

Game Portfolio - Ali Brooks



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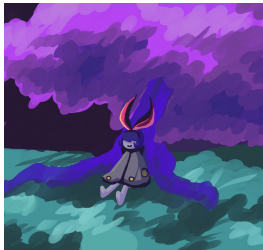
MAIN PROJECTS



Beautiful

Melodious is a 2D space Shoot 'em Up created in GMS2 inspired by *Parodius*, the party

spinoff of the popular *Gradius*. It has a retro aesthetic that I spent quite a while nailing, and I also spent hours studying what makes one of these games fun. The only thing in this game that I did not create is the music.



My friend Anna Foody and I are both working on an unnamed 2D metroidvania. The engine is currently being selected, but I am

handling the overall game design, programming, and advertisement. While Anna is handling the art and music.

GAME JAMS



Cathartic Cartography was a game for the 1st 2022-2023 RPI game jam. I came up with the concept of this game from the theme "Terra

Incognita" which made me think of the extremely fun map making system in the *Etrian Odyssey* series of games. I wanted to emulate that feeling of charting unknown land. I oversaw the development of the game, and personally created the design document myself. I also assisted with the programming, this being a 3D game in 2 days, I learned quite a lot about Unity, C#, 3D games, and their different quirks.



Mythological Melee was created for Ludum Dare 51, in which the theme was "Every 10 Seconds" my team brain stormed, and my idea of a

mythological theme combined with everyone's love of Super Smash Brothers to create Mythological Melee. I handled the UI/UX design and programming, as well as the AI for the CPUs, and also handled the general management of the project, to make sure "Odysseus' ship" was sailing smoothly. It was created in GMS2, and I had to learn many things about multiplayer and AI in the Game Maker Language.