

# Various Projects



## WASTED:

In this game you play as a garbage bin with 3 personalities, that tries its best to catch all falling debris, lest the city is buried in trash. Switch to the right bin personality for the right kind of trash to gain points. Before our introduction to unity, we had to produce a game using only the SFM Library, so this is actually the first ever digital game I made. We decided, as complete beginners, to keep it simple but to still challenge ourself and to add our own twist to the premise. I was responsible for coming up with the game idea, creating and implementing the sounds and the textures, as well as designing all assets.

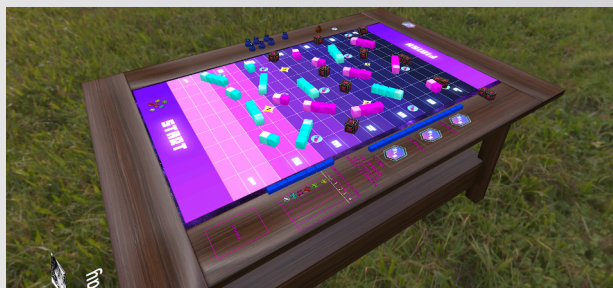
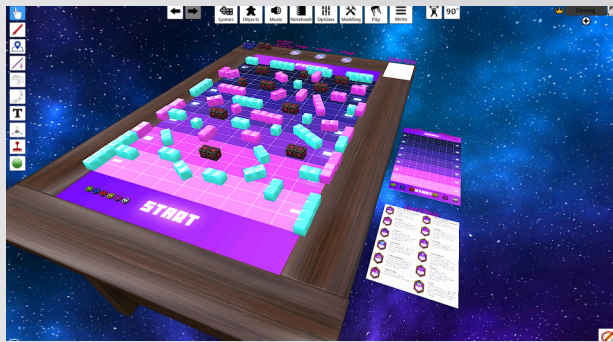
**TIME:** Feb 2021

**TOOLS:** Photoshop, Audacity, SFM Library

**TASKS:** Game Design, Sprite Art, Art, Sound Design, Programming

**CONTEXT:** 1st Semester Game Jam

**TEAM:** Luane Marie kort  
Jalil Daif



## Never look back:

Never look back was originally supposed to be an analog party game, that combined haptic play elements with playing boards and playing cards. To win the game players need to flick their chip towards the finish line, but other players can place obstacles in their way as well as interact with the game in other various ways using their playing cards. We built a visually appealing Prototype in Tabletop Simulator and played a lot of this game in our spare time because it was just too fun to work on its balancing.

**TIME:** Jan 2022

**TOOLS:** Tabletop Simulator, Photoshop, Miro

**TASKS:** Game Design, Art

**CONTEXT:** 3rd Semester Experimental Game Design

**TEAM:** Jalil Daif, Victor Kossak  
Cornelius Shirani, Farshid Baghshomali

## (Untitled) Gamified Dating App:

This project was a concept presentation. Here we dipped our toes into non game territory, then we infused it with game-like elements like: scavenger hunts and geocaching. In addition we tried tackling common issues in dating apps. We tried to decelerate the getting to know to process, by making certain profile informations as well as functions like chatting or seeing pictures, unlockable over time. These can be unlocked by tracking orbs people leave behind in real locations, raising the commitment needed to get to know a person.

**TIME:** Mar 2022

**TOOLS:** Miro, Photoshop

**TASKS:** Game Design, Art, UI/UX Design,

**CONTEXT:** 3rd Semester Experimental Game Design

**TEAM:** Jalil Daif, Luane Kort, Cornelius Shirani

