



# HOMESEEK

GLOBAL GAME JAM (2019)

UNITY, C#, MAGICA VOXEL, FMOD

A puzzle game where the player collects clues and guesses the correct house based on sensorial feedback, all while avoiding increasingly tenacious kennel trucks chasing the character.

My contributions:

- Coded most animations procedurally and helped AI development.
- Implemented a little animation system that linked multiple meshes created in Magica Voxel to player movement.

*You're an abandoned kitty lost in the city trying to find a new loving home. Find clues scattered all over the city to narrow it down which house you belong to. You'll have to survive avoiding kennel trucks that can catch you while you search for more clues. A puzzle game with voxel art style with a top-down view.*



GGJ 2019 entry

<https://globalgamejam.org/2019/games/homeseek-0>



Source code

[https://github.com/diogotito/Homeseek\\_GGJ2019](https://github.com/diogotito/Homeseek_GGJ2019)



Gameplay video

<https://www.youtube.com/watch?v=DkdkHzHnAz8>



# UNBROKEN DREAMS

GLOBAL GAME JAM (2020)

UNITY, C#

A turn-based combat game featuring four battles where the player loots for improved body members and items for healing and stats boosting. The player navigates a 2D hub with platformer controls to trigger pick up items and trigger dialogues and battles to progress through the story.

My contributions:

- Inventory system, inventory UI and interaction with combat system.
- Assisted the implementation of the dialogue system.

*You are a doll abandoned by your owner. You are thrown in a perverted world of rejected toys and must survive, fight, and scavenge the parts of your fallen rivals to repair yourself and unravel your wrath upon those who broke your body... but not your dreams.*

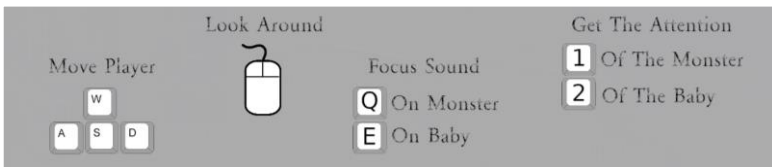
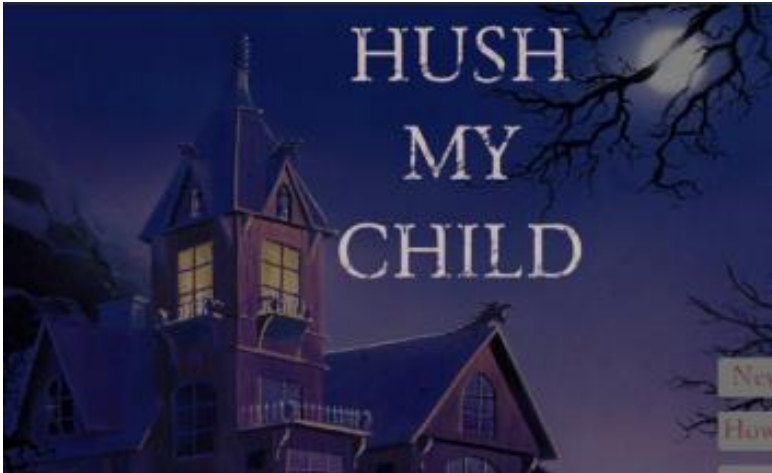


GGJ 2020 entry

Source code

<https://globalgamejam.org/2020/.../unbroken-dreams-6>

<https://gitlab.com/diogotito/unbroken-dreams-backup>



# HUSH MY CHILD

GLOBAL GAME JAM (2021)

UNITY, C#, FMOD

A 3D horror game where the player navigates a mansion to find his baby, while avoid the monster that threatens them, using a walkie-talkie and tools to get the attention of either the baby or the monster.

My contributions:

- Navmesh setup.
- Developed a state machine system for the AI-controlled entities.

*You wake with the screams of your child and decide to go search for him, but unfortunately, you're not alone... For there something else also searching for your child. To find your baby, you must listen to the sounds that surround you, just make sure you are the first one. Avoid being spotted, for terror lurks in the darkness.*



GGJ 2021 entry

<https://globalgamejam.org/2021/games/hush-my-child-1>



Source code

<https://gitlab.com/diogoalmiro/gamejam2021>



# THE LAVA IS FLOOR

WOWIE 3.0 (2021)

UNITY, C#

A platformer with dash and bounce mechanics.

The player movement for the jam entry relied heavily on Unity's physics system. It was later rewritten to improve *game feel* and the map was extended with new rooms and obstacles.

My contributions:

- Wrote the UI, camera movement (with Cinemachine) and game logic.
- Refactored the code and implemented a speedrun clock for V2.

*Help baby lava slime learn the slimey ways, all under the watchful eye of mommy slime. Dash, bounce and be fast so you don't get cold in this action-based platformer!*



WOWIE 3.0 Entry



Itch.io game page



Source code



V1 gameplay



V2 gameplay

<https://itch.io/jam/wowie-jam-3/rate/941018>

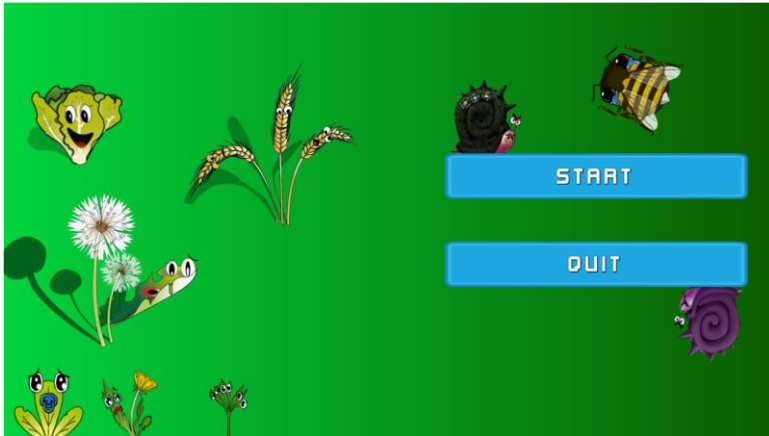
<https://pedrogranja.itch.io/the-floor-is-lava>

<https://gitlab.com/pixelized-anarchy-ld52/the-lava-is-floor>

<https://youtu.be/tOms4M8RGFE>

<https://youtu.be/nztiyLvS63o>





# HARVEST DEFENSE

LUDUM DARE 52 (2023)

GODOT, GDSCRIPT

A tower-defense game featuring harvestable plants and vegetables as turrets. Each turret has a lifecycle with optimum periods for attack and harvest. The player must strategically plant and harvest vegetables to ensure the farm's protection and financial growth.

My contributions:

- Reorganized species' data & logic and expose them in Godot's editor.
- Help with UI logic and polish.

*Life has been hard on the farm. All the pests have destroyed and eaten all your worker bees and crops. Can you turn it around?*

- LD 52 entry
- Play it online
- Source code
- Gameplay video

<https://ldjam.com/events/ludum-dare/52/harvest-defense>

[https://diogotito.com/static\\_sites/Harvest\\_TD/](https://diogotito.com/static_sites/Harvest_TD/)

<https://gitlab.com/pixelized-anarchy-ld52/harvest-defense>

<https://www.youtube.com/watch?v=BmS-L0D9tII>