Categories:

* Games
* Libraries
* Tools
* Other

**Games**

* [Soul Usurper](#soul_usurper)
* [Jamon](#jamon)
* [CastleBan](#castleban)
* [Escape the Lab](#escape_the_lab)
* [El Cucuy](#el_cucuy)
* [Zombie Shootout](#zombie_shootout)
* [Tales of Malus](#tales_of_malus)
* [Super Chaos Man](#super_chaos_man)
* [Segdx](#segdx)
* [Ricky](#ricky)
* [Medieval Comedy Def Jam](#medieval_comedy_def_jam)
* [**Repair Game**](#repair_game)

**Libraries and Tools**

* [BTedit](#btedit)
* [Kyperbox](#kyperbox)
* [YarnGdx](#yarngdx)

**Other**

* [LuaKeys](#luakeys)
* [WGTools](#wgtools)
* [WowGrinder](#wowgrinder)
* [Kyperbelt.media](#kyperbelt_media)

**Template**

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**Soul Usurper**

1. Soul Usurper is a procedurally generated rogue-lite game in the vain of Binding of Isaac.
2. This game was made was made for the Gihub GameOff in late 2018
3. I was the UI and AI programmer
4. I used libgdx,kyperbox and opengl shaders
5. I learned how to use shaders
6. More bosses need to be added, more weapon variety, more levels and varience.

* Event: Github GameOff
* Company: StrayVoltage Games
* Role: Gameplay/UI/AI Programmer
* TeamSize: 3-4
* TimeFrame: 1 month
* Tech: Libgdx | Kyperbox | OpenGL shaders

Soul Usurper is a rogue-lite game in the vain of Binding of Isaac. Levels are procedurally generated where the end goal is to find and defeat the “Level” boss. In order to reach the boss, you must traverse rooms, find keys, and reach the Boss room. The boss room location is randomized each time the level is instantiated.

This game was made in late 2018 with StrayVoltage Games. It was made for the Github Game Off, a yearly month-long game jam hosted on itch.io by Github. At the time we were working on a separate long-term project when we decided to take a break and participate in the jam.

I did work on some UI elements like “Health” (bottom-left) and “Soul Energy” (right). We used behavior trees that I designed and programmed for the enemy AI. I was also able to add some shader effects for things like the enemies taking damage, and the Health bar visuals. This is something that I previously was not very confident with, but through this project I learned how to utilize shaders.

We used several different tools to make this game. Kyperbox (game framework) is built on top of Libgdx, which were both used on this project. Tiled was used to make the levels and load in assets and meta data. Like mentioned above I was able to use OpenGL shaders in order to add special effects to the game.

Overall, for a month-long project, I was very pleased with what we were able to accomplish. The game is not complete by any means, but we managed to produce something like what we initially had in mind. Some things that I would have liked to do, had time allowed, is to add more levels and enemies in addition to different weapon types and effects.

**Jamon**

* Jamon is a fast paced ham collecting game
* Work started in early 2018 and it was made in the span of two days. Total time invested 3 months
* This was a solo project, I did programming , art and design
* I used libgdx to make this and google play services and ad api
* I learned how to deploy to android and how to implement various of google’s api
* Not much – project is considered complete. It was a small scope game that I have since left behind.
* Event: Jambon Jam (2018)
* Company: Kyperbelt Games
* Role: Programmer/Art/Design
* TeamSize: solo
* TimeFrame: Feb – May 2018 (3 months)
* Tech: Libgdx | Kyperbox | Google Play Services | Ad Mob

Jamon is a fast-paced game where the goal is to collect as much ham as possible while avoiding enemies. There is power-ups, score multipliers, character select, leaderboards, and achievements among other things. Work for this game started early 2018 for the first ever Jambon Jam. The initial prototype was made over the weekend of the game jam but I decided to continue the project past the jam and eventually release it to the Google Play Store.

Over the course of the project I worked alone doing everything from programing, art and design. To make this I used my games framework (kyperbox) that is built on top of libgdx. I ended up learning how to implement various Google API’s including Play Services for leaderboards and achievements and Ad Mob.

Although there is still a lot of features I want to add, after It was on the Play Store, I decided to consider the project finished so that I could move on to other projects.

**CastleBan**

* This is a sokoban clone in a medieval castle setting with a pixel asthethic
* This was made aug 2017 for the lowrezjam
* I did the art and programming
* This was made using godot game engine
* I learn some of the basics with godot
* Not much is left, I plan to remake the game for mobile at some point with more puzzles
* Event: Lowrez jam
* Company: kyperbelt games
* Role: Programmer ✦ Artist
* TeamSize: 1
* TimeFrame: **July31-2017** to **Aug16-2017(2 weeks)**
* Tech: Godot

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CastleBan is a Sokoban clone with a medieval castle setting. The goal of the game is to push the blocks until all the switches are covered, but with you must be careful not to push the blocks into a position where they can no longer be pushed.

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I made this in August 2017 for the LowRezJam. The jam rules limited the game to having a resolution of 64x64. All the game art is pixel art that fits inside 64x64 pixels and then scaled up to fit a larger game window.

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This was the first time I dove into the Godot game engine. I found it to be a very easy to use game engine with a lot of bells and whistles any aspiring game developer could hope to find. I coded the entire game using Godot’s python like language GDScript. I made all the art using paint.net and with a grid plugin.

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I think usually I prefer to make games using a framework but learning to use Godot I managed to make a some-what complete game in under 2 weeks without any prior engine knowledge. That was a huge wake up call that using a higher-level tool can bring a higher level of productivity that might be worth the perceived tradeoffs.

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**Escape the Lab**

* A puzzle game where you control 2 robots with a single brain
* Made this for the github game off in 2017 nov1 to dec 1
* I did some programming and level design
* We used libgdx
* I learned some level design principles
* Nothing
* Event: GitHub Game Off <https://itch.io/jam/game-off-2017>
* Company: Stray Voltage Games <http://strayvoltagegames.com/>
* Role: Level Designer & Programmer
* TeamSize: 3
* TimeFrame: Nov-Dec 2017 (1 month)
* Tech: Libgdx

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A physics-based puzzle game where you play a brain that can control 2 robots, one big and one small. The goal is to overcome obstacles by thinking of unique solutions in order to have both robots reach the level’s exit.

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This game was made for the first Github GameOff that I ever participated in which took place November of 2017. This is also the jam where I connected with the Stray Voltage Games crew. I did a bit of the programming, but I mainly focused on the level design. I Tried to design the levels to have a scaling difficulty curve trying to apply several concepts I picked up from GDC talks on YouTube.

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Libgdx was the framework we used to create this game which at the time was the framework I was most familiar with. I happened to find someone who was using it as well and decided to join their team. I think the game was great! There was an adequate amount of challenge and the levels progressively add mechanics in order to keep things interesting.

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**EL CUCUY**

* El cucuy is a horror game where you must collect pages and avoid the monster.
* Made this for the MyFirstGame jam summer of 2017
* I was the programmer for this game and I worked with my younger brother who did art and design
* Tiled and Libgdx
* Learned to use Tiled as a fully fledged game editor which led to my later work on kyperbox
* Nothing really, maybe a remake with a mobile port
* Event: My First Game Jam 2017 <https://itch.io/jam/my-first-game-jam-summer-2017>
* Company: Kyperbelt Games | Mathalas
* Role: Programmer
* TeamSize: 2
* TimeFrame: **July 21st** to **August 4th 2017  (2 weeks)**
* Tech: Libgdx | Tiled

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El Cucuy is a small 2D horror game where the mood and suspense are set by the ambient sound. The goal of the game is to collect pages in order to leave the nightmare mansion, all while conserving flashlight battery and avoiding the monster that lurks in the darkness.

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This game was made for the “My First Game” Game jam. Although this was not my first game, it would be my brother’s first game, so I encouraged him to join the jam. He did all the game art and gameplay design while I focused on creating an interface between Libgdx and Tiled. I learned that I could almost make Tiled a fully-fledged game editor. My work on this project inspired the later work I did on Kyperbox.

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If I ever decide to revisit this, I will definitely give the user interface a needed overhaul. I would also consider making a mobile port since I think this type of game would do well in a handheld with headphones on.

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**Zombie Shootout**

* You came to chew gum and shoot zombies and you are all out of gum. Simple shoot-em up where you defeat zombies and their minions
* This was made for the remake jam
* I reskinned an old game and added more functionality
* Java and Libgdx
* I learned how to adapt old code
* I want to finish the mission mode and expand the shootem up gameplay
* Event: #RemakeJam <https://itch.io/jam/remakejam>
* Company: Kyperbelt Games kyperbelt.media
* Role: Programmer artist and design
* TeamSize: 1
* TimeFrame: **June 18th** to **June 25th, 2017 (1 week)**
* Tech: Java | Libgdx

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You came to chew gum and kill zombies and you are all out of gum. Zombie Shootout is a simple SHMUP where you go through missions killing zombie grunts and bosses trying to get the high score.

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I made this game for the #RemakeJam, a game jam where we had to work on a previously abandoned game and “remake” it. I chose to remake one of my earlier libgdx projects by re-using the codebase and adding some more mechanics and new graphics.

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There was a lot left undone and I might consider going back to finish this, but the likely scenario is that I will probably remake it from the ground up. A lot of the code is spaghetti by my current standards, and I’ve learned some things in the since then. Also, I intended to make it available in the play store but I only ever manage to make an apk which is only available on the Itch.io page.

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**Super Chaos Man**

* A brief explanation of what this project is or does
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**SEGDX**

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**Ricky**

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**Repair Game**

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**Tales of Malus**

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**Medieval Comedy Def Jam**

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**BTEdit**

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**Kyperbox**

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**YarnGdx**

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**WGTOOLS**

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**WowGrinder**

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**LuaKeys**

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**Kyperbelt.media**

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