

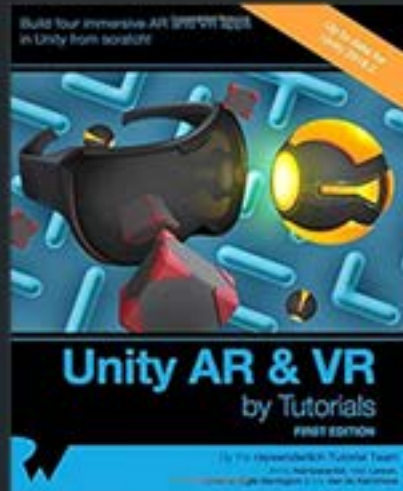


- Author ◊ Editor ◊ Illustrator
- Game Designer & Developer
- Public Speaker ◊ Coach

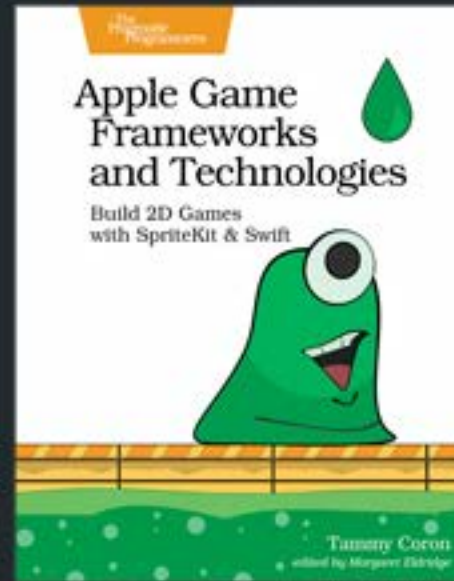
# Graphics and Game Design and Development Books



Technical Editor



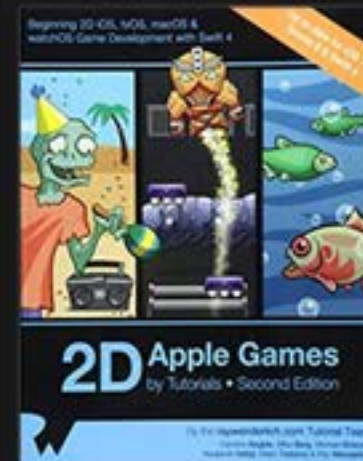
Language Editor



Author



Co-Author  
Final Pass Editor



Developmental Editor, Final Pass Editor





- Author ◊ Editor ◊ Illustrator
- Game Designer & Developer
- Public Speaker ◊ Coach

## GLOOP DROP



## SPACE TREK

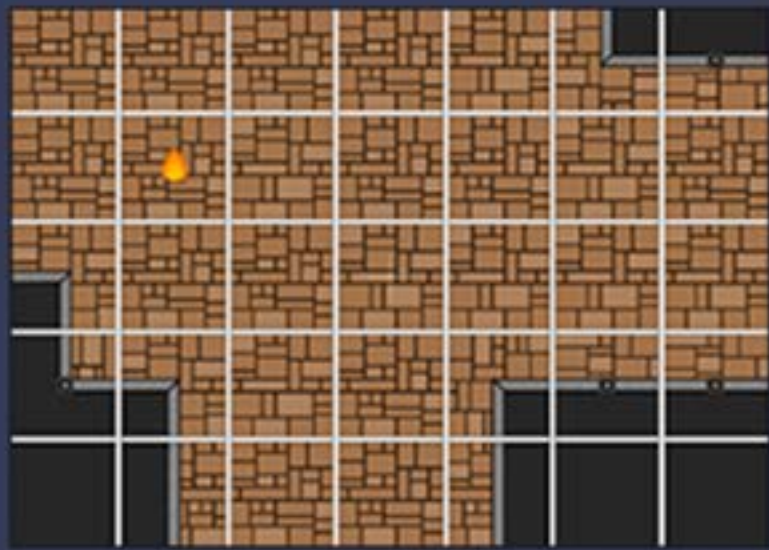
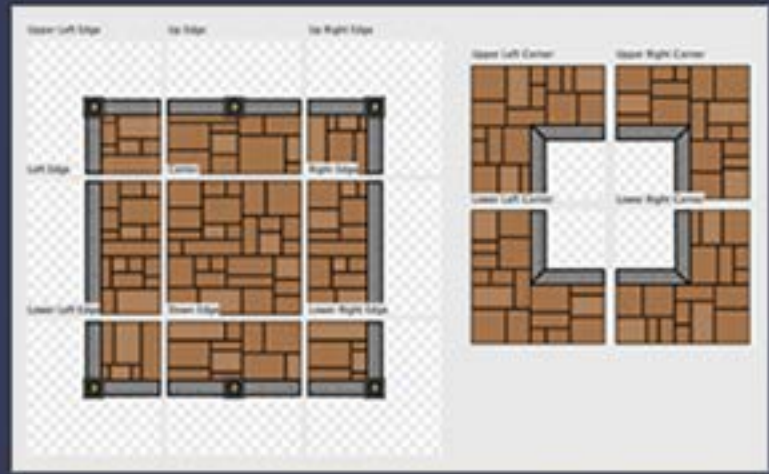
How Far Can You Make It?



Frame-by-Frame Animation



### Tile Maps

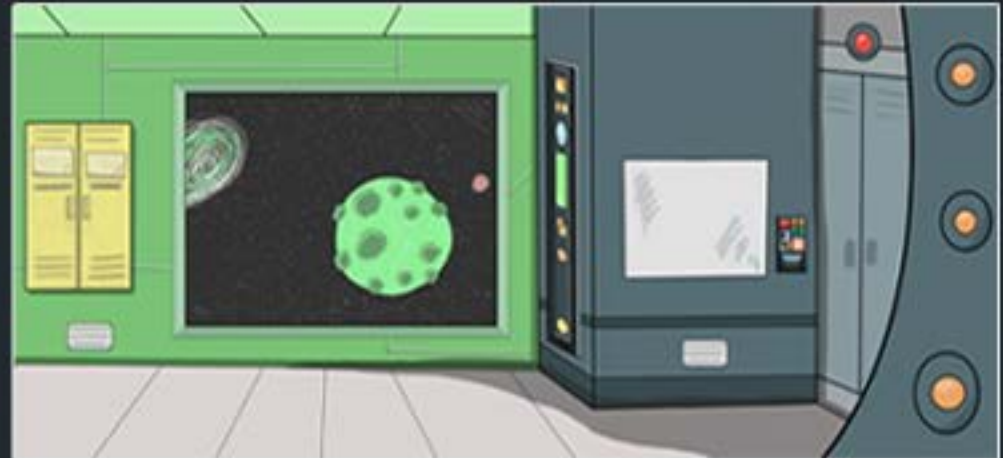






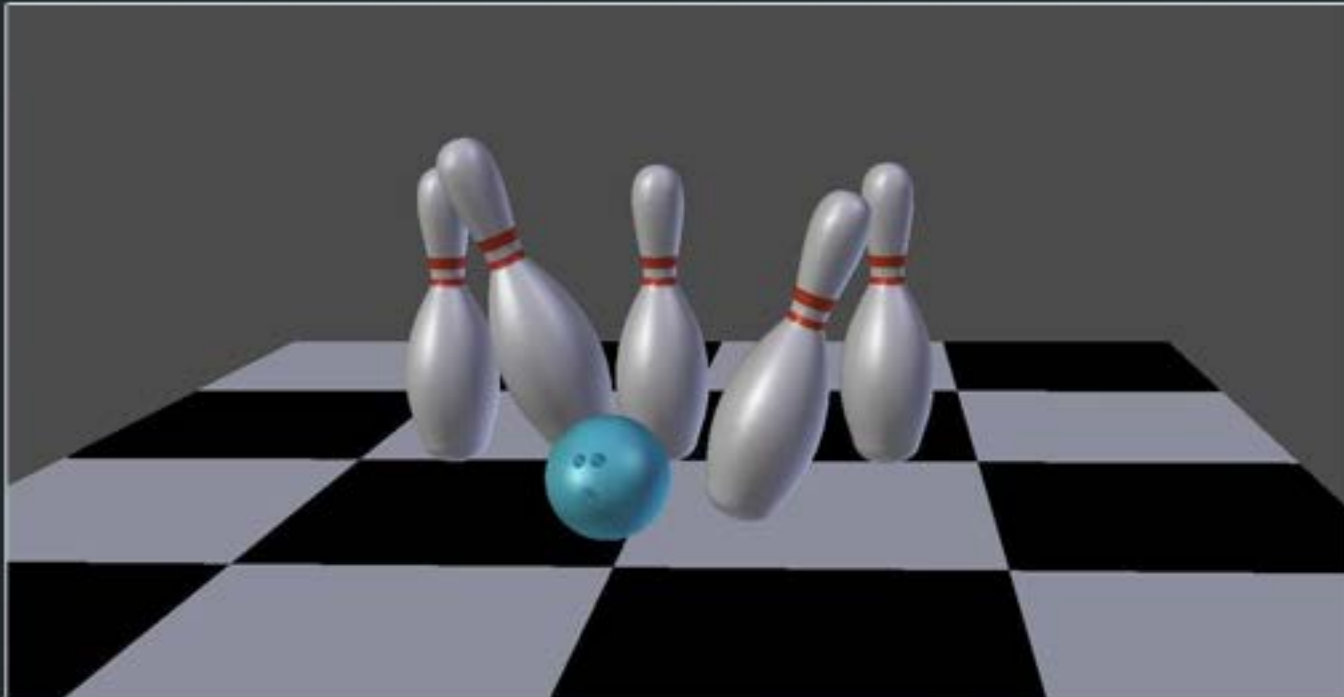
- Author ◊ Editor ◊ Illustrator
- Game Designer & Developer
- Public Speaker ◊ Coach

## Background Designs





- Author ◊ Editor ◊ Illustrator
- Game Designer & Developer
- Public Speaker ◊ Coach



Blender  
Bowling Alley, Pins, and Ball

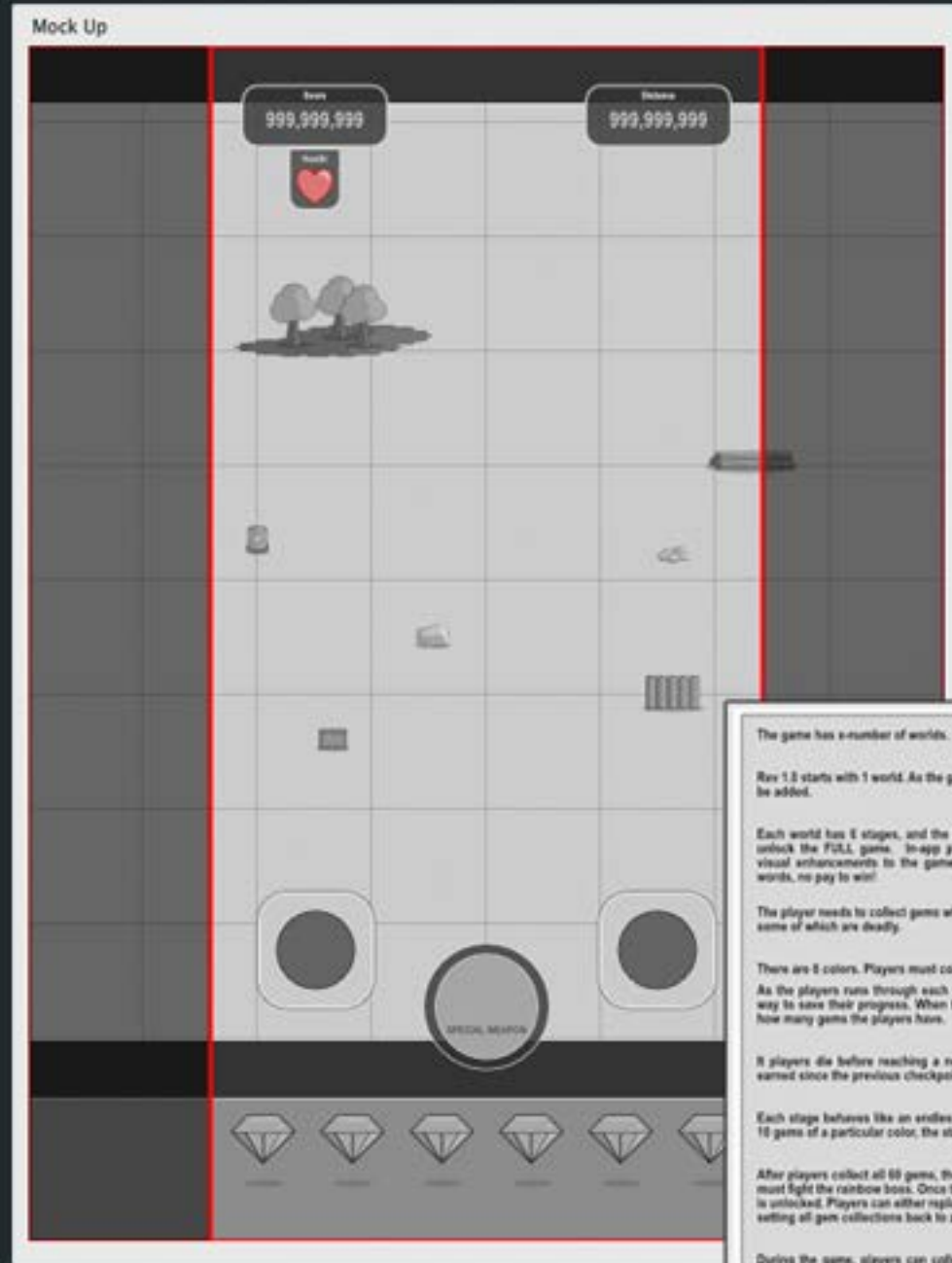


Substance Painter  
Atomic Barrel



-  Author ◊ Editor ◊ Illustrator
-  Game Designer & Developer
-  Public Speaker ◊ Coach

# Game Designs and Mockups



**GAMEPLAY**

The game has a number of worlds.

Rev 1.0 starts with 1 world. As the game grows in popularity, more worlds will be added.

Each world has 6 stages, and the first stage is FREE. Players must pay to unlock the FULL game. In-app purchases include additional worlds and visual enhancements to the game that do not impact gameplay. In other words, no pay to win!

The player needs to collect gems while also avoiding enemies and obstacles, some of which are deadly.

There are 6 colors. Players must collect 10 gems for each color.

As the players runs through each stage, there are "checkpoints" along the way to save their progress. When they reach a checkpoint, the game saves how many gems the players have.

If players die before reaching a new checkpoint, they lose the gems they earned since the previous checkpoint.

Each stage behaves like an endless runner. However, after a player collects 10 gems of a particular color, the stage gets that color added.

After players collect all 60 gems, the stage is shown in full color, and players must fight the rainbow boss. Once they beat the rainbow boss, the next stage is unlocked. Players can either replay the stage in full color or reset the stage, setting all gem collections back to zero for that stage.

During the game, players can collect special weapons and/or abilities that they can use during the game. Only 1 special weapon and/or ability may be active at any given time.





- Author ◊ Editor ◊ Illustrator
- Game Designer & Developer
- Public Speaker ◊ Coach

