Bio:

Hey there! My name is Chelsea Jennifer Irawan, a 5th year student in the Faculty of Communication, Art and Technology. I'm currently studying at Simon Fraser University. My main interest lies in the Interactive Arts major as I am aiming to become a game developer/designer.

About me:

It is fun to think, design, and create games as it can be enjoyed by all ages. For me, games are another form of storytelling that keeps the players engaged and allows them to interpret it in different meanings. As for development and designing, I am capable of using multiple softwares such as Unity, Blender, Android Studio and several Adobe softwares (After effects, premiere pro, photoshop).

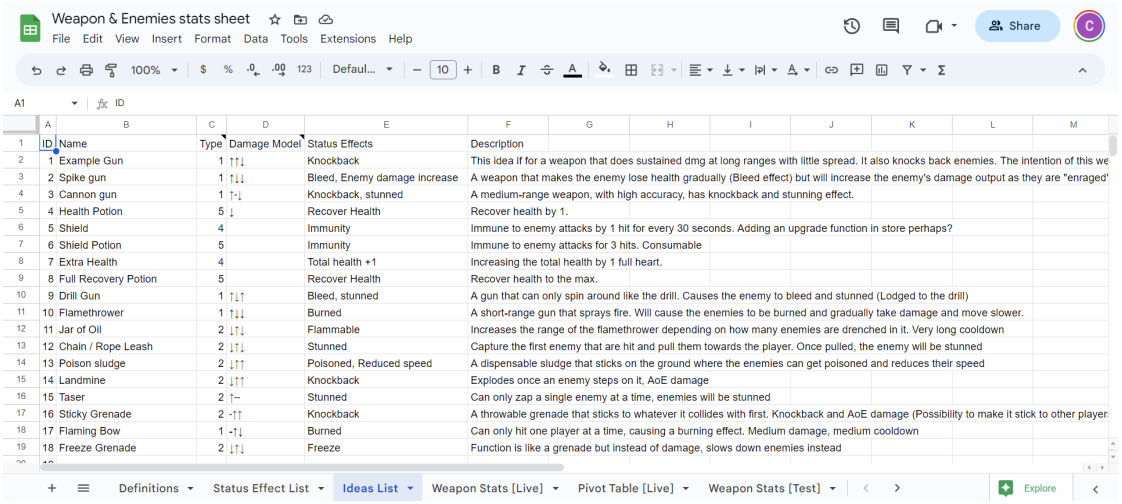
Project analysis 1:

Kitsune Rush, an IAT 410 project. Created alongside Para Upton, Harry Shiu, Elom Paradis

Description of the project: Kitsune Rush is a fast paced 2D side scrolling roguelike platformer couch co-op game where the players work together to invade a mega-corporation's headquarters. It can be played by up to four players. Players need to work alongside each other to defeat the enemies in order to reach the final boss in every stage.

This project was created using Unity in C++ language. One of my team members and I decided to do pair programming during the backend process so that it is easier to bounce ideas off each other. Furthermore, it is to hasten the quality check and debugging process of the project. I was mainly responsible for the shop's mechanic of the game.

My main responsibility in this project involves:

- Weapon Ideation
  - 

ID	Name	Type	Damage Model	Status Effects	Description
1	Example Gun	1	↑↑↓	Knockback	This idea if for a weapon that does sustained dmg at long ranges with little spread. It also knocks back enemies. The intention of this we
2	Spike gun	1	↑↓↓	Bleed, Enemy damage increase	A weapon that makes the enemy lose health gradually (Bleed effect) but will increase the enemy's damage output as they are "enraged'
3	Cannon gun	1	↑-↓	Knockback, stunned	A medium-range weapon, with high accuracy, has knockback and stunning effect.
4	Health Potion	5	↓	Recover Health	Recover health by 1.
5	Shield	4		Immunity	Immune to enemy attacks by 1 hit for every 30 seconds. Adding an upgrade function in store perhaps?
6	Shield Potion	5		Immunity	Immune to enemy attacks for 3 hits. Consumable
7	Extra Health	4		Total health +1	Increasing the total health by 1 full heart.
8	Full Recovery Potion	5		Recover Health	Recover health to the max.
9	Drill Gun	1	↑↓↑	Bleed, stunned	A gun that can only spin around like the drill. Causes the enemy to bleed and stunned (Lodged to the drill)
10	Flamethrower	1	↑↓↓	Burned	A short-range gun that sprays fire. Will cause the enemies to be burned and gradually take damage and move slower.
11	Jar of Oil	2	↓↑↓	Flammable	Increases the range of the flamethrower depending on how many enemies are drenched in it. Very long cooldown
12	Chain / Rope Leash	2	↓↑↓	Stunned	Capture the first enemy that are hit and pull them towards the player. Once pulled, the enemy will be stunned
13	Poison sludge	2	↓↑↑	Poisoned, Reduced speed	A dispensable sludge that sticks on the ground where the enemies can get poisoned and reduces their speed
14	Landmine	2	↓↑↑	Knockback	Explodes once an enemy steps on it, AoE damage
15	Taser	2	↑--	Stunned	Can only zap a single enemy at a time, enemies will be stunned
16	Sticky Grenade	2	-↑↑	Knockback	A throwable grenade that sticks to whatever it collides with first. Knockback and AoE damage (Possibility to make it stick to other player
17	Flaming Bow	1	-↑↓	Burned	Can only hit one player at a time, causing a burning effect. Medium damage, medium cooldown
18	Freeze Grenade	2	↓↑↓	Freeze	Function is like a grenade but instead of damage, slows down enemies instead

- Level design
  - I was responsible for mainly designing the final level and the boss stage. Initially, I sketched out my process to observe where would be the most ideal position for the platforms. As we aimed to create a roguelike game, I decided to divide the sections depending on how difficult it is to clear alone or with other players. Within these sections, I adjusted the types and number of enemies in those regions in order to make the game as challenging as possible.
- Shop & Item drop
  - The shop is capable of generating randomised weapons or sub-weapons depending on the player's luck. This randomisation is also used to decide a loot drop upon an enemy's death.
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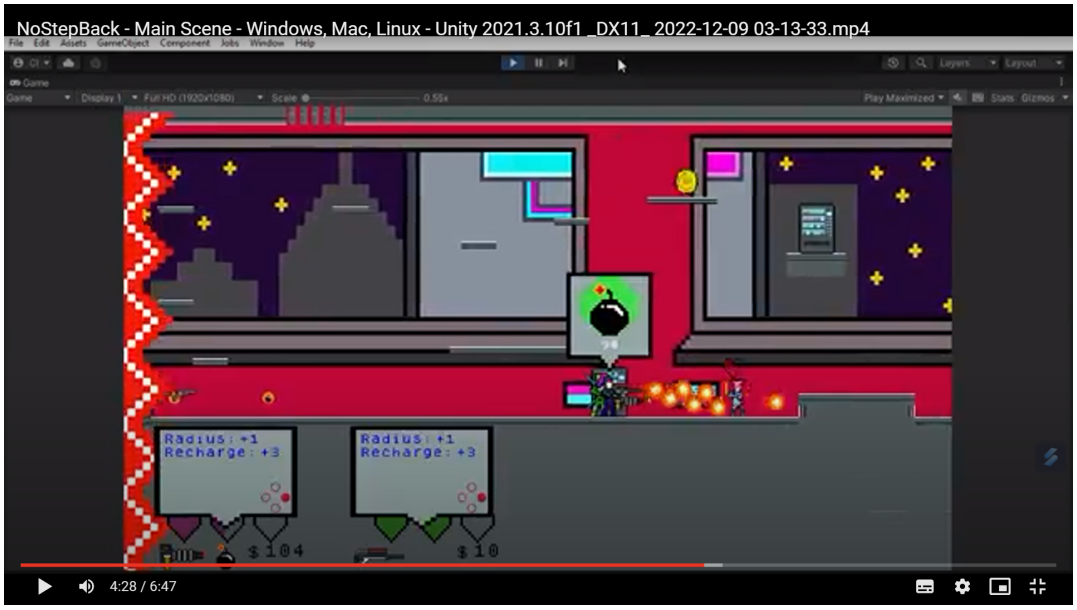
- 

- Core mechanics
    - As for the core mechanics of the game, it was developed together during the pair programming session. We made adjustments to our game in order to make it feel natural and fun for the players to play.

Project analysis 2:

Mall It. An IAT 359 project

Mall It is a mall navigation app that can be used using the user's phone. The application takes the user's input and displays the map of the mall. This application was created using android studio in the Java language. The purpose of developing this application is to help users who are not familiar with the layout of the map to find their destination easier. By doing so, it can save some time for the users in case they were in a rush.

As someone who likes window shopping, it is easy for us to be intrigued about an item and potentially forgets about it when we want to buy it. To solve this issue, I have implemented a favorite function that allows the user to save the name of the shop and its location. Furthermore, I have also implemented a camera function where the users can take images of the items and save it to their phone.

The database of the mall itself is stored using SQLite Database due to its complexity. Meanwhile, I used a Shared preferences database to save simpler data such as the favourite shop.