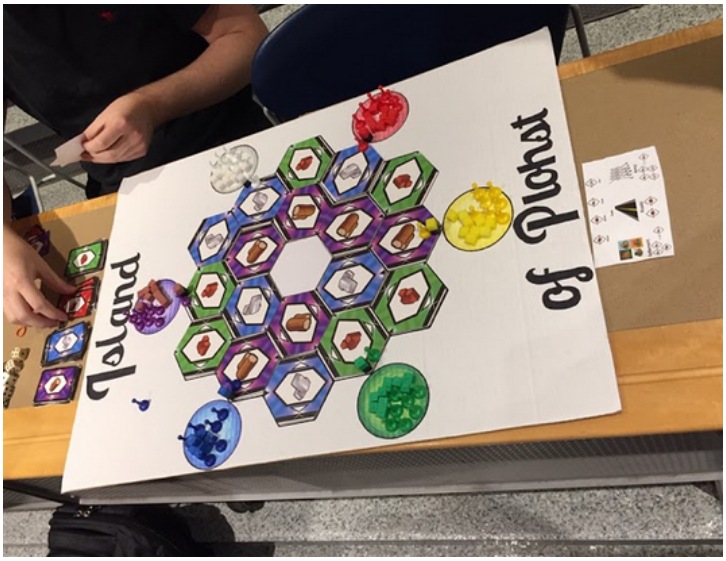
1st Year Games
https://github.com/TreyCowell

1. **Island of Plohst**
   (September 2019)
   - Tactical board game inspired by Settlers of Catan and Risk.
   - Turn based gameplay for 4-6 players.
   - Goal of the game - Collect resources to build an army to destroy your foes.
   - Assignment - Design and Create a board game.
   - Made in the first month of semester one, year one in a group of 7.

   What did I contribute to this game?

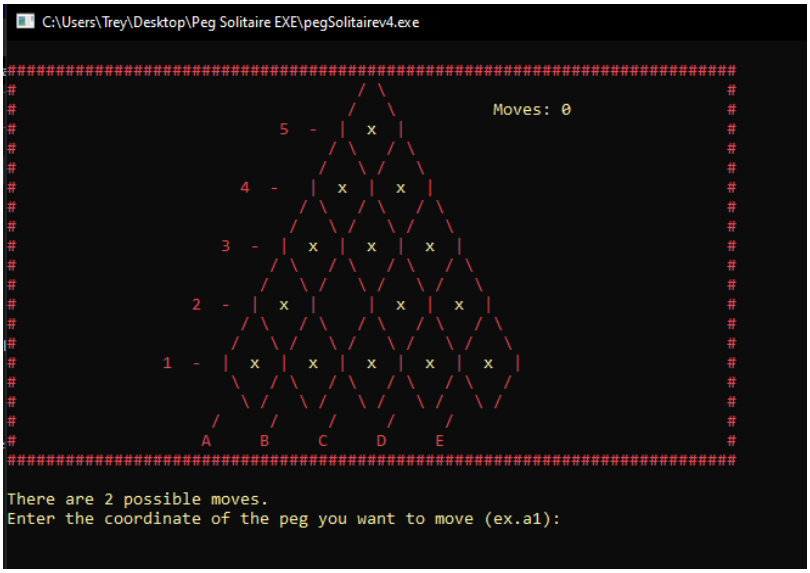
   The main thing that I helped with in this game was the initial game design and the rules. I had the idea to make a Settlers of Catan with simplistic die based combat.



2. **Peg Solitaire**
   (October 2019 - November 2019)
   - Strategy game.
   - Turn based single player.
   - Goal of the game - Try to have the fewest number of pegs remaining on the board.
   - Assignment - Take a board game and turn it into an Ascii version.
   - All gameplay is done through the console.
   - Made in the middle of semester one year one, in a group of 6.

   What did I contribute to this game?

The main thing that I contributed to in this game was the knowledge of what peg solitaire was and how it would make a great board game video game adaptation. I also created the Ascii Peg Board that gets printed every input.



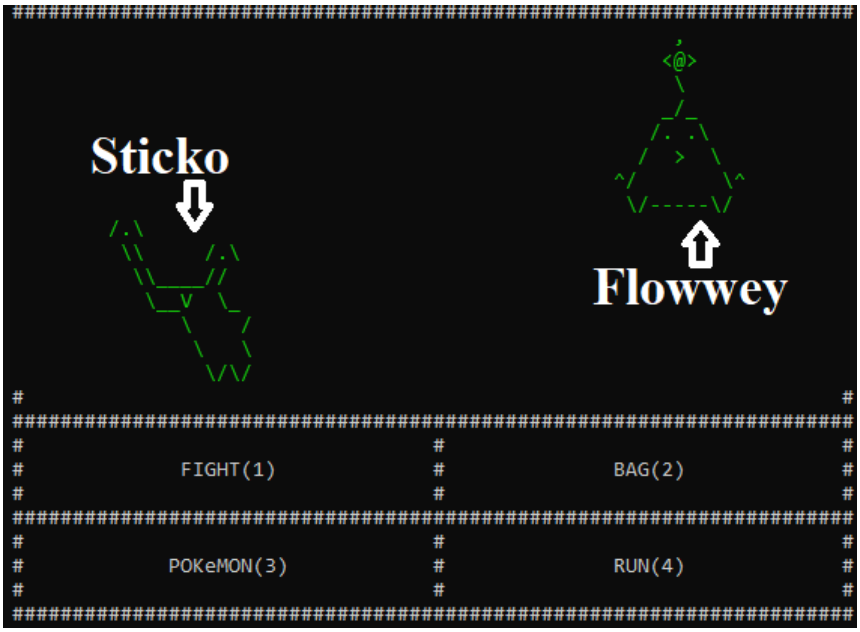
3. **Pokemon Fight Ascii**

(November 2019 - December 2019)

- Ascii Pokemon game inspired by Pokemon battle Revolution Wii.
- Turn based single player.
- Goal of the game - Try to defeat all three starter pokemon with whichever starter you choose.
- Assignment - Take a video game and turn it into an Ascii version.
- All gameplay is done through the console.
- Made in at the end of semester one year one, in a group of 5.

What did I contribute to this game?

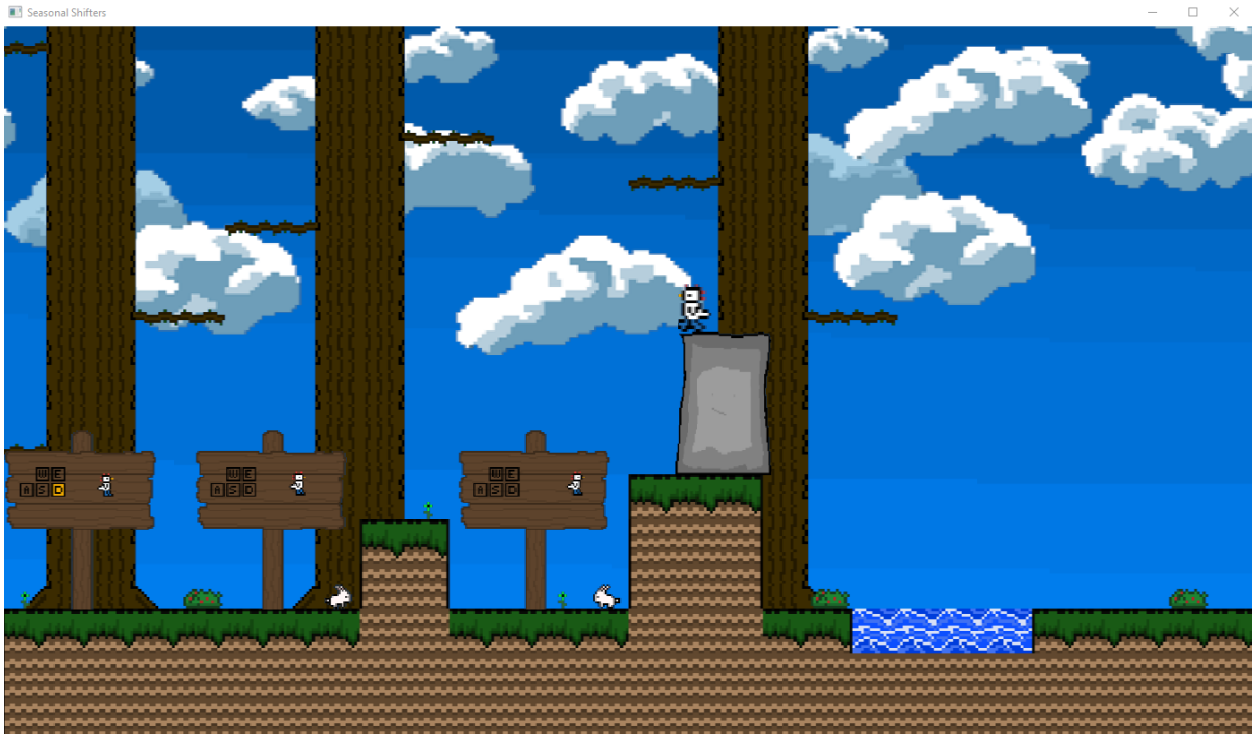
In this game I was the only programmer. I created all of the code in the program that includes; the Pokemon's health, battle order, titles, and potions. I also designed the UI and three of the six Pokemon; Sticko, Flowwey, and Toasttor.

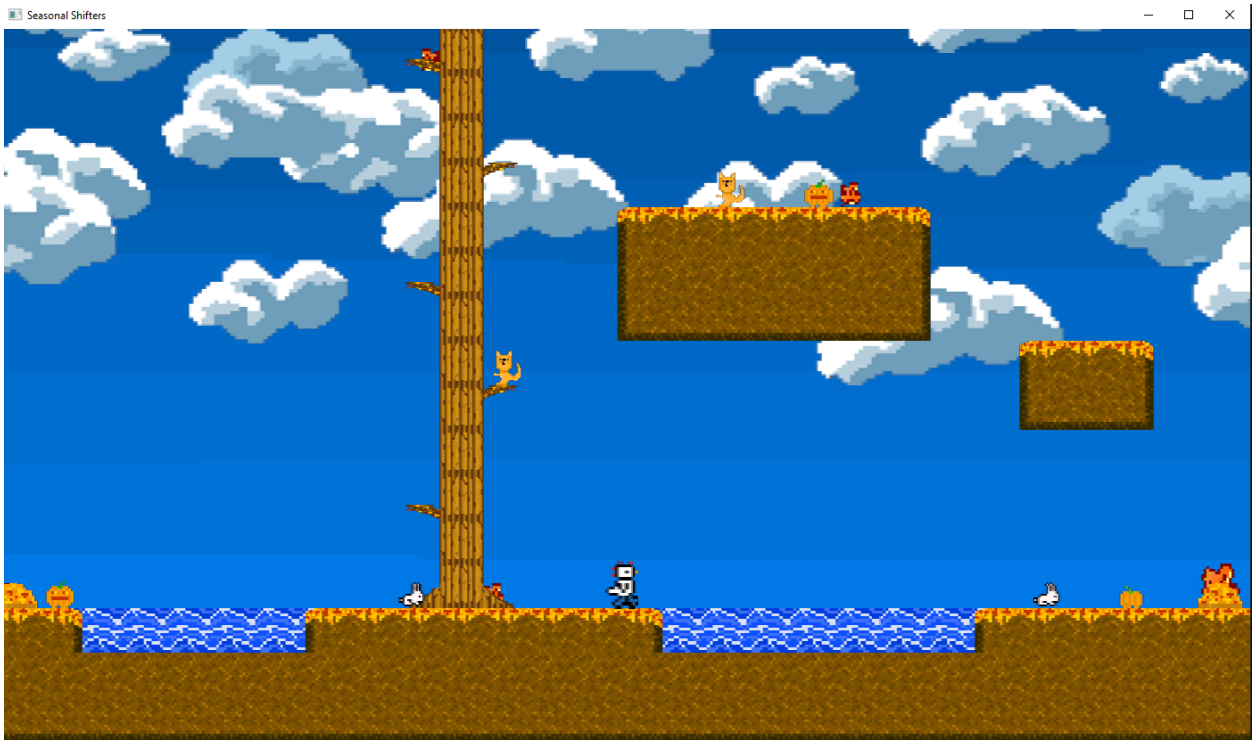


4. **Seasonal Shifters**
   (January 2020 - April 2020)
   - Sprite based running game.
   - Real time single player running game.
   - Goal of the game - Try to keep up with the screen and make it through the four seasons.
   - Assignment - Create a 2D game with custom made assets in an engine called SpriteLib (an engine made in C++ by a 4th year Game Dev student for first years to use as a code base).

- Gameplay is done through a window.
- Made over the entirety of the second semester in first year.
- Retiring Studios, a group of 6.

What did I contribute to this game?
The main role I had for this game was Game Designer. I came up with the idea of making a runner game with four different levels that flowed together. I assisted in some of the movement code, to make the character have more air time, and slide on surfaces. I also created the ‘Fall’ assets and designed that section of the map.





2nd Year Games

5. **Birthday Splash Bash**
   (September 2020 - April 2021)
   - Top down duelling game.
   - Local multiplayer game for two players.
   - Goal of the game - Try to splash your opponent 3 times before they splash you. Make every shot count, because once you fire, you have to reload!
   - Assignment - Make a 2.5D/3D game with custom assets in an engine called OTTER (a nearly empty C++ base engine that we added upon ourselves).
   - Gameplay is done through a window, Parsec can be used to play locally from different computers.
   - Made over the entirety of the second year in the Game Dev program.
   - Getting Closer to Retirement Studios, a group of 5.

   What did I contribute to this game?
   My main role in Birthday Splash Bash was Game Designer. I came up with the idea of making a top down 2.5D duelling game. I also came up with the game's core mechanic; which is having one bullet and being forced to move to pick up more after you shoot. The

movement in the game was inspired by Wii Tanks, which gave Birthday Splash Bash an interesting take on controls, the embodiment of “easy to learn hard to master”. I modelled and textured Dunce and Duncet (The two characters characters) in Blender. I also helped with a few different parts of the code. I implemented FMOD, which allowed us to add background music and sound effects. I also assisted by loading a few objects into the scene.

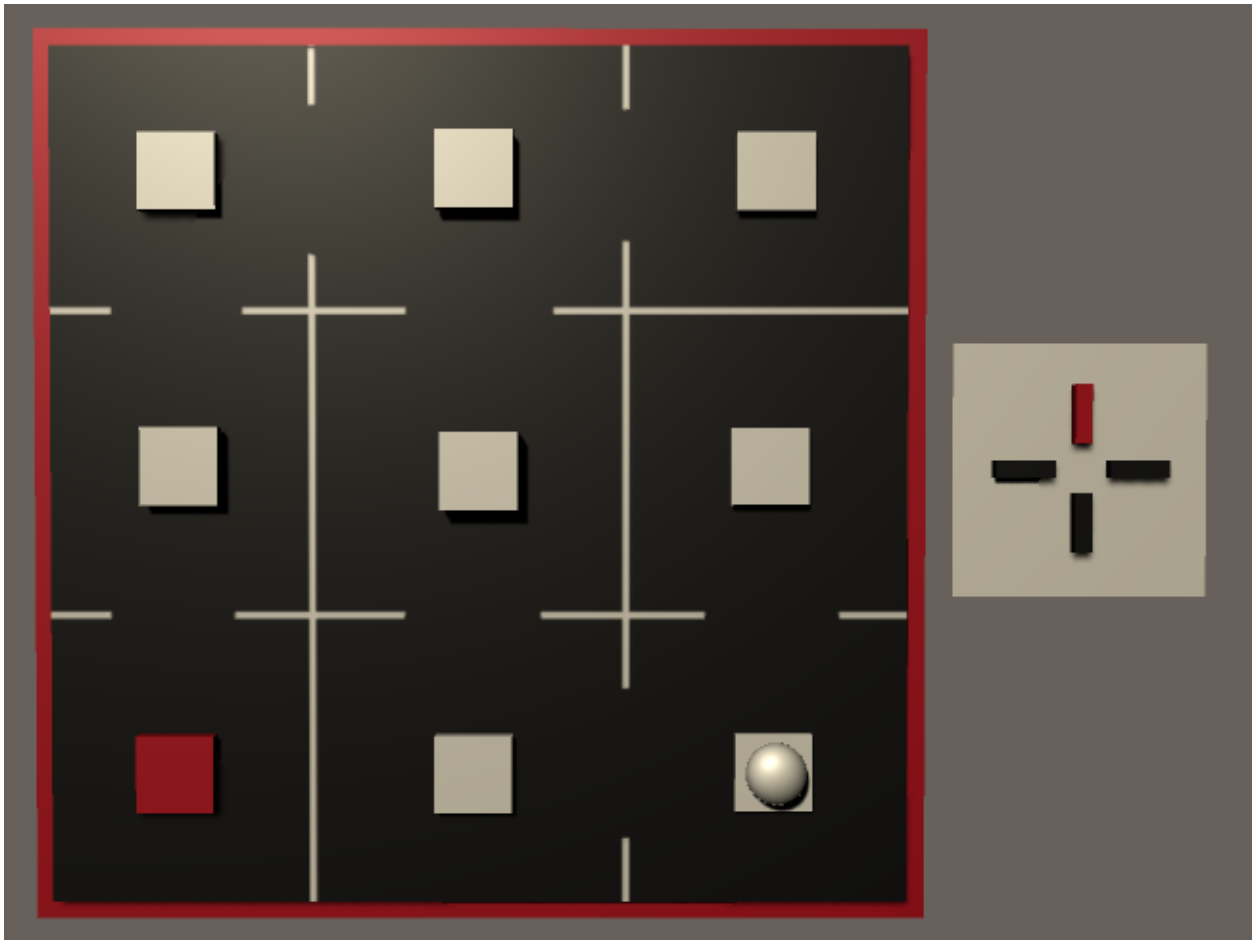
6. **Sound Game**

(February 2021 - April 2021)

- Purely audio based maze game.
- Three levels of differing complexity. (Easy 2x2, Medium 3x3, Hard 4x4)
- Goal of the game - Listen to the tones and use them to determine where the deadends are, and where to go to exit the maze.
- Assignment - Make an audio game that can be played by everyone, including the visually impaired.
- Gameplay was made in Unity using C# scripts.
- Made in the last two months of the second year in the Game Dev program.
- Made by myself and one member of Getting Closer to Retirement Studios.

What did I contribute to this game?

My role in this game was as a Game Designer, Audio Designer, and Programmer. I wanted to create a purely sound based audio game because I thought it would be a unique challenge to what I normally create as a Game Designer. I designed the three levels and the game, combined all the sound effects in Audacity and programmed the basic collisions and movement in the game. Below is a photo of the second level; Medium 3x3. To try this game the files are in my Github under “SoundGame”.



(The red outline is a flat surface that can be raised so you can only hear the game!)