

Game



Home Space Station 12

Type: Personal Work

Tool Used: Unity 3D, Visual Studio
2019, Autodesk Maya

Language Used: C#

Responsible for: Game design,
programming, modelling

Link: <https://bit.ly/37714cF>



This game is game jam project I work for the Weekly Game Jam - week #129 with the theme Lost in Space, you can still play the game on itch.io through the link I provided.

Although it is a relatively short game, it took me a week to finish. I start out by exploring different ideas. I finally decided to make a game where astronauts get lost in mars while exploring the planet, now they need to get back to their home space station. I spent the next three days writing code and building the prototype. Then I spent the next three days designing the level and do some visual polish.

