



# Homeseek

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.


**Jam year:** 2019

**Tech:** Unity, C#, FMOD integration

## My contributions:

I coded many animations procedurally and helped to program the AI

## Jam submission:

-  <https://globalgamejam.org/2019/games/homeseek-0>
-  [https://github.com/diogotito/Homeseek\\_GGJ2019](https://github.com/diogotito/Homeseek_GGJ2019)

Watch the [Gameplay video](#) 

## Credits:

### PROGRAMMED BY

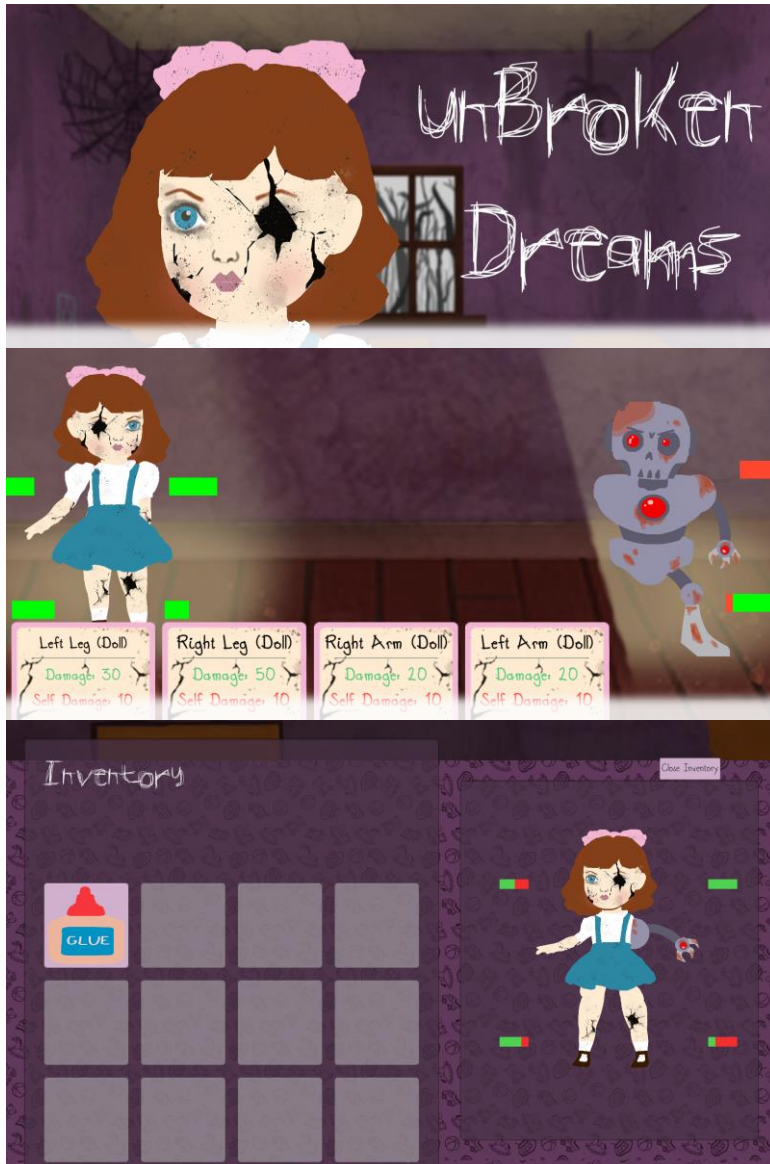
- DIOGO ALMIRO
- **DIOGO TITO MARQUES**
- PEDRO GRANJA
- SUSANA GAMITO

### GRAPHICS BY

- ANA CAÇADOR
- MARCUS REIS
- DIOGO ALMIRO

### MUSIC AND SFX BY

- DANIEL GUERREIRO



# unBroken Dreams

You are a doll abandoned by your owner. You are thrown in a perverted world of rejected toys and have to 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.

**Jam year:** 2020

**Tech:** Unity, C#

## My contributions:

Most of the UI logic and inventory system. I also designed the interaction between the inventory and the combat system, and assisted coding the dialogue system.

## Jam submission:

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

## Credits:

### PROGRAMMED BY

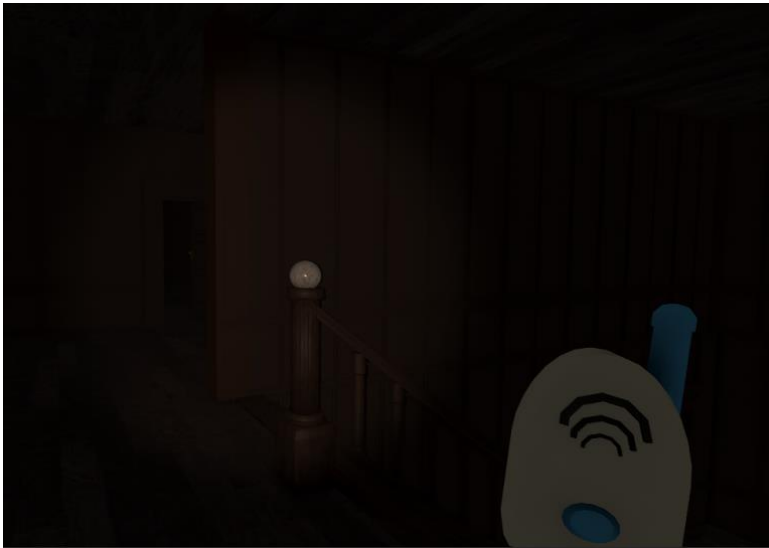
- Diogo Castro
- Diogo Tito Marques
- Pedro Granja
- Ricardo Sousa

### GRAPHICS BY

- Susana Gamito

### MUSIC BY

- Diogo Almeida



# Hush My Child

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. In order 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.

**Jam year:** 2021

**Tech:** Unity, C#

**My contributions:**

I set up the navmesh and coded a state machine for the AI-controlled entities in this game

**Jam submission:**

- 🌐 <https://globalgamejam.org/2021/games/hush-my-child>
- 🌐 <https://gitlab.com/diogoalmiro/gamejam2021>

**Credits:**

PROGRAMMED BY

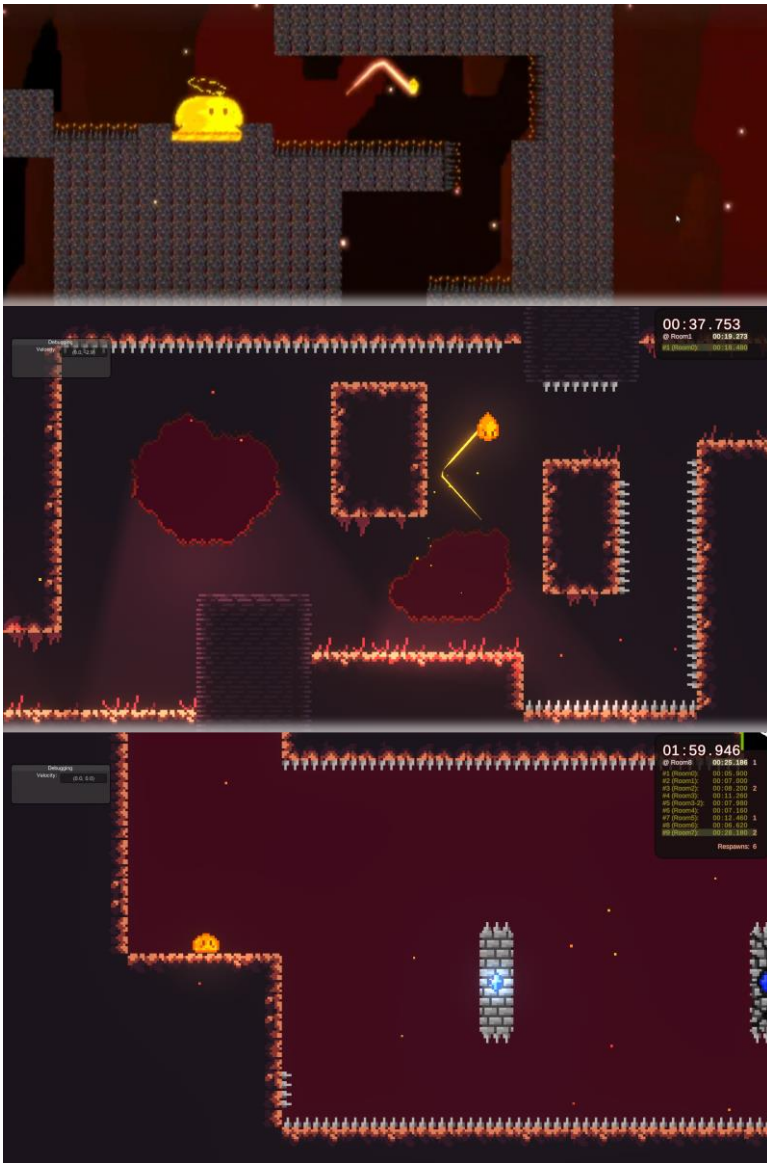
- Diogo Almiro
- Diogo Tito Marques
- Ricardo Sousa
- Susana Gamito

GRAPHICS BY

- Pedro Granja

MUSIC & SFX BY

- Leandro Faustino



# The Lava Is Floor

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!

**Jam year:** 2021

**Tech:** Unity, C#

**My contributions:**

UI, camera movement and game logic

**Jam submission:**

- 🌐 <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>

**Gameplay videos:**

- 🌐 V1: <https://youtu.be/tOms4M8RGFE>
- 🌐 V2: <https://youtu.be/nztiyLvS63o>

**Credits:**

PROGRAMMED BY

- Pedro Granja
- Diogo Tito
- Diogo Almiro

GRAPHICS BY

- Tomás Dionísio
- Pedro Granja

MUSIC BY

- Elli Kozak