



PORTFOLIO

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Projects

MGA GAMEJAM | NOVEMBER 2018

24 hours gamejam where in teams of several people we created a game on a given topic

SPACO | 2019 - 2020

Android arcade game

KENDAMASTER | 2020 - ...

Android and IOS kendama application

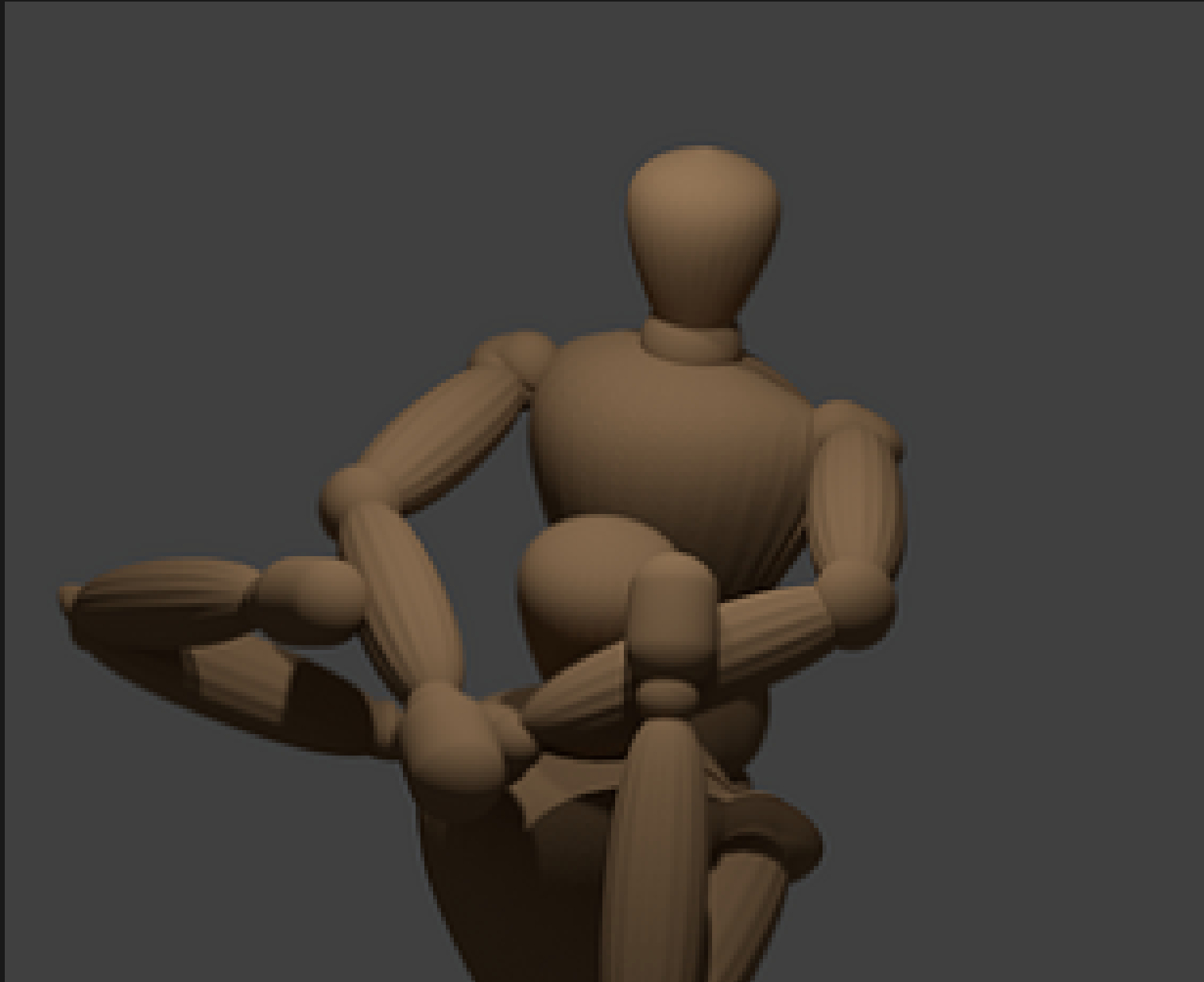


MGA
GAME JAM

3 - 4 . 11 . 2018

O P O L E

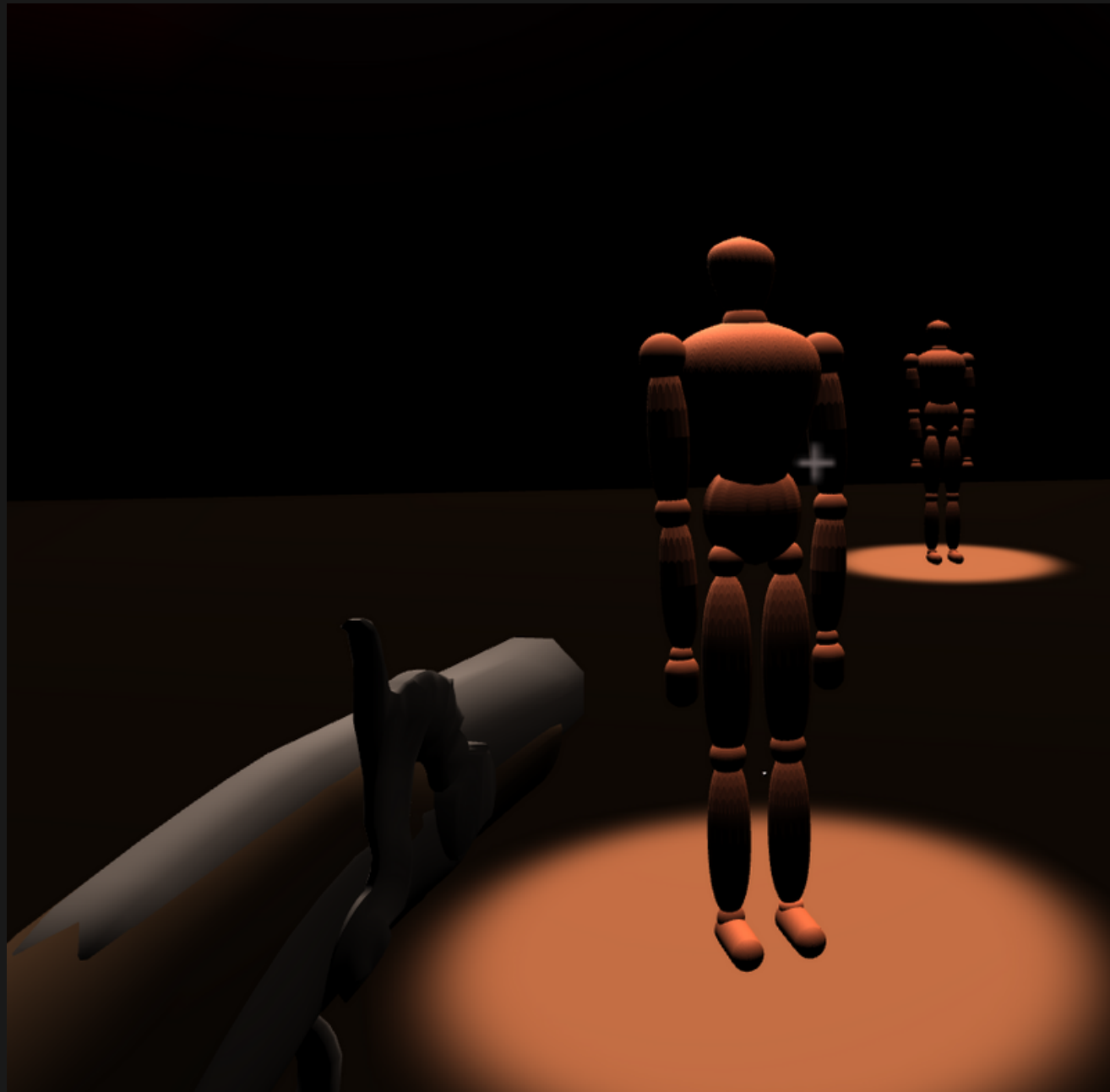
First bigger project



My first major project was participation in the 24-hour "MGA game jam" which took place in Opole in November 2018, together with my friends we created a game that can be downloaded on computer [here](#)

The event was also commented on on [TV](#):

Main goal



Our main goal in the game is to destroy the mannequins with the weapons that we have from the beginning or have to find in the game. The mannequins move towards us when we do not look at them, if they come into contact with us the game is over, but if we defeat them then we move to the next level

Things I learned while creating this game

- Manipulating lighting in the game
- Modeling of 3D models
- Using Raycasting when using weapons
- Moving in a 3D game as well as detecting when we look at an object and automatically moving towards the selected object



SPAC



SPAC



TAP TO PLAY



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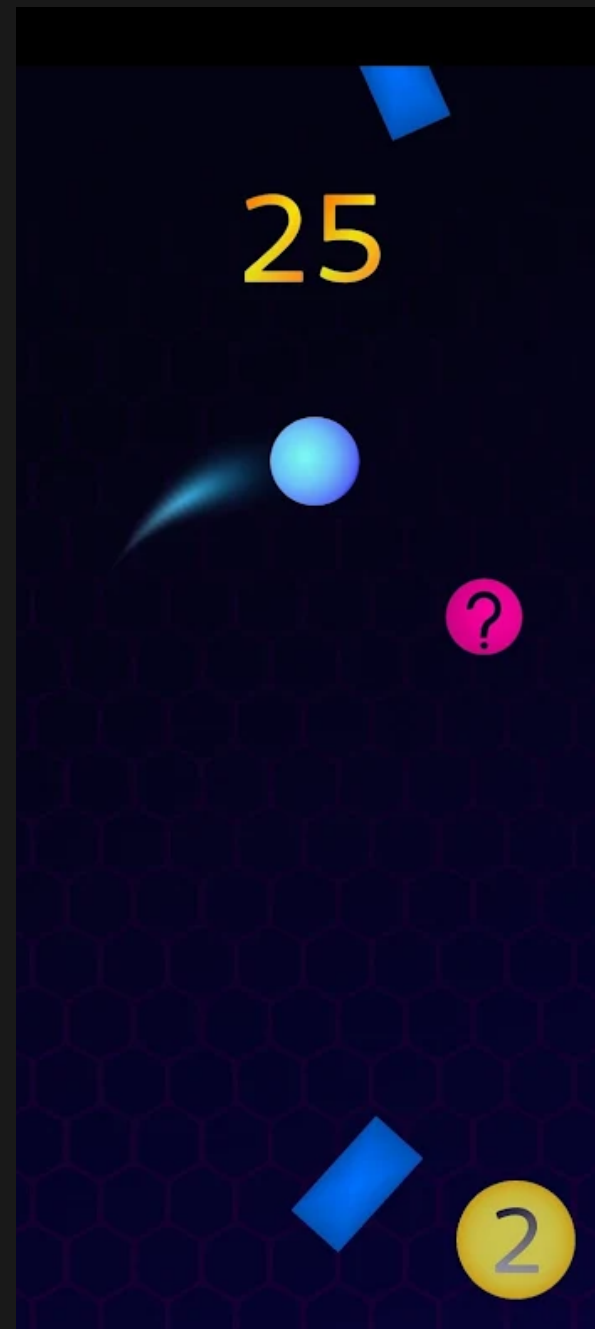


First professional game

Spaco was my first game that I was able to release with my friend on Android devices

This project taught me a lot because we had to go through all the stages of creating the game, from creating the idea and mechanics of the game, through creating graphics and selecting music, to the final release of the game on the Google Play store [here](#).

Game features



- Daily challenges
- Implemented ads
- Google Play games leaderboard
- Firebase notifications
- Daily roulette
- In game currency and player skin shops
- Power-ups that we can buy or collect



KENDAMASTER

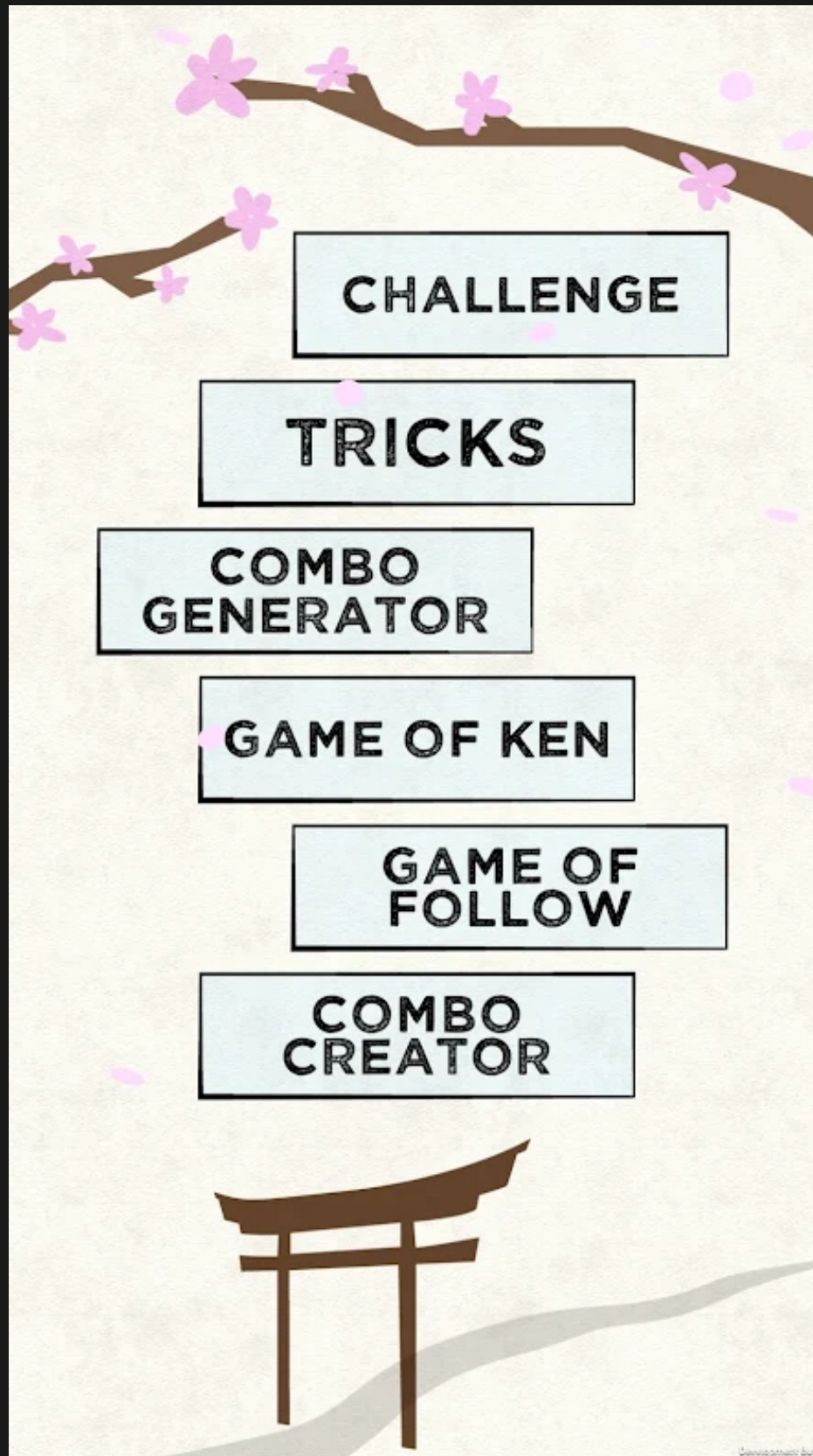
Currently developing game



Kendama is a not very popular sport which, however, is gaining more and more fans around the world, together with a friend we noticed that there is no good application yet that would allow players to work on their skills and focus all the functionalities that players need

Currently, together we are close to releasing a ready-made application, this time for both the Android and IOS platforms

Game features and technologies that we used



- Combo generator which generates a sequence of tricks depending on a given configuration
- Notepad that allow us to write down our own ideas and tricks
- Usage of particle system
- Firebase database

Summary

I hope that in the future I will develop my portfolio with more and more ambitious projects, creating games is my hobby with which I would like to connect my future because this industry allows me to transform my ideas into actually working products that can be used by other people