

# Andre Villanueva Portfolio Read Me

*This portfolio is all my projects of significance that I've created over the years. These projects were all developed independently by me(Andre Villanueva).*

## Windows

- Snake
- Asteroids 3d
- Asteroids 2d
- Fight
- Quest

## Mobile Apps



## Websites

- [BangBangStudios.com](http://BangBangStudios.com)
- [AndreVillanueva.com](http://AndreVillanueva.com)
- [MyFitZApp.com](http://MyFitZApp.com)

**[AndreVillanueva.com](http://AndreVillanueva.com)**



AndreVillanueva.com

01/01/16



## Summary:

AndreVillanueva.com is my(Andre Villanueva) Professional/Personal Website. It consists of a blog and pages of information of my services, skills, background, and more as a software developer and professional.



## APP FEATURES:

BACKGROUND IMAGES, MULTIPLE PAGES, LOGO, SOCIAL MEDIA LINKS, LINKS TO FILES, ABOUT PAGE, CONTACT PAGE, HOME PAGE,



## SPECIFICATIONS

**HARDWARE:** WEB DEVICE  
**SOFTWARE:** WEB BROWSER  
**GENRE:** ENTERTAINMENT  
**RATING:** +12  
**REQUIREMENTS:** INTERNET, WEB DEVICE

**CLIENT OR COMPANY:**  
Independent

**MYROLE:**  
Lead

**Programming languages:**  
HTML/CSS/Java Script

**PAGES:26**  
**POSTS: 8**

## High Level Description:

This is my personal site, and it consists of 5 main screens: Home, Services, Resume, My Blog, Contact, and more. The website function is to show my experience, skills, blog, and also some personal information as it is my personal website. Clients if interested has forms to fill out for either Web Dev or IOS Dev position inquirers. You can find links to all my social networks on my site and other personal/business information. There's an extensive FAQ page available for specific information you might not have been able to find from the site.

[AndreVillanueva.com](http://AndreVillanueva.com)

## Technical Details:

**Key Plugins:** *Advance Ads, ShortCodes, East Google Fonts Expand SEO, Google Analytics, Google XML Sitemaps, items Security, Jetpack, Lightbox, MailChimp, Master NextScripts: Social Networks Auto-Poster, Slider, Multiple Themes, Instagram Widget, Stripe Vita, Paypal, Post Grid, RankScanner, Rating System, SEO Squirrly, Slide Show, Social Media and Share Icons, Cleantalk, SummoMe, W3 Total Cache, WP Gif Player/Instagram Widget/Live Chat Support/RSS Aggregator/Smush/Statistics/User Avatar/SpamShield, Yoast SEO, Youtube*

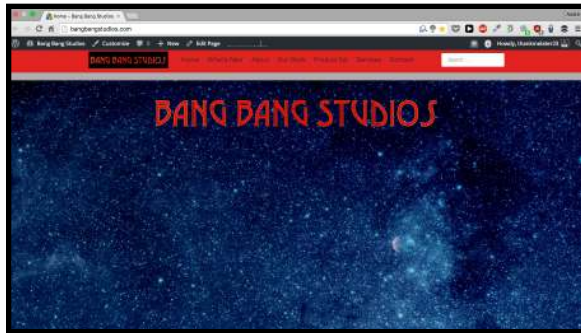
**Integrated Services:** *SSL, Blog, Mailchimp, Google, Jetpack, Squirrly,, Instagram, Facebook, Twitter, Youtube, Sumome, Yoast,. HostGator.com*

**Tools:** *Analytics, iTerm, MS Office, Pixalmator, iMovie, Wordpress, Sublime, AdWords, Business Card Composer, Pages, Smart Converter, iTunes U*

**Environment:** *Wordpress, Sublime, Plugins, Short Codes, HTML, CSS, Custom Theme, Analytics, Cpanel HostGator.com*

**BANGBANGSTUDIOS.COM**

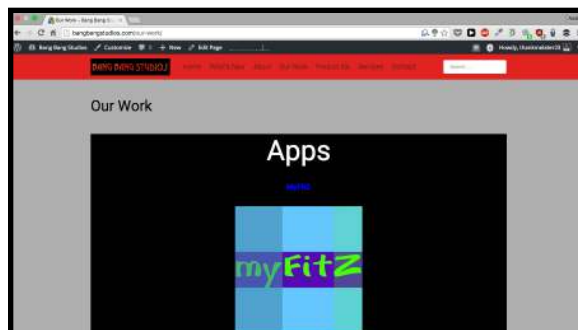
08/10/15

**Summary:**

BangBangStudios.com is the Bang Bang Studios company official website. It's here to keep all updates, info, and content of anything being done or developed under Bang Bang Studios and it's founder Andre Villanueva and Team.

**WEBSITE FEATURES**

BACKGROUND IMAGES, MULTIPLE PAGES, LOGO, SOCIAL MEDIA LINKS, LINKS TO FILES, ABOUT PAGE, CONTACT PAGE, HOME PAGE,

**SPECIFICATIONS**

**HARDWARE:** WEB DEVICE  
**SOFTWARE:** WEB BROWSER  
**GENRE:** ENTERTAINMENT  
**RATING:** +12  
**REQUIREMENTS:** INTERNET, WEB DEVICE

**CLIENT OR COMPANY:**  
 Independent

**MYROLE:**  
 Lead

Programming languages:  
 HTML/CSS/Java Script

**PAGES:** 12  
**POSTS:** 2

### High Level Description:

BangBangStudios.com is the Bang Bang Studios company official website. It's here to keep all updates, info, and content of anything being done or developed under Bang Bang Studios and it's founder Andre Villanueva and Team.

**BangBangStudios.com**

### Technical Details:

**Key Plugins:** *All in One SEO Pack, Black Studio Tiny, Contact Form 7, Google Analytics, Hostgator WalkMe, Jetpack, Lightbox, SiteOrigin, Space*

**Integrated Services:** *Blog, Google, Jetpack, Squirrly, WalkMe, HostGator.com*

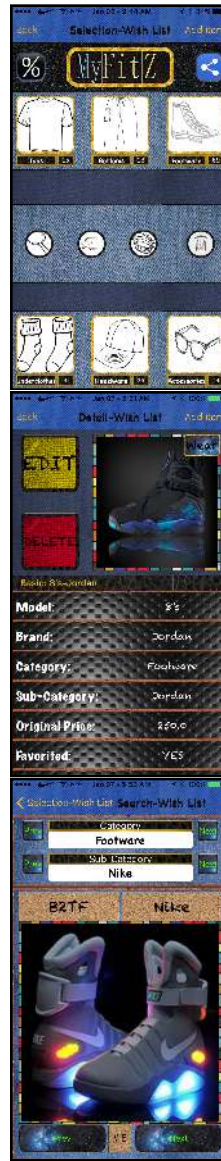
**Tools:** *Analytics, iTerm, MS Office, Pixalmator, Wordpress, Sublime, AdWords*

**Environment:** *Wordpress, Sublime, Plugins, Short Codes, HTML, CSS, Custom Theme, Analytics, CPanel([HostGator.com](http://HostGator.com))*



# MyFitZ

01/26/15 - Current



**Summary:** MyFitZ is a virtual closet manager for your wardrobe. It stores all your clothing item's and its attribute values within the app. Most of the items attributes are modifiable, and interacts with the app through the user, time, and features. There's also features that allows you to browse through your items seamlessly, view items and wardrobe stats, store and view items in Favorited/ Deleted/Recently Worn item views, which are also available to the view on the apple watch.

## APP FEATURES

ALERTS, TABLEVIEWS, WATCH SUPPORT, MULTITHREADING, BUTTONS, IMAGES, SFX, ANIMATIONS, BUTTONS, ATTRIBUTED FONT, CUSTOM NAVIGATION BAR, PICKER VIEWS, TEXT BAR, CUSTOM CELLS, WEBVIEW, CUSTOM UI, TEXTURES, ATTRIBUTED TEXT, WATCH SUPPORT

## SPECIFICATIONS

**HARDWARE:** IPHONE/IPAD/APPLE WATCH  
**SOFTWARE:** IOS 9, WATCH OS 2  
**GENRE:** LIFESTYLE  
**RATING:** +4  
**REQUIREMENTS:** IOS DEVICE, APPLE WATCH



**CLIENT OR COMPANY:**  
Independent

**MYROLE:**  
Lead

**PROGRAMMING LANGUAGES:**  
Swift

**IDE:**  
XCODE

## High Level Description:

MyFitZ allows you to store your clothing items in either your closet or wish-list closet. Each clothing item has multiple different values that the app interacts with. Your wardrobe is split into 6 different categories, which holds created sub-categories, that holds an array of clothing items that the user inserted. Clothing items can be modified, deleted, favorited, and worn. Features consist of lists of favorited/recently worn/recently deleted items. There's also a stats section, and a section which allows you to browse through your wardrobe seamlessly. There's an option menu with options: About: For app info, Contact: To contact us via email, Instruction: Video Gifs on visual examples how to use the app, And Website: For viewing the app website. The Favorite, Recently Worn, Recently Deleted, and Today's worn list-features are all available to view on the apple watch.

[MyFitZApp.com](http://MyFitZApp.com)

## Technical Details:

**Framework:** *Core Audio/AVFoundation, CoreData, UIKit, Foundation, WatchKit, Social, WebKit, Photos, Cocoa/Cocoa Touch, AssetsLibrary*

**Libraries:** *UIImageView, UIImage, UILabel, UIButton, UIPickerView, UIView, UIDatePickerView, UIStoryboardSegue, UITextView, UITableViewCell, UITableView, UITableViewController, UIViewController, UICollectionViewController, UINavigationController, UIAlertAction, UINavigationController, UIAlertController, UIBarButtonItem, UITapGestureRecognizer, UIWebView, UIColor, NSCoder, NSDate, NSCalendar, NSDateFormatter, Dispatch, NSObject, NSUserDefaultsNSAttributedFont, NSFontAttributeName, NSBundle, NSUserDefaults, NSKeyedArchiver, NSCoder, Equatable, CLKComplicationDataSource, WCSSession, WKInterfaceController, WKInterfaceTable, XCTestCase, UITextFieldDelegate, UIImagePickerControllerDelegate, UINavigationControllerDelegate, UIPickerViewDelegate, UIPickerViewDataSource, UIPopoverPresentationControllerDelegate, UIImagePickerControllerDelegate, UINavigationControllerDelegate, UITableViewDataSource, UIPickerViewDelegate, UIPickerViewDataSource, WKExtensionDelegate, WKExtensionDelegate, WCSSessionDelegate*

**Services:** *Fabric, Fastlane, Git, Gource, Cocoapods, Alcatraz, Jazzy Documentation, Continuous Integration*

**Tools:** *Xcode, Pixalmator, Fabric, Prepo, iConvert Icons, Server, Reveal, Things, ImgPlayPro, Crash Reporter, BFXR, iDash2, iMovie, Quicktime Dependency, Injection, Bots, Scripting, Alcatraz, Appsee, Instruments*

**Environment:** *IOS 7/8/9, Watch OS 2, Xcode 6/7, Swift, Watch OS 2, Mac OS*

relliK

07/26/15 - Current



**Summary:** relliK is an arcade shooter. Enemies are spawning and closing in, and its up to you to keep them at bay with your projectile blasts. There's 4 different enemies of different types, and health. As time increases so does the speed of the various enemies closing in. The game is over after being hit 3 times or shooting 5 shots out of bounds ends the game.



### APP FEATURES

ALERTS, LABELS, IMAGE MAPPING, MULTITHREADING, BUTTONS, IMAGES, LAYERS, SFX, ANIMATIONS, LIGHTING EFFECT, PARTICLE EFFECTS, SCORE SYSTEM, TIMER

### SPECIFICATIONS

**HARDWARE:** IPHONE/IPAD  
**SOFTWARE:** IOS 8/9, WATCH OS 2  
**GENRE:** ARCADE/GAME  
**RATING:** +12  
**REQUIREMENTS:** IOS DEVICE

**CLIENT OR COMPANY:**  
Independent

**MYROLE:**  
Lead

**PROGRAMMING LANGUAGES:**  
Swift

**IDE:**  
XCODE



## High Level Description:

relliK is a game where your character is placed in the middle of the screen with three health points, unlimited energy blasts that helps you keep the enemies at bay. There's 4 types of enemies, which all has their own look, amount of health, and price for their death. The enemies appear on screen one at a time and their speed increases and wait time decreases as the game goes along. You lose the game through either being hit 3 times or if you shoot and don't hit an enemy 5 times the game is over. The objective of the game is to just stay alive as long as possible while the enemies move in faster and faster.

<https://github.com/thankmelater23/relliK>

## Technical Details:

**Frameworks:** *SpriteKit, Core Audio/AVFoundation, Foundation, Cocoa Touch*

**Libraries:** *SKSpriteNode, SKLightNode, SKTexture, SKView, UIGestureRecognizer, SKAction, SKLabelNode, UIViewController, UIView, UINavigationController, UIAlertAction, UIAlertAction, UIAlertController, UITapGestureRecognizer, UIColor, NSDate, NSCalendar, NSDateFormatter, Dispatch, NSObject, NSBundle, NSUserDefaults, Equatable, SKScene, SKPhysicsContactDelegate*

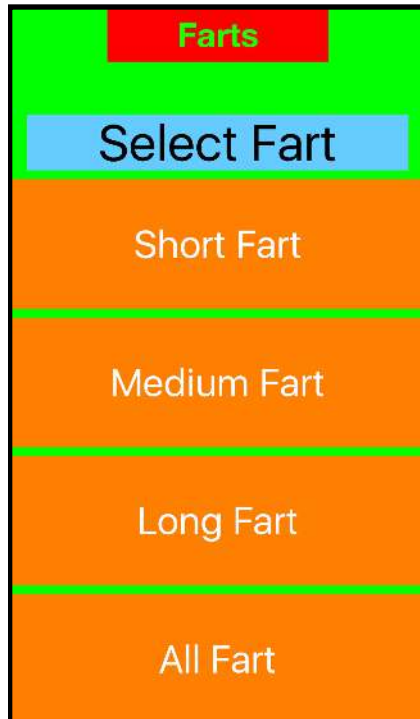
**Services:** *Fabric, Fastlane, Git, Gource, Cocoapods, Alcatraz, Jazzy Documentation*

**Tools:** *Fabric, Dash, Github, iTunes U, Adword, iConvert Icons, iTerm, Slack, Pixalmator, Prepo, Xcode, Prepo, Crash Reporter, Appcooker, Dropbox, Instruments*

**Environment:** *IOS 8/9, Xcode 7, Swift, Mac OS*

## Fart Trap

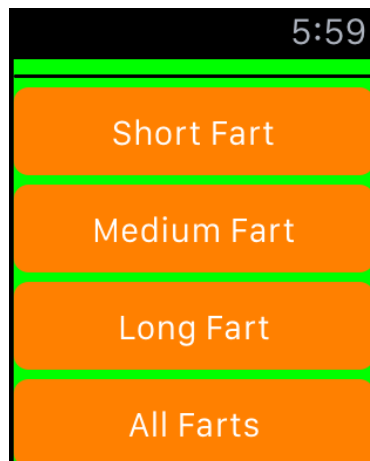
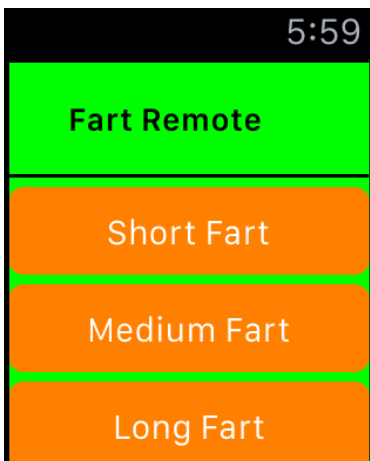
04/16/15 - Current



**Summary:** Fart trap is a fart app that allows you to play 3 different categories of random fart noises either directly from your phone or away from your phone using your watch to be played on the phone. Fart Trap is a prank app. You set your phone next to the victim, create space between you and them, then select from one of many farts to embarrass and surprise your victim and others.

### APP FEATURES

ALERTS, WATCH SUPPORT,  
BUTTONS, SFX, LABELS



### SPECIFICATIONS

**HARDWARE:** IPHONE/IPAD/APPLE  
WATCH

**SOFTWARE:** IOS 9, WATCH OS 2

**GENRE:** ENTERTAINMENT

**RATING:** +4

**REQUIREMENTS:** IOS DEVICE,  
APPLE WATCH

**CLIENT OR COMPANY:**  
Independent

**MYROLE:**  
Lead

**PROGRAMMING LANGUAGES:**  
Swift

**IDE:**  
XCODE

## High Level Description:

This is a very simple app. There's 1 view on the phone and watch; each with 4 buttons to select from: Long, Medium, Short, and All Farts. The fart sounds are split into 3 separate categories (short, medium, long). When the button is pressed a random fart sound of that category is played. There's over 30 fart noises included in this app. The buttons are labeled with names and the app is brightly colored.

<https://github.com/thankmelater23/Fart-Trap>

## Technical Details:

**Frameworks:** *Core Audio/AVFoundation, UIKit, Foundation, WatchKit*

**Libraries:** *UILabel, UIButton, UIView, UIViewController, UIAlertAction, UIAlertController, NSObject, NSAttributedString, NSBundle, NSUserDefaults, WCSession, WKInterfaceController, WKInterfaceTable, WKExtensionDelegate, WKExtensionDelegate, WCSessionDelegate*

**Services:** *Fabric, Parse, Fastlane, Git, Gource, Cocoapods, Alcatraz, Jazzy Documentation*

**Tools:** *Xcode, Pixalmator, Fabric, Prepo, iConvert Icons, Things, Crash Reporter, BFXR, iDash2, iMovie, Quicktime, Scripting, Alcatraz, Instruments*

**Environment:** *IOS 9, Watch OS 2, Xcode 6/7, Swift, Mac OS*

## Laugh At My Pain Mobile

11/26/12 - 02/28/13



**Summary:** Laugh At My Pain is a sound board app of Kevin Harts movie "Laugh At My Pain". The app has 5 sound bits, 2 sound clips, and 2 video clips of the movie. They are played, by pressing the corresponded button. There's also a stat menu that keeps track of the each button(Sound/Video Clip) pressed.

### APP FEATURES

ALERTS, BUTTONS, LABELS, IMAGES, SFX, ANIMATIONS, TEXTFIELD, VIDEOS

### SPECIFICATIONS

HARDWARE: IPHONE/IPAD  
SOFTWARE: IOS 6/7/8/9  
GENRE: ENTERTAINMENT  
RATING: +17  
REQUIREMENTS: IOS DEVICE



CLIENT OR COMPANY:  
Independent

MYROLE:  
Lead

PROGRAMMING LANGUAGES:  
Objective-C

IDE:  
XCODE



## High Level Description:

Laugh At My Pain is a sound board app of Kevin Harts movie “Laugh At My Pain”. The app has 5 sound bits, 2 sound clips, and 2 video clips of the movie. They are played, by pressing the corresponded button. There’s also a stat menu that keeps track of the each button(Sound/Video Clip) pressed.

<https://github.com/thankmelater23/Laugh-At-My-Pain>

## Technical Details:

**Frameworks:** *Core Audio/AudioToolBox, UIKit, Foundation, Cocoa Touch, MediaPlayer, stdlib.h*

**Libraries:** *UILabel, UIImage, UIImageView, UIButton, UIView, UIViewController, UIAlertAction, UIAlertController, NSObject, NSBundle, NSUserDefaults, MPMoviePlayerViewController*

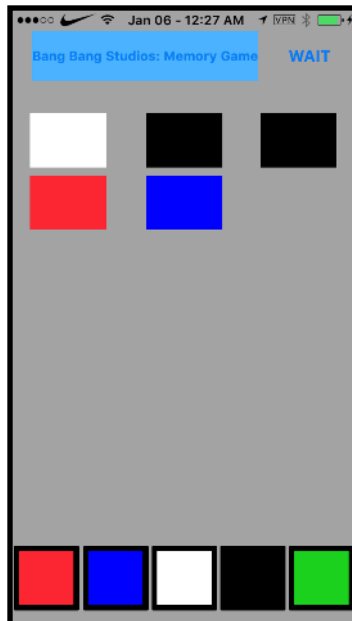
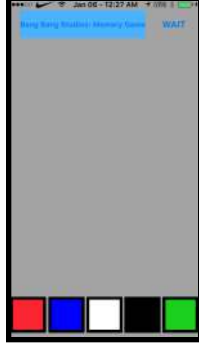
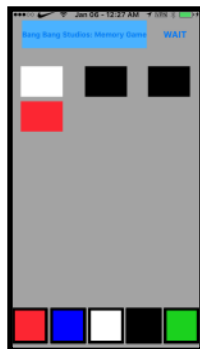
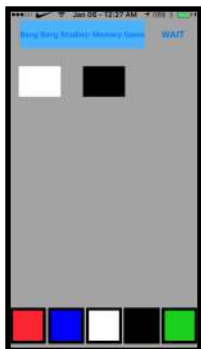
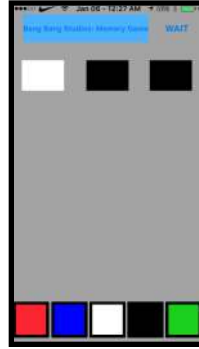
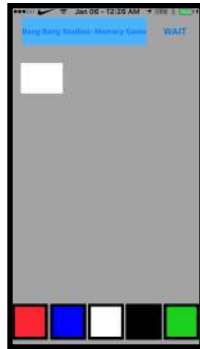
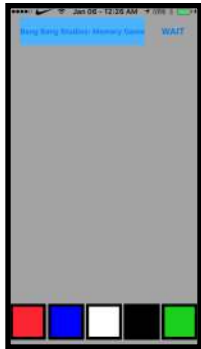
**Services:** *Fabric, Cocoapods, Alcatraz*

**Tools:** *Xcode, Pixalmator, Paint 2, iConvert Icons, BFXR, iDash2, iMovie, Quicktime, Alcatraz, Instruments*

**Environment:** *IOS 6/7/8/9, Xcode 4, Objective-C, Mac OS*

# BANG BANG STUDIOS MEMORY

1/27/13 - 09/22/13



**Summary:** BBS Memory game is played by guessing the growing number of random patterns created from 4 different images. It shows the patterns to be remember by the user and re-entered in the order that was shown. After you select the correct image it adds another image. This is repeated until the last pattern is shown and the user selects the correct pattern or the user selects the wrong image in the pattern; which then ends and restarts the game.

## APP FEATURES

ALERTS, BUTTONS, LABELS, IMAGES, SFX, ANIMATIONS

## SPECIFICATIONS

**HARDWARE:** IPHONE/IPAD  
**SOFTWARE:** IOS 6/7/8/9  
**GENRE:** PUZZLE/GAME  
**RATING:** +4  
**REQUIREMENTS:** IOS DEVICE

**CLIENT OR COMPANY:**  
Independent

**MYROLE:**  
Lead

**PROGRAMMING LANGUAGES:**  
Objective-C

**IDE:**  
XCODE

## High Level Description:

BBS Memory game is a puzzle/guessing game. The game starts with one pattern to guess. It is flashed on screen and removed. The user selects the correlating button image to move to the next round, if selected correctly there is another image appended to the pattern. The user then selects the two images shown in the correct order to move on to the next round. You repeat this till there's no more images to guess or you guess incorrectly which leads to a game restart.

<https://github.com/thankmelater23/Bang-Bang-Studios-Memory-Game>

## Technical Details:

**Frameworks:** *Core Audio/AudioToolBox, UIKit, Foundation, Cocoa Touch, stdlib.h*

**Libraries:** *UILabel, UIImage, UIImageView, UIButton, UIView, UIViewController, UIAlertAction, UIAlertController, NSObject, NSBundle, NSUserDefaults, NSTimer*

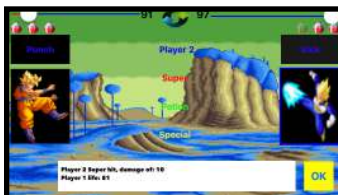
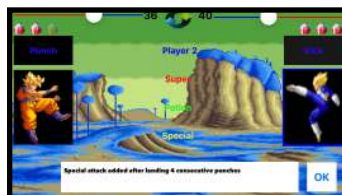
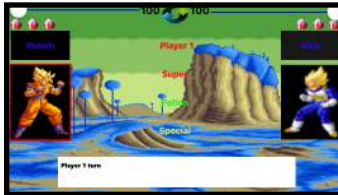
**Services:** *Cocoapods, Alcatraz, Git*

**Tools:** *Xcode, Pixalimator, Paint 2, iConvert Icons, BFXR, iDash2, iMovie, Quicktime, Alcatraz, Instruments*

**Environment:** *IOS 6/7/8/9, Xcode 4, Objective-C, Mac OS*

# DBZ Fight

03/04/13 - 09/12/13



**Summary:** This app is a text based fighting game. The user actions has SFX/ Animation/Text responses. There's your regular attacks that varies in success of a hit and amount of damage; users also have options to choose special attacks that are gained through accomplishing specific actions The objective of the game is to kill the other user that you are playing against.

## APP FEATURES

ALERTS, TEXTFIELDS, BUTTONS, LABELS, IMAGES, CUSTOM UI, TEXTURES, SFX, ANIMATIONS, SLIDERS

## SPECIFICATIONS

**HARDWARE:** IPHONE/IPAD  
**SOFTWARE:** IOS 6/7/8/9  
**GENRE:** ARCADE/GAME  
**RATING:** +12  
**REQUIREMENTS:** IOS DEVICE

**CLIENT OR COMPANY:**  
Independent

**MYROLE:**  
Lead

**PROGRAMMING LANGUAGES:**  
Objective-C

**IDE:**  
XCODE



## High Level Description:

DBZ Fight is a text based fighting multiplayer game with a dragon ball z theme. The style is RPG, and there's animated images effects for actions taken by the user. You can save and load games, and create custom names for your player. As far as gameplay you select between 3 attacks which each has a set percentage of a successful hit and and amount of damage. Theres also a special attacks which are gained by obtaining certain streaks or amount of hits for attacks. The specials can be performed and does max damage that gives you an edge in battle. Theres also the potion feature that has a 50/50 chance of working; it takes up a turn and you start with three. There's various other effects from certain actions that happened during the game that keeps the games feeling new and fresh.

<https://github.com/thankmelater23/DBZ-Fight-Game>

## Technical Details:

**Frameworks:** *Core Audio/AudioToolBox, UIKit, Foundation, Cocoa Touch*

**Libraries:** *UILabel, UIImage, UIImageView, UIButton , UIView, UIViewController, UIAlertAction, UIAlertView, UITextView, UISlider, NSObject, NSBundle, NSUserDefaults, NSTimer*

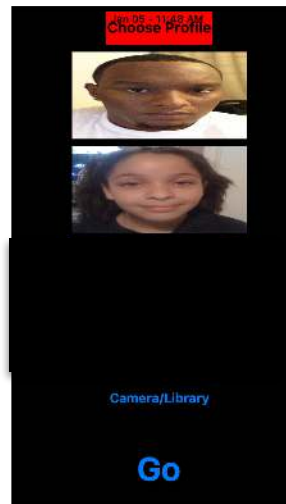
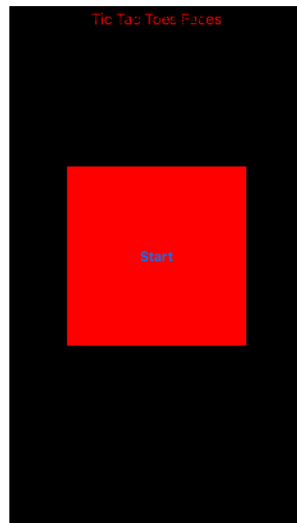
**Services:** *N/A*

**Tools:** *Xcode, Pixalimator, Paint 2, iConvert Icons, BFXR, iDash2, iMovie, Quicktime, Alcatraz*

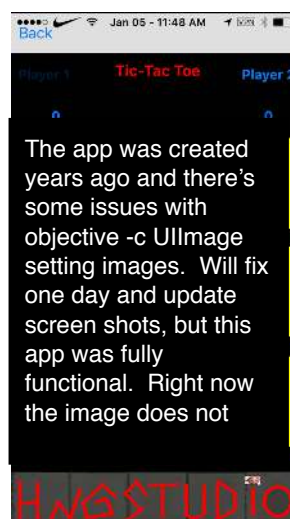
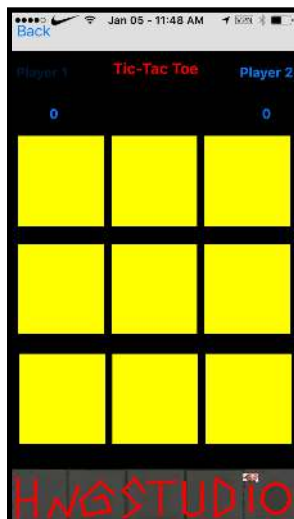
**Environment:** *IOS 6/7/8/9, Xcode 4, Objective-C, Mac OS*

# Tic Tac Toe

12/19/12 - 01/29/13



**Summary:** This is your typical tic tac toe game. Your options as far as placeholders are between 3 images. The first player selects one of the image and the second player selects one of the available images left. The game is to connect 3 of your images in a horizontal or diagonal angle to win the game. Every win increases the winner win. First to 5 wins, wins the game.



**APP FEATURES**  
IMAGES, BUTTONS, LABELS,  
ALERTS, SFX, ANIMATIONS,  
BUTTONS, TEXT FIELD

**SPECIFICATIONS**  
**HARDWARE:** IPHONE/IPAD  
**SOFTWARE:** IOS 6/7/8/9  
**GENRE:** VIDEO GAME/FAMILY  
**RATING:** +4  
**REQUIREMENTS:** IOS DEVICE

**CLIENT OR COMPANY:**  
Independent

**MYROLE:**  
Lead

**PROGRAMMING LANGUAGES:**  
Objective-C

**IDE:**  
XCODE

## High Level Description:

This is your typical tic tac toe game. Your options as far as placeholders are between 3 images. The first player selects one of the image and the second player selects one of the available images left. The game is to connect 3 of your images in a horizontal or diagonal angle to win the game. Every win increases the winner win. First to 5 wins, wins the game.

<https://github.com/thankmelater23/Tic-Tac-Toe>

## Technical Details:

**Frameworks:** *Core Audio/AudioToolBox, UIKit, Foundation , Cocoa Touch, MediaPlayer*

**Libraries:** *UILabel, UIImage, UIImageView, UIButton , UIView, UIViewController, UIAlertAction, UIAlertView, NSObject, NSBundle, NSUserDefaults, NSTimer*

**Services:** *N/A*

**Tools:** *Xcode, Paint 2, iConvert Icons, BFXR, iMovie*

**Environment:** *IOS 6/7/8/9, Xcode 4, Objective-C, Mac OS*

## Laugh At my Pain

07/20/12 - 11/07/12



**Summary:** Laugh At My Pain is a sound board app of Kevin Harts movie "Laugh At My Pain". The app has 5 sound bits, 2 sound clips, and 2 video clips of the movie. They are played, by pressing the corresponded button. There's also a stat menu that keeps track of the each button(Sound/Video Clip) pressed.



### APP FEATURES

SFX, VIDEOS, CUSTOM MOUSE CURSOR, BUTTONS, LABELS, IMAGES

### SPECIFICATIONS

HARDWARE: PC  
SOFTWARE: WINDOWS OS  
GENRE: ENTERTAINMENT  
RATING: +17  
REQUIREMENTS: WINDOWS DEVICE

**CLIENT OR COMPANY:**  
Independent

**MYROLE:**  
Lead

**PROGRAMMING LANGUAGES:**  
C++/Dark GDK

**IDE:**  
VISUAL STUDIO 2010



## High Level Description:

This is a very basic app. It consists of buttons that play sounds or videos. The mouse image is replaced with the face of Kevin Hart, and the buttons are transparent which is highlighted when hovered over, and plays an animation when pressed. There's not much going on, but pressing a button that plays an action. Most of the work came from creating and modifying all the art which was all modified/created/edited by me using the video of the movie and also finding images online pertaining to the app.

## Laugh At My Pain

### Technical Details:

**Frameworks:**

**Libraries:**

**Tools:** *Paint 2, Visual Studios 2008, Audacity*

**Environment:** *Visual Studios 2010, C++, Dark GDK, Windows OS*

# Snake

06/07/12 - 07/11/12



**Summary:** Snake is a recreation of the famous snake game. Its not that different from its counter parts. You start of as a two part snake thats constantly moving; initially slow, and as the game progresses the speed increases. As you go you will eat the brown rats by touching their square place which results into the snake growing one square to be appended to the snake. Touching the edge of the game board or touching any parts of the snake bodies ends the game.

## APP FEATURES

ANIMATIONS, SCORE SYSTEM,  
HIGH SCORE SYSTEM,  
COLLISION DETECTION

## SPECIFICATIONS

**HARDWARE:** PC  
**SOFTWARE:** WINDOWS OS  
**GENRE:** ARCADE/GAME  
**RATING:** +4  
**REQUIREMENTS:** WINDOWS  
DEVICE

**CLIENT OR COMPANY:**  
Independent

**MYROLE:**  
Lead

**PROGRAMMING LANGUAGES:**  
C++/Dark GDK

**IDE:**  
VISUAL STUDIO 2010

## High Level Description:

Snake is a recreation of the Famous snake game. Its not that different from its counter parts. You start of as a two part snake thats constantly moving; initially slow, and as the game progress the speed increases. As you go you will eat the brown rats by touching their square place which results into the snake getting a single piece appended to the snake. As the snake grows and the speed increases the game difficulty increases. The objective of the game is to eat as many rats as you can that gets you points and stay alive as long as possible. Touching yourself or the barrier that surround the game will result in the end of the game. There's also a score keeper, with a high score system.

<https://github.com/thankmelater23/Snake>

## Technical Details:

**Frameworks:**

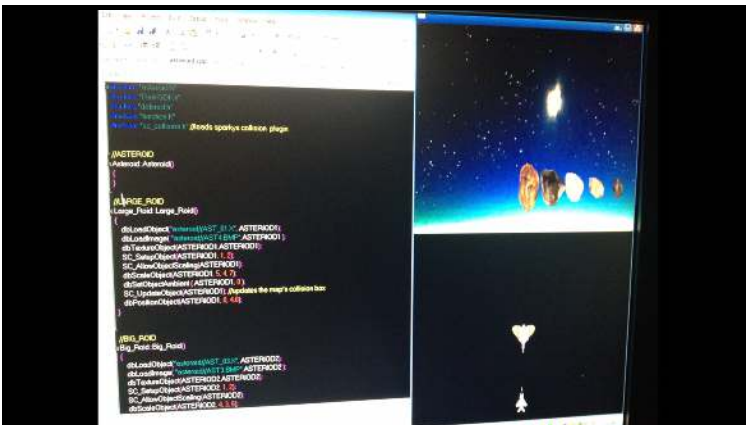
**Libraries:**

**Tools:** *Paint 2, Blender, Visual Studios 2010, 3D Viewer*

**Environment:** *Visual Studios 2010, C++, Dark GDK, Windows OS*

# Asteroid 3D

03/01/12 - 05/24/12



**Summary:** Asteroid 3d is a space shooter that challenges you by sending multiple asteroids of various sizes, hit points, speeds, and rotation speeds in your ships direction. The asteroids deflects and spins off each other till they accumulate enough damage and explode, or when they pass the edge of the screen. The objective of the game is too dodge the asteroids while gaining points from destroying and shooting them. The game ends when the ship takes on too much damage and explodes.

## APP FEATURES

CREATED GRAVITY AND COLLISION, 3D OBJECTS, ANIMATIONS

## SPECIFICATIONS

**HARDWARE:** PC  
**SOFTWARE:** WINDOWS OS  
**GENRE:** ARCADE/GAME  
**RATING:** +12  
**REQUIREMENTS:** WINDOWS DEVICE

**CLIENT OR COMPANY:**  
Independent

**MYROLE:**  
Lead

**PROGRAMMING LANGUAGES:**  
C++/Dark GDK

**IDE:**  
VISUAL STUDIO 2010



## High Level Description:

Asteroids 3d is a space shooter that challenges you by sending multiple asteroids of various sizes, hit points, speeds, and rotation speeds in your ships direction. The asteroids deflects and spins off each other till they accumulate enough damage and explode , or pass the edge of the screen. The asteroids sizes and weight attributes plays apart in the collision and deflections of the asteroids. Small asteroids hitting big asteroids causes a small amount of damage and doesn't affect the bigger asteroids as much as the bigger asteroids affects the smaller ones. The asteroids can bounce in every direction and increases and decreases in speed rapidly as a reaction of what it hit. The ship lasers also has its own attributes that plays a part in the apps collision and gravity system. The ship is unmoved by any objects, but it does take 1 hit point from any asteroid object that hits it. The objective of the game is too dodge the asteroids while gaining points from destroying and shooting them, until you die. There's a high score system that keeps the best score played to date.

<https://github.com/thankmelater23/Asteroid-3d>

## Technical Details:

**Frameworks:** *DarkGDK, SC\_Collision*

**Tools:** *Paint 2, Blender, Visual Studios 2010, 3D Viewer*

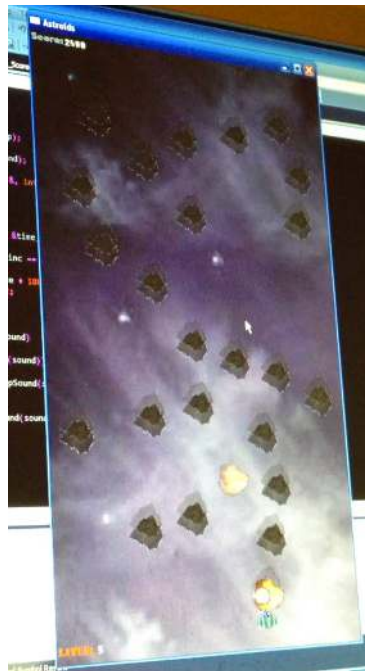
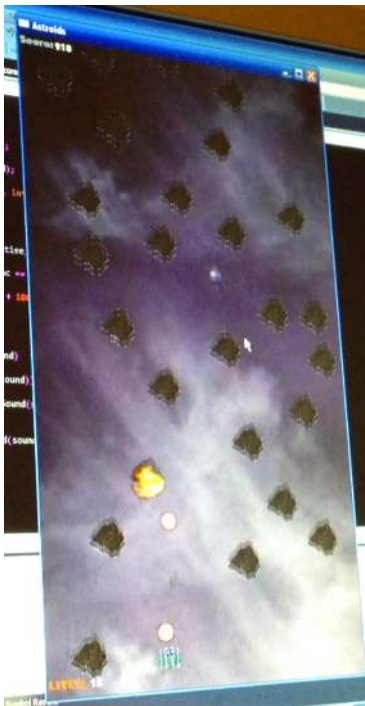
**Environment:** *Visual Studios 2010, C++, Dark GDK, Windows OS*

## Asteroid 2D

12/26/11 - 03/01/12



**Summary:** Asteroid 2D is a 2d space shooter. The objective of the game is to try and stay alive as long as possible while you pass through an asteroid field that gets more dense with asteroids and the speed incrementally increases as time passes.



### APP FEATURES

CREATED GRAVITY AND  
COLLISION, 3D OBJECTS, 2D  
OBJECTS, ANIMATIONS

### SPECIFICATIONS

**HARDWARE:** PC  
**SOFTWARE:** WINDOWS OS  
**GENRE:** ARCADE/GAME  
**RATING:** +12  
**REQUIREMENTS:** WINDOWS  
DEVICE

**CLIENT OR COMPANY:**  
Independent

**MYROLE:**  
Lead

**PROGRAMMING LANGUAGES:**  
C++/Dark GDK

**IDE:**  
VISUAL STUDIO 2008

## High Level Description:

Asteroid 2D is a 2D space shooter. While holding the space bar the user controlled spaceship continuously shoots out shots; letting go stops the shooting. The player is allowed to take 3 hits which then kills the user and ends the game. The user must avoid the asteroids in the asteroids field that grows in speed and numbers.

<https://github.com/thankmelater23/Asteroids>

## Technical Details:

**Frameworks:** *DarkGDK, SC\_Collision*

**Tools:** *Paint 2, Blender, Visual Studios 2008, 3D Viewer*

**Environment:** *Visual Studios 2008, C++, Dark GDK, Windows OS*

# Fight

10/05/10 - 03/07/11

```
File Game...
Andre life is at -9 Life Points
Another Player life is at -1 Life Points
Press any key to continue . . .
```

**Summary:** This is a 2 player only text based(command line) game. The objective of the game is to kill the user enemy before he/she kills you. Ties are possible. There's multiple basic attacks, and also special attacks which are accumulated through streaks and totals.

```
1>Punch
2>Kick
3>Death Blow
4>Use Potion
5>Check Health Statues
6>Life Swap
Andre Select An Attack 1-6: 2
Andre Attempted To Kick Another Player
Hit Successful

Andre life is at 50 Life Points
Another Player life is at 45 Life Points
Press any key to continue . . .
```

**APP FEATURES**  
MULTIPLE OPTIONS, STATUS CHECK, ATTACK OPTIONS, LIFE SWAP

**SPECIFICATIONS**  
**HARDWARE:** PC  
**SOFTWARE:** WINDOWS OS  
**GENRE:** TEXT-BASED/GAME  
**RATING:** +12  
**REQUIREMENTS:** WINDOWS DEVICE

**CLIENT OR COMPANY:**  
Independent

**MYROLE:**  
Lead

**PROGRAMMING LANGUAGES:**  
C++

**IDE:**  
VISUAL STUDIOS 2008

### High Level Description:

Fight is a text based multiplayer game. The objective is to kill or be killed. You have 4 options: Punch, Kick, Super Punch, Potion, Swap Life, Status Check. There's also power ups for accomplishing certain combinations eg: Consecutive Punches, Total Amount of Kicks, and ect. The achievements all have different effects and advantages that can turn the fight around. The strategy is to know when to use the the best option for the right situation and maintaining the advantage.

<https://github.com/thankmelater23/Fight>

### Technical Details:

**Frameworks:**

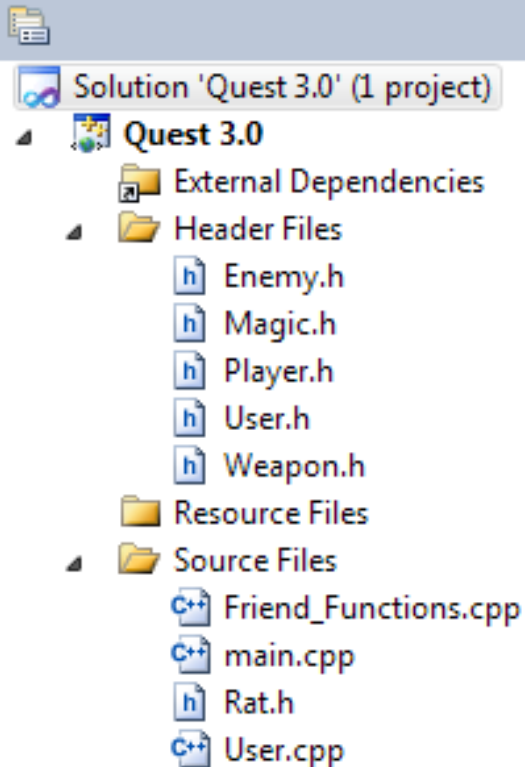
**Tools:**

**Environment:** *Visual Studios 2008, C++, Windows OS*

## Quest

06/04/10 - 10/01/10

### Solution Explorer



**Summary:** This is an RPG text based game. You travel through areas where you encounter enemies, objects, and directions. The game is played by selecting one of the options or entering a value to solve a puzzle. You also run into enemies of different sorts that you have to fight off strategically. By attacking, defending, and using potions.

### APP FEATURES

MULTIPLE OPTIONS, ATTACK  
OPTIONS, FIND HIDDEN ITEMS

*Being my first real project I was not able to protect and save the source code. It's not much to see as it is a text based game, but the game consists of selecting a number to select a choice which leads to an action happening.*

### SPECIFICATIONS

**HARDWARE:** PC  
**SOFTWARE:** WINDOWS OS  
**GENRE:** TEXT-BASED-GAME  
**RATING:** +12  
**REQUIREMENTS:** WINDOWS  
DEVICE

**CLIENT OR COMPANY:**  
Independent

**MYROLE:**  
Lead

**PROGRAMMING LANGUAGES:**  
C++

**IDE:**  
VISUAL STUDIO 2008



### High Level Description:

The game is played basically by selecting one of the options given: travel to a specific area, pick an item, open a door, pick up tools, pick up objects. There's also puzzles to solve by giving entering in the right answer or value. The game also has a battle system where you fight CPU enemies that you find when entering certain locations or investigating objects. You have a health system and items available like potions, weapons, and spells. The game is one level long and takes strategy to beat.

<https://github.com/thankmelater23/Quest>

### Technical Details:

**Frameworks:**

**Tools:**

**Environment:** *Visual Studios 2008*



