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
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.

My contributions

Developed most of the UI and inventory system. I also designed the interaction between the inventory and the combat system and 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.
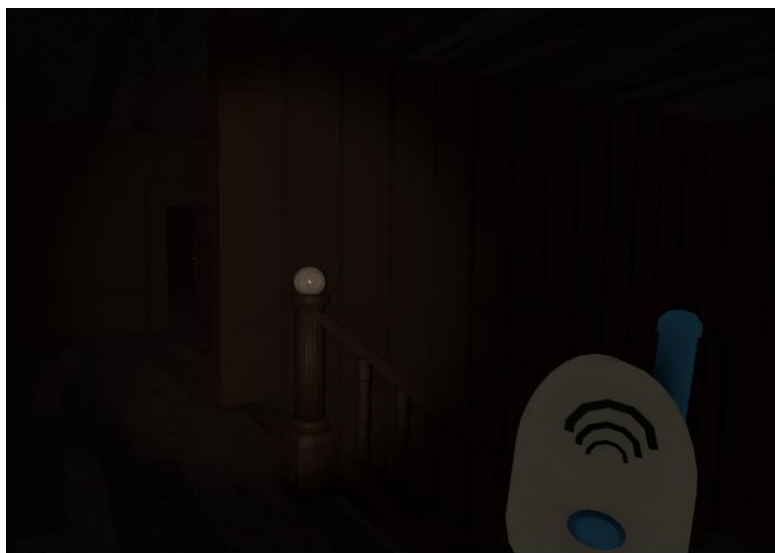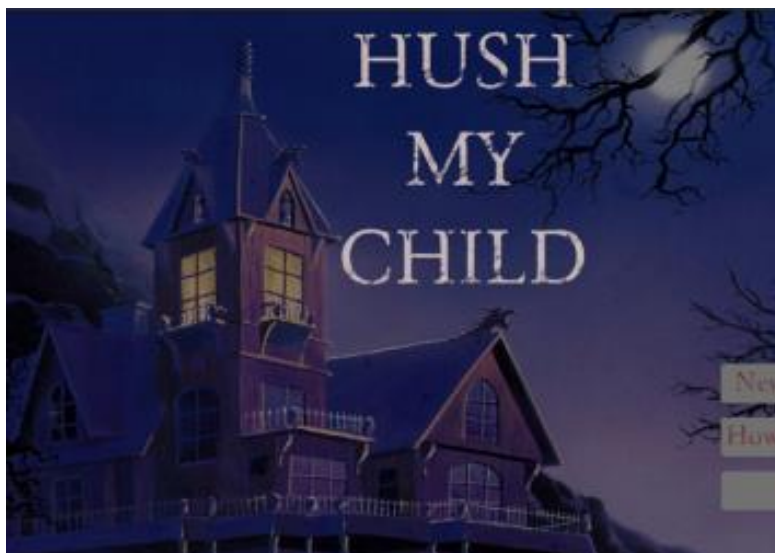
GGJ 2020 entry   https://globalgamejam.org/2020/.../unbroken-dreams-6

Source code   https://gitlab.com/diogotito/unbroken-dreams-backup

HUSH MY CHILD

GLOBAL GAME JAM (2021)   UNITY, C#, FMOD

A 3D horror game where the player must find a baby and avoid a monster using a walkie-talkie and tools to get the attention of either the baby or the monster

My contributions

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

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 rewritten improve *game feel* and the map was extended with new obstacles

My contributions

Wrote the UI, camera movement (with *Cinemachine*) and game logic.
After the jam, I did a project-wide refactor and aided further development.

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!

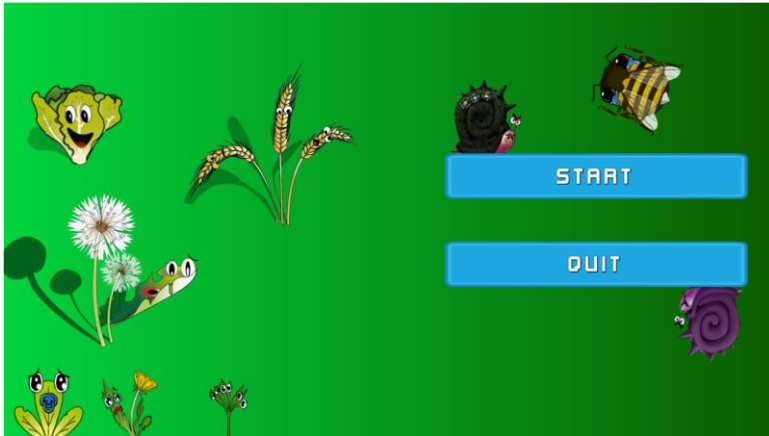|		
⬛	WOWIE 3.0 Entry	https://itch.io/jam/wowie-jam-3/rate/941018
🎮	Itch.io game page	https://pedrogranja.itch.io/the-floor-is-lava
🐾	Source code	https://gitlab.com/pixelized-anarchy-ld52/the-lava-is-floor
▶	V1 gameplay	https://youtu.be/tOms4M8RGFE
▶	V2 gameplay	https://youtu.be/nztiyLvS63o

HARVEST DEFENSE

Ludum Dare 52 (2023)   Godot, GDScript

A tower-defense game featuring harvestable plants and vegetables as turrets. Each turret has a lifecycle and an optimum period for harvest, which maximize profits. The player must strategically plant the turrets that ensure the farm's protection and financial growth.

My contributions

Did the project setup and refactored plant-type stats architecture, easing the creation of new turrets and overall game balancing.
Helped 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   https://ldjam.com/events/ludum-dare/52/harvest-defense
Play it online   https://diogotito.com/static_sites/Harvest_TD/
Source code   https://gitlab.com/pixelized-anarchy-ld52/harvest-defense
Gameplay video   https://www.youtube.com/watch?v=BmS-L0D9tII