

All game jam submissions are developed in Java using the [Ridhvi](#) custom game engine. All assets, including code, art, and sound, were developed within the allotted time limit.

### ***Unreached*** - June 2018

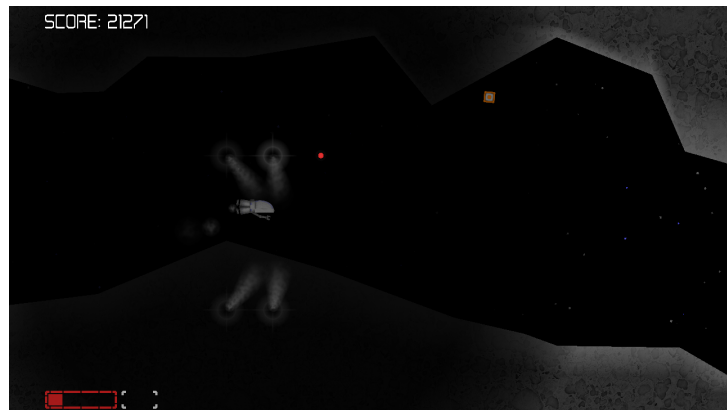
Development time: 2 days

Team size: 3

[Website](#) | [Github](#)

Guide a ship through a narrow cave system with limited visibility. Dodge projectiles and use power-ups to survive as long as possible.

**Features:** Procedural terrain generation, semi-random spawning events



### ***Airlock Gridlock*** - August 2018

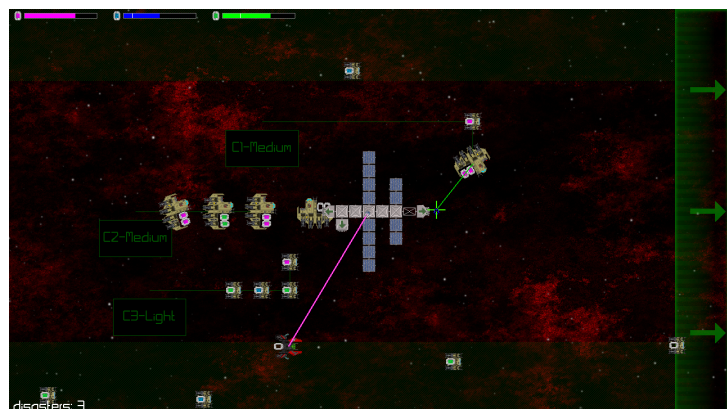
Development time: 3 days

Team size: 4

[Website](#) | [Github](#)

Work as a space-traffic controller of a busy trade station. Direct ships to avoid collisions and fight off enemy raiders.

**Features:** Full in-game tutorial, multiple different stages



### ***The Cosmic Collective*** - March 2020

Development time: 2 days

Team size: 4

[Website](#) | [Github](#)

Guide a rescue vessel through an unpredictable asteroid field while saving civilian vessels and adding their power to yours.

**Features:** Full in-game tutorial, procedural obstacle generation, robust particle system

