

# Helena Hancke

## Game Production Portfolio

### Front Mission 1st: Remake

A remake of the Front Mission 1st released by Square Enix on Nintendo DoubleScreen in 1995. The game is one of the high-narrative j-rpg classics and initiated the Front Mission series, highly popular in Japan, having till these days eighteen titles released inside the serie.

Remake included preparation of the game from ground up, including rewriting scripts and the whole game solutions using Unity Editor, implementation of new audio, creating new graphics, redesigning UI and control mechanics. Released for Nintendo Switch platform, PlayStation 4 and 5, Xbox One, Xbox Series X/S, PC – Steam, GoG, Microsoft Store. After the release, the Front Mission 1st: Remake was on the top most popular Nintendo games in Japan.

The development process included work of many departments, contribution of the external partners, and managing work in a multinational team.

You may check out the game pages at steam and consoles stores:

[https://store.steampowered.com/app/2399730/FRONT\\_MISSION\\_1st\\_Remake/](https://store.steampowered.com/app/2399730/FRONT_MISSION_1st_Remake/)

[https://store.playstation.com/pl-pl/product/EP3948-PPSA16438\\_00-0270903348118061](https://store.playstation.com/pl-pl/product/EP3948-PPSA16438_00-0270903348118061)

<https://www.xbox.com/pl-pl/games/store/front-mission-1st-remake/9nsr4rn8vgmf>

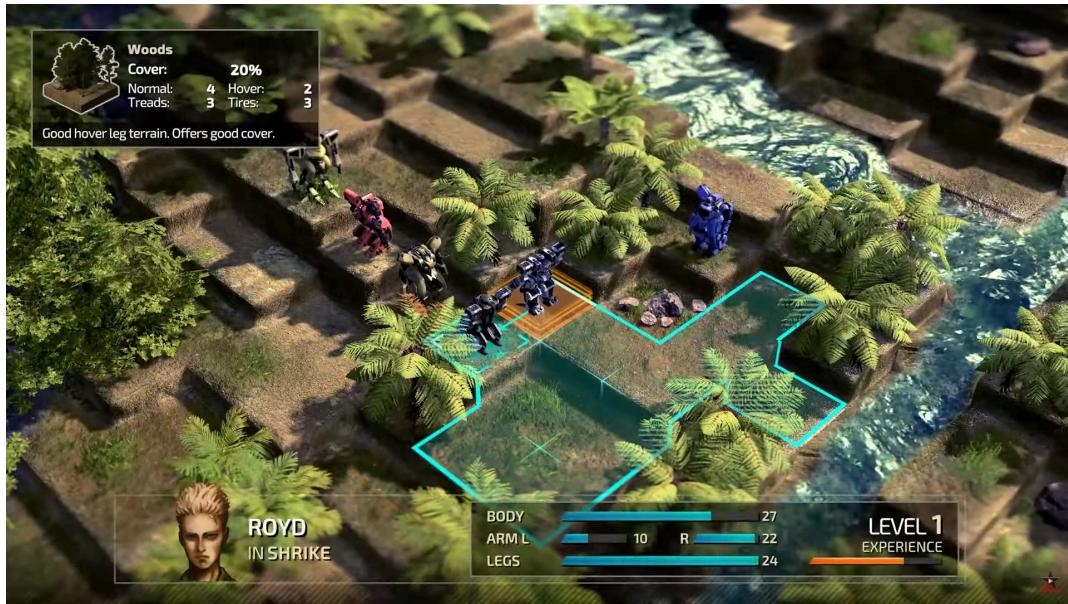
<https://www.nintendo.com/us/store/products/front-mission-1st-remake-switch/>

or see some gameplay approach (note: it's a half of the game, only first campaign):

➡ FRONT MISSION 1st Remake (PC) ★ FULL GAME Walkthrough ★ No Commentary



Screenshots of the original Front Mission 1st.



Comparison – screenshots from the Front Mission 1st: Remake

## Mercenaires DLC, Front Mission 1st: Remake

A standalone expansion for Front Mission 1st: Remake, where I designed the DLC from ground zero, including new mechanics, gameplay solutions, characters, scenarios and narrative levels, suitable for both: singleplayer and multiplayer gameplay.

Trailer for the DLC with highlighted new features:

[FRONT MISSION 1st: Remake || Mercenaries DLC Release Trailer](#)

v. 3.0.1

# FRONT MISSION 1st

SCENARIOS

PVP: HOTSEAT

PVP: 2 CONTROLLERS

CUSTOMIZE (PVP)

RESET PROGRESS

BACK

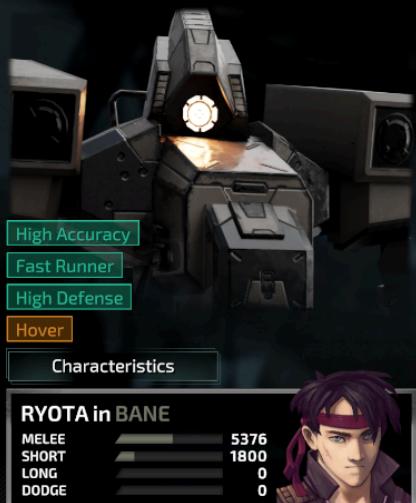


Play single-player mercenary scenarios.

Back ↺

SELECT 0/7

CHOOSE SQUAD



Show Details

Bio

Battle ✓

Back ↺



# Blocky Farm

Casual farming game, originally made for mobile devices. I oversaw the whole process of porting the game for Nintendo Switch, PlayStation 4 and 5, Xbox One, Xbox Series X/S, coordinated programming and graphic work during the port's implementation and customization of the game's UI.

I designed new control solutions, additional mechanical solutions for the game's interactive elements, prepared new 3D assets for the game – a new shop model and clothing items for the game's pets.

You may check out Blocky Farm Gameplay:

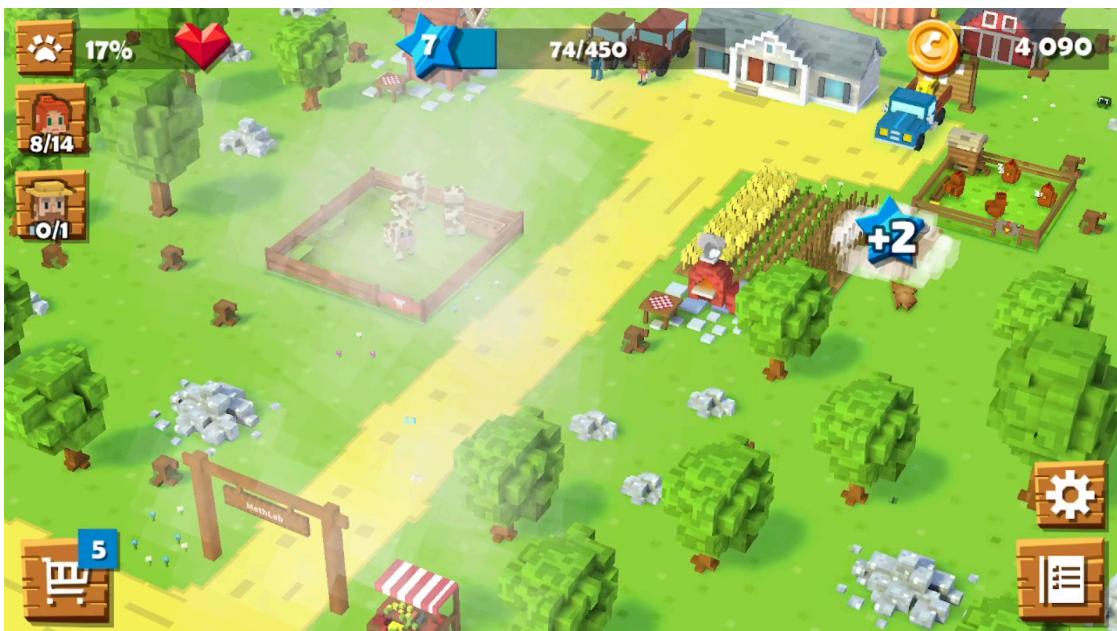
[BlockyFarm\\_gameplay.mkv](#)

or see the title stores pages:

[https://www.nintendo.com/us/store/products/blocky-farm-switch/?srsltid=AfmBOoqEh0EyUxE9QkdjxzEJeNhOOLyXt5\\_ITIOKb5a\\_iwsngrCcCYcJ](https://www.nintendo.com/us/store/products/blocky-farm-switch/?srsltid=AfmBOoqEh0EyUxE9QkdjxzEJeNhOOLyXt5_ITIOKb5a_iwsngrCcCYcJ)

[https://store.playstation.com/pl-pl/product/EP3948-PPSA18444\\_00-0777391313944550](https://store.playstation.com/pl-pl/product/EP3948-PPSA18444_00-0777391313944550)

<https://www.xbox.com/pl-PL/games/store/blocky-farm/9NN8GTD1TW4T/0010>





## Timberman the Big Adventure

An adventure game based on the original casual-arcade title "Timberman."

I oversaw the porting of the game for the Nintendo Switch version, PlayStation 4 and 5, Xbox One, Xbox Series X/S, including new control scheme, achievements, game mode solutions, and character selection.

During the development of the original Timberman, I was involved in Quality Assurance, designing achievements, and unlocking new characters.

You may check out Timberman The Big Adventure game pages here:

<https://www.nintendo.com/us/store/products/timberman-the-big-adventure-switch/?srsltid=AfmBOopQWO6I0juwJQjcUpisVdVvFtrwXu4mJdRAkFgrZSEO8XZcAWbD>

[https://store.playstation.com/pl-pl/product/EP3948-CUSA44757\\_00-0297626638002457](https://store.playstation.com/pl-pl/product/EP3948-CUSA44757_00-0297626638002457)

<https://www.xbox.com/pl-PL/games/store/timberman-the-big-adventure/9P607FD9C3GL>

Or see the Timberman The Big Adventure Gameplay:

[▶ Timberman: The Big Adventure - Nintendo Switch Gameplay](#)



## Baby Storm

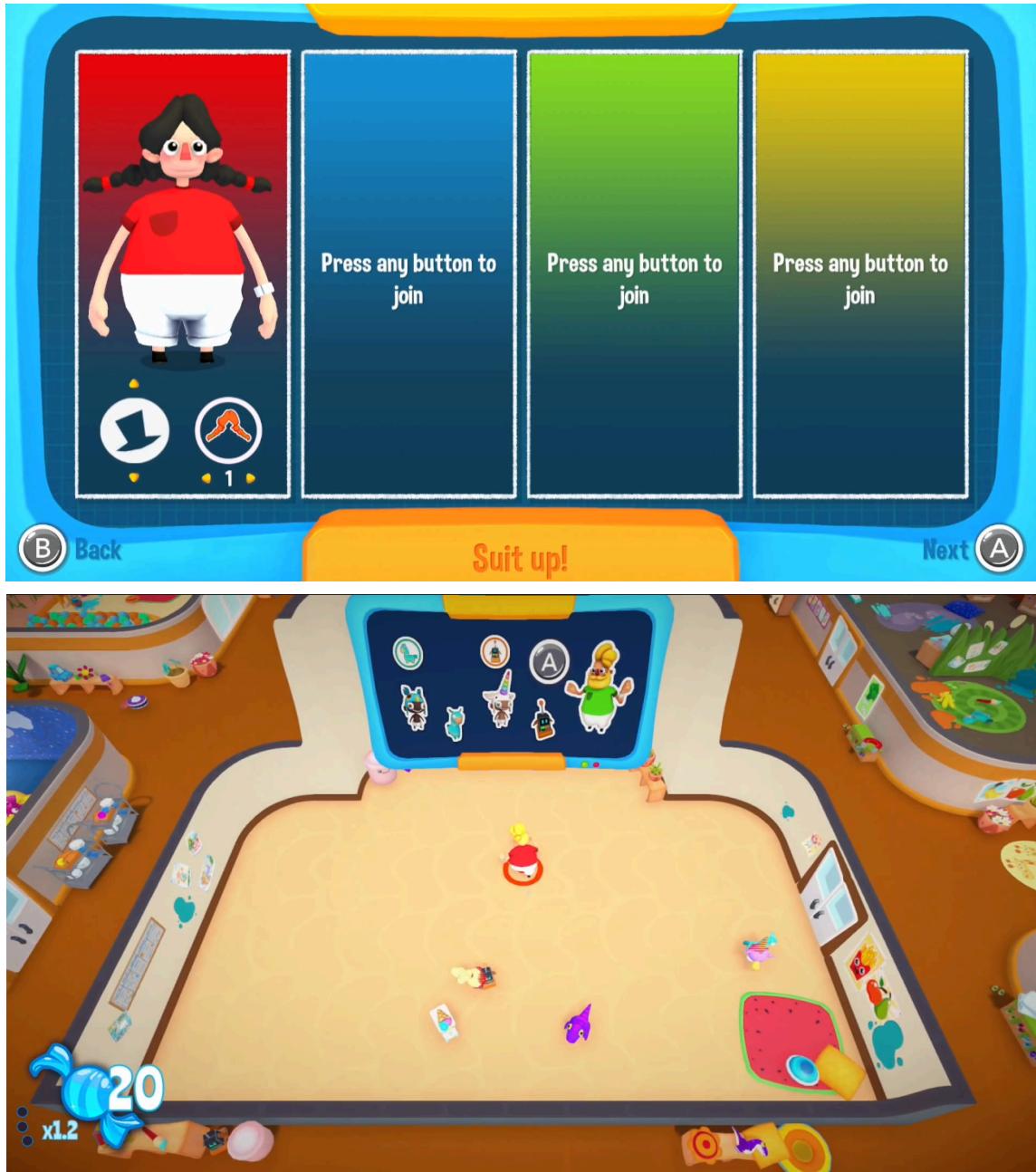
A casual cooperative game with elements of a parody of the life of a kindergarten teacher. I coordinated the production of the game's port for Nintendo Switch in collaboration with international developers.

You may check out the game on a Nintendo Switch Store:

[https://www.nintendo.com/us/store/products/baby-storm-switch/?srsltid=AfmBOoqnhKrs5qe5LQFExmaXK8MAA\\_FugfLGaWfc-9qneba9\\_uakv6YcV](https://www.nintendo.com/us/store/products/baby-storm-switch/?srsltid=AfmBOoqnhKrs5qe5LQFExmaXK8MAA_FugfLGaWfc-9qneba9_uakv6YcV)

or see the Baby Storm Gameplay: Baby Storm Nintendo Switch Gameplay





## Armed to the Gears

Real-time strategic gameset in distopian future.

I oversaw the production of the game's port to the Nintendo Switch version, designed the game's control solutions and the visual aspects of the UI in the main base.

You may check out Nintendo Store page:

[https://www.nintendo.com/us/store/products/armed-to-the-gears-switch/?srltid=AfmBOorHXVcXiM0nTxjtqaKegYrQsY\\_ZlhhuM6uDOEHEvdI9dd7wDnu](https://www.nintendo.com/us/store/products/armed-to-the-gears-switch/?srltid=AfmBOorHXVcXiM0nTxjtqaKegYrQsY_ZlhhuM6uDOEHEvdI9dd7wDnu)

or see Armed to the Gears gameplay here:

[YouTube Armed to the Gears Nintendo Switch Gameplay](#)

# ARMED TO THE GEARS

