

I participated in multiple Game Jams during my time at university. Using each one to help improve my artwork, team working ability and creativity. They were also a great means of networking with the other students who we would have otherwise not have met.

My first game Jam was in my first week of university, this was used to meet some of our classmates, as well as learn what we could do with our limited knowledge. In this game, the player controlled a dog, in each level, the dog model changed to fit the theme of the level. The goal of the game was to collect dog food bowls throughout the levels, we had made four levels for this game, all of which with a unique theme, there was a demonic level, wild west level, mechanical level and a level made of sweets. Sadly, we did not upload this project anywhere.

My part in this project were to create the demon level and texture the demon dog, as well as help with planning.

Our next project was Title Dream Snatcher, it was a 3D platforming game where the goal was to reach the Glowing doorway, along the way, the player needed to pick up dream bubbles, but once that happened, the environment went dark. It was up to the player to remember their surroundings before they could no longer see them.

My part in this project were to create assets for each level, as well as design some sections.

This game had three levels to complete. we came 2nd in the game jam, as we were first years and almost everyone, we competed against was a third year, we were all very happy with our progress.

[Dream snatcher](#)

Our third game jam was a 3D text adventure game. This jam was towards the end of our first year.

The game starts with the player in a forest, with some medicine in front of them. The goal is to pick up the medicine and give it to either the rich or the poor. The decision will determine the dialogue that is then given and the item that is handed to you. It will also determine the path that the player will have open to them. Eventually the player will reach a town and a similar object begins, deciding which of the two citizens deserves the medicine more, they both give their reasoning on why they want it, and the player can once again decide. This time, we focused much more of our efforts on creating systems in the game, such as an inventory and dialogue system.

My part in this project were to help plan. create assets, helped to create the initial inventory system, I animated some elements and took over placing assets for the latter half of the game

The judging for this game jam was done slightly differently, so there were no leader boards this time.

[A Murder of Crows](#)