



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: Global Game Jam / 2019

Tech: Unity, C#, FMOD

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

Watch the [Gameplay video](#) 

Credits:

PROGRAMMED BY

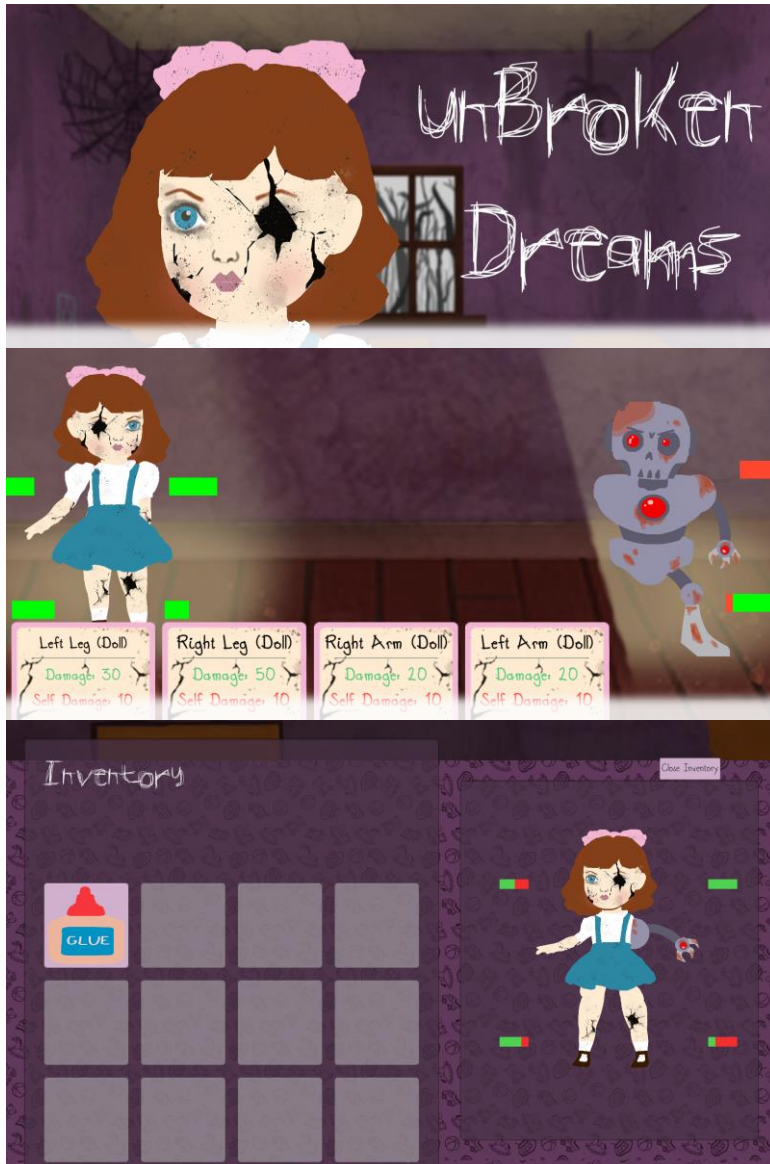
- DIOGO ALMIRO
- DIOGO TITO MARQUES
- PEDRO GRANJA
- SUSANA GAMITO

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: Global Game Jam / 2020

Tech: Unity, C#

I contributed with most of the UI logic and inventory system. I also designed the interaction between the inventory and the combat system, and assisted the implementation of the dialogue system.

Jam submission:

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

Credits:

PROGRAMMED BY

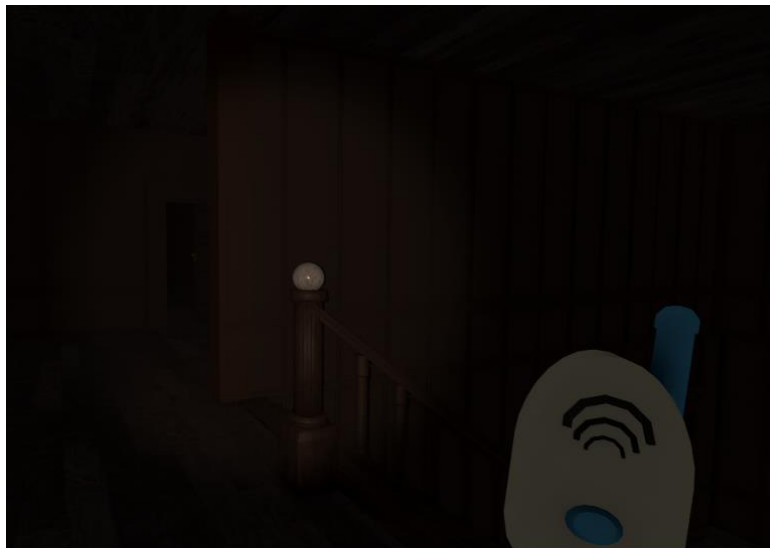
- Diogo Castro
- Diogo Tito Marques
- Pedro Granja
- Ricardo Sousa

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: Global Game Jam / 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

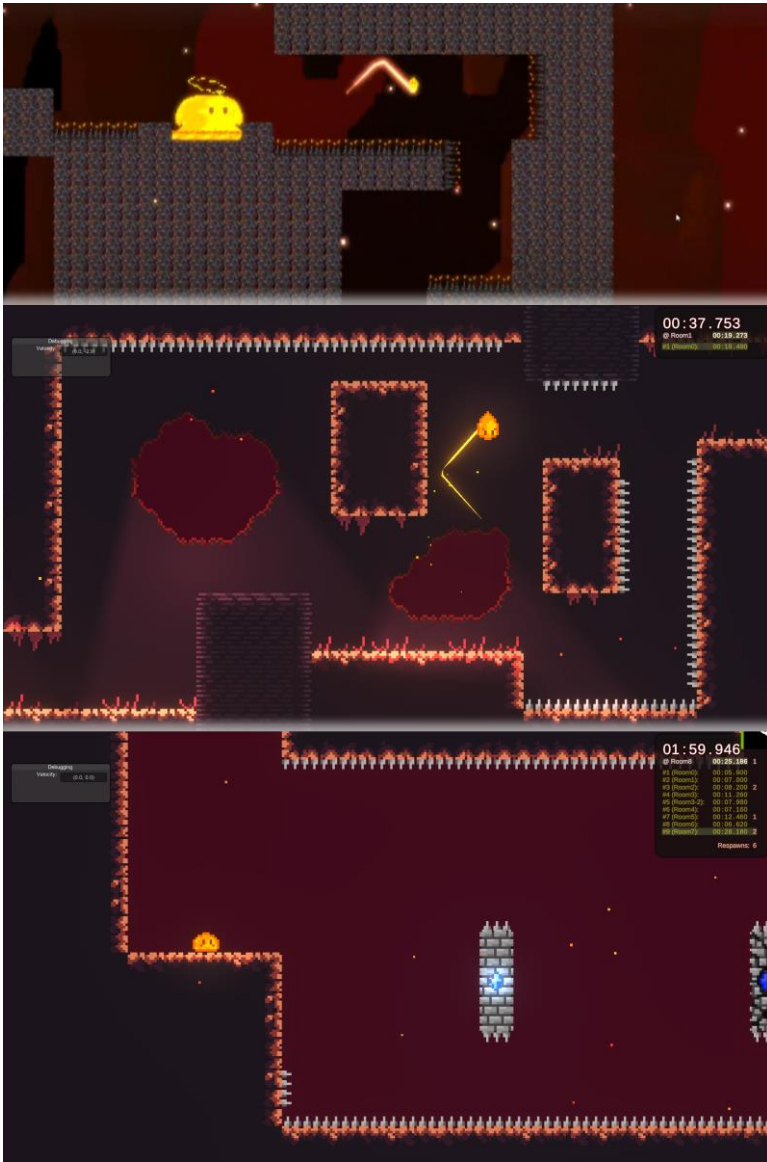
- Diogo Almiro
- Diogo Tito Marques
- Ricardo Sousa
- Susana Gamito

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: WOWIE 3.0 / 2021

Tech: Unity, C#

During the jam I wrote the UI, camera movement and game logic. Then I did a project-wide refactor while we overhauled the controls and extended the course.

Jam submission:

- 🌐 [ITCH.IO](https://itch.io/jam/wowie-jam-3) » JAM / WOWIE-JAM-3 / RATE / 941018
- 🌐 [ITCH.IO](https://itch.io/jam/pedrogranja) » PEDROGRANJA / THE-FLOOR-IS-LAVA
- 🌐 [GITLAB](https://gitlab.com/pixelized-anarchy) » PIXELIZED-ANARCHY-LD52 / THE-LAVA-IS-FLOOR

Gameplay videos:

- 🌐 V1: [HTTPS://YOUTU.BE/TOMs4M8RGFE](https://youtu.be/TOMs4M8RGFE)
- 🌐 V2: [HTTPS://YOUTU.BE/NZTIYLVs63o](https://youtu.be/NZTIYLVs63o)

Credits:

PROGRAMMED BY

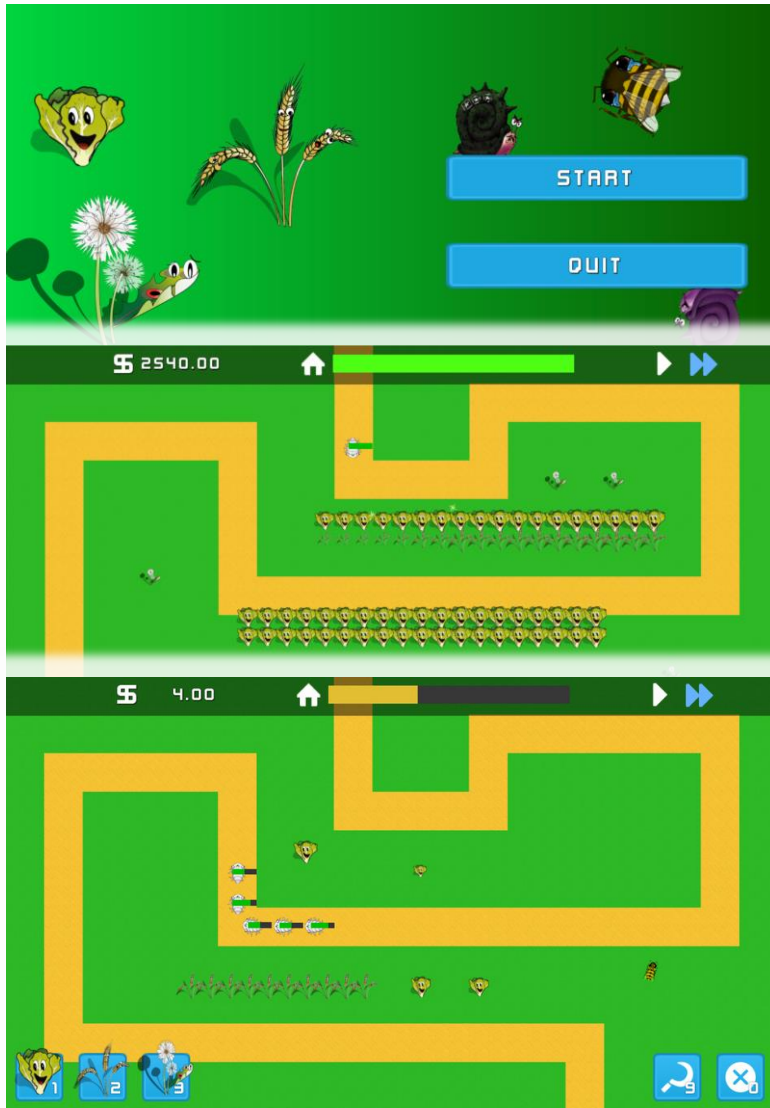
- Pedro Granja
- Diogo Tito
- Diogo Almiro

GRAPHICS BY

- Tomaz Dionísio
- Pedro Granja

MUSIC BY

- Elli Kozak



Harvest Defense

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

Jam / year: Ludum Dare 52 / 2023

Tech: Godot, GDScript

My contributions:

Project setup; plant taxonomy data architecture refactor to ease creation of new turrets and tweak existing values; UI polish.

Jam submission:

-  [LUDUM DARE » 52 » HARVEST-DEFENSE](#)
-  [GITLAB » HARVEST-DEVENSE](#)

Gameplay video:

-  [YouTube » LD 52: Harvest TD day 2 - Balancing](#)

Credits

Developers

- Diogo Almiro
- Diogo Tito
- Pedro Granja

Artists

- Daniel Marques
- Mariana Monteiro
- Ana Patrícia Colaço
- Tomaz Dionisio