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Video Game Designer  
& Programmer

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# 1

## Lost Lineage: Bloodlines

### Design Document

At it's core, Lost Linage is built to be a type of spiritual successor to Intelligent System's long standing franchise Fire Emblem. Many aspects of the core gameplay takes heavy inspiration from the grid based strategy game, but attempts to update and innovate them in a way that is fitting of the modern day tactical turn-based RPG genre. The game barrows many gameplay features such as grid-based combat, army management, upgradeable classes, extensive itemization, and support bonds between player characters while incorporating new ideas such as equippable active skills, further item customization through affixes, an extensive movement and action system, upgraded experience and class systems, an open world fitting of an RPG, built-in randomizer, and more side content.

Lost Lineage: Bloodlines also takes some inspiration from modern ARPG itemization as it takes a deeper dive into customization via the affix system for both weapons and charms so no two units are the same between players and playthroughs.

\*The game is currently being independently developed. All screenshots were taken from a prototype build

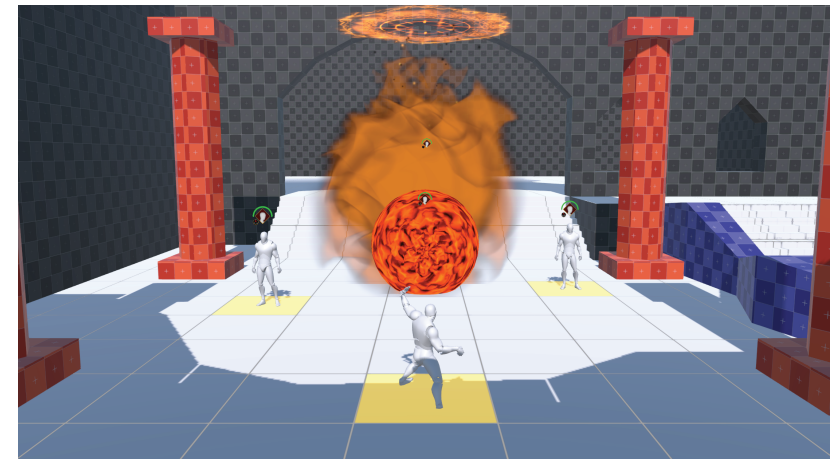
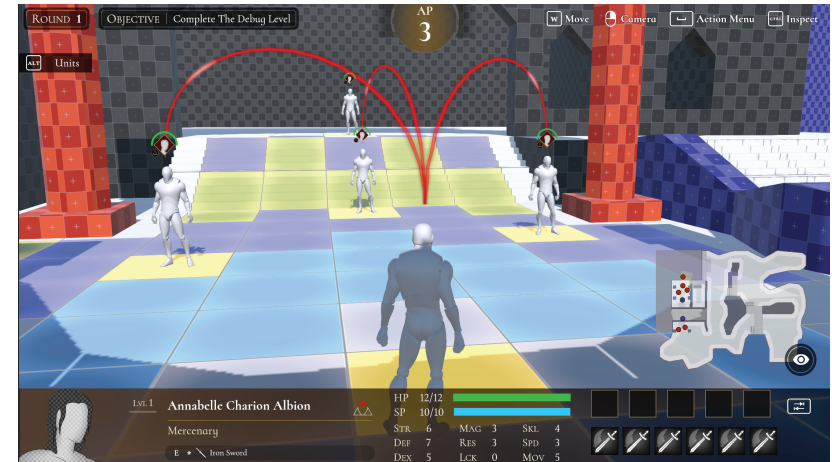
### Link to full GDD

<https://www.docs.google.com/document/d/1rdAzla3IEMECX70HdP6UiOAlxK0nN8PhhnC3as7gNio/edit?usp=sharing>

“ 20 years ago the world was plagued by war, until one day a mysterious event known as “The Awakening” occurred and caused dormant powers known as bloodlines to reawaken in select individuals. This event caused a restructuring of society with those who possess bloodlines on top.

Lost Lineage: Bloodlines follows the story of two twins, Zephyr and Annabelle, as they investigate the origin of bloodlines while fighting back against a mysterious cult who has taken control of the content from the shadows in order to revive ancient being known as “Titans”

”





# 2

# qomp2

## qomp2

PC, Nintendo Switch, PlayStation, Xbox, Epic, GOG

qomp2 is a 2D puzzle platformer licensed by Atari and developed by Graphite Lab which was released on all major platforms.

My main credits for this title are as the lead programmer. In addition to those responsibilities, I also contributed to systems and technical design items related to UX and accessibility features along with many components related to "game feel" for items such as obstacles, bosses, and cutscenes.

Those contributions include:

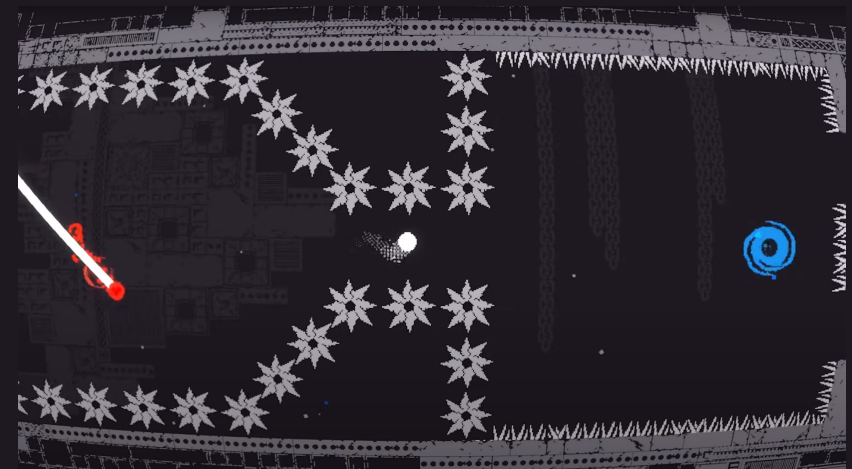
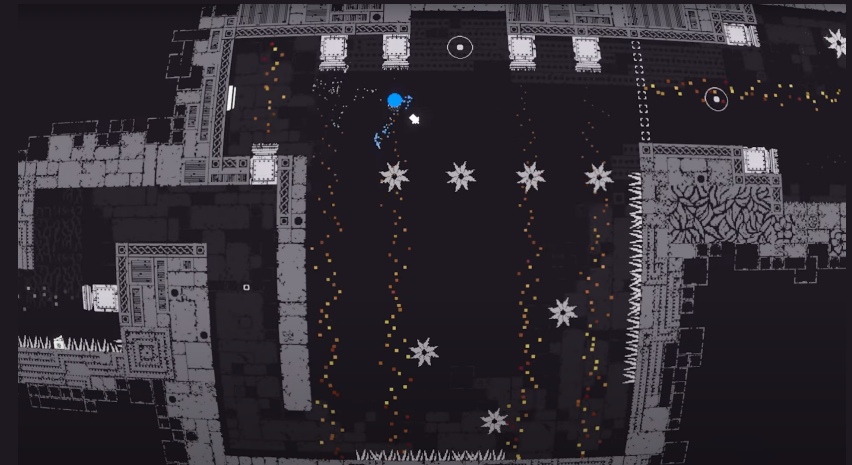
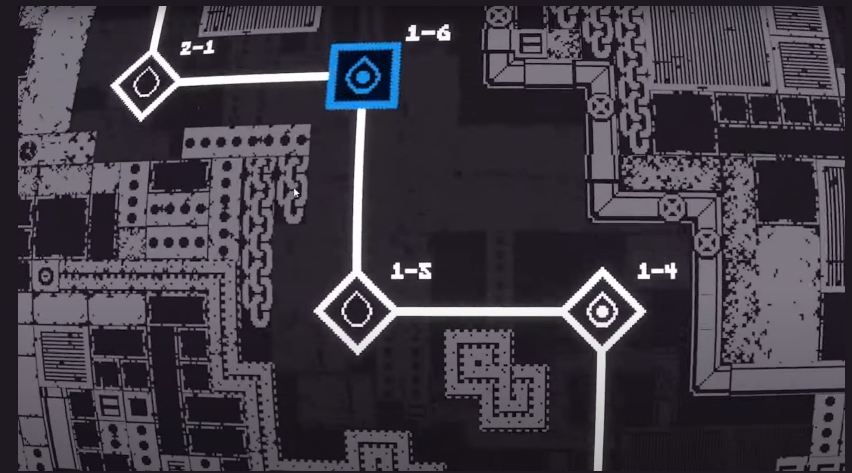
- First time language and accessibility options
- Colorblind options and settings iconography
- Streamlined "point and click" world map
- Player character controls and feel when moving and interacting with different types of "zones"
- Boss cutscenes
- Final boss clash and chase sequences
- Ending title drop and credits sequence
- Layered BGM and sound systems

### Link to Announcement Trailer

<https://www.youtube.com/watch?v=tah154H6i1o>

### eShop Store Link

<https://www.nintendo.com/us/store/products/qomp2-switch>



# THE DEMON INSIDE

## Design Document

The Demon Inside (TDI) is an original dark medieval fantasy action adventure RPG game concept that is intended to be the first entry of a trilogy.

The core gameplay is centered around a robust 3rd person risk vs. reward combat system that allows the player to consume their own life-force to use powerful attacks and special skills.

Other notable features include:

- A diverse overworld the player must liberate whilst fighting against the ranks of demons that have taken over
- Collectible skills that can be used outside of combat to aid in navigating the open-world
- The re-imagining of what it means to die in a game by making the player overcome their past mistakes in the form of “nightmares”
- An intelligent follower AI that assists the player in combat, automatically collects resources, and crafts items for the player.

## Link to full GDD

<https://docs.google.com/document/d/10Pzxa-vFE6ed04teVwrz0Sjwys5mRH0fkj9ao2LL98o/edit?usp=sharing>



“  
 TDI follows the story of a man named Fade who had everything in his life forcefully ripped away due to a heritage he did not understand. He spent his entire life running away from an unknown force that systematically brought ruin to not only him, but also the people around him. After discovering the latent demon-like power within, Fade begins his journey to discover who he really is and hunt down the force that brought him misfortune his entire life to avenge himself and everyone who died in his place.  
 ”



\* Character art related to TDI was commissioned and not indicative of my own illustration abilities.

# 4

## Word Octopus

iOS / Android

Word Octopus is a scrabble-like word game developed by Graphite Lab. The features a game board that is rotated 45°, effectively splitting it into two game boards that players can use to engage in more strategy than traditional scrabble. The game also features special blank tiles and tiles with pearls that can be combined to create point multipliers.

I am credited as the lead programmer on this game which was built in a 4-month development cycle

My main contributions include:

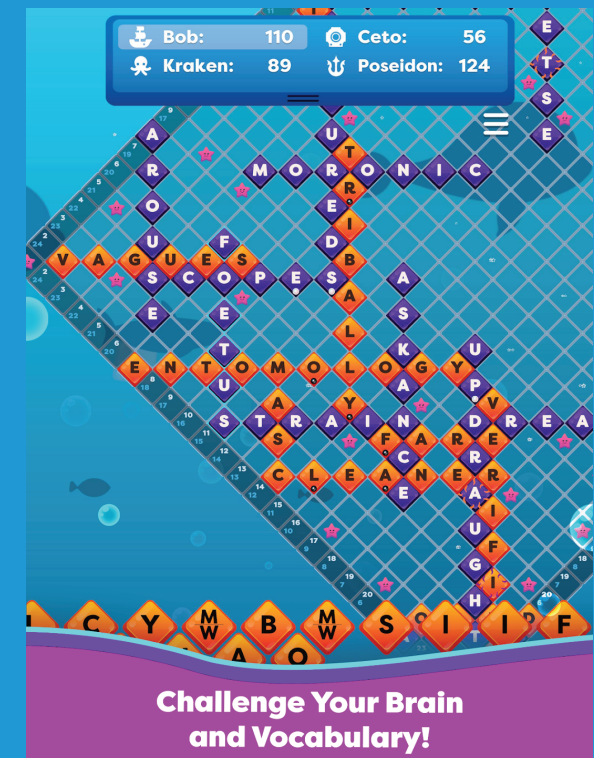
- Isometric game-board and tile placement systems
- Offline AI game mode with varying levels of difficulty and unique personalities/playstyles for each AI player
- Offline word database used by AI to quickly find playable words with the tiles in their hand
- Guided tutorial game mode
- Core UI systems and touch gesture controls
- Sound and music systems

App Store Link

<https://apps.apple.com/us/app/word-octopus/id6475177150>

Google Play Link

[https://play.google.com/store/apps/details?id=com.BooneAndBear.WordOctopus&hl=en\\_US&gl=US](https://play.google.com/store/apps/details?id=com.BooneAndBear.WordOctopus&hl=en_US&gl=US)



Challenge Your Brain  
and Vocabulary!



# 5

## RollerCoaster Tycoon Adventures Deluxe

Nintendo Switch, PlayStation, Xbox

RollerCoaster Tycoon Adventures Deluxe is a refreshed version of the original 2018 RollerCoaster Tycoon Adventures game originally developed by Nvizzio Creations. This updated version of the game includes 80+ new rides, updated UI, bug fixes, and performance optimizations.

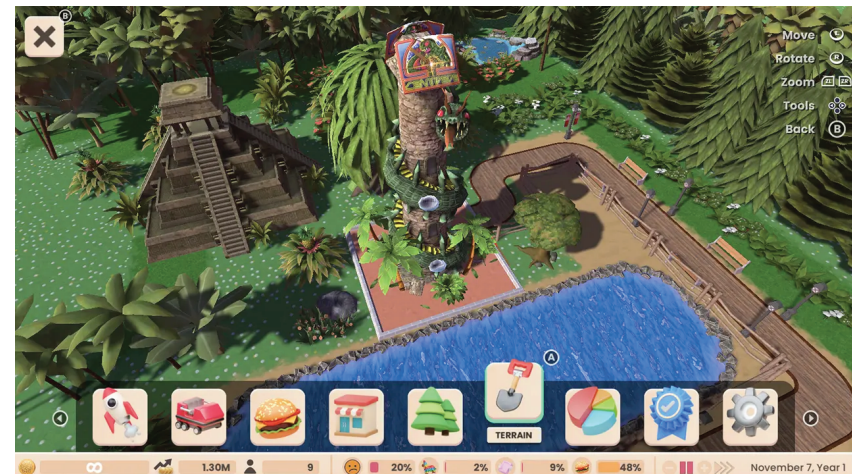
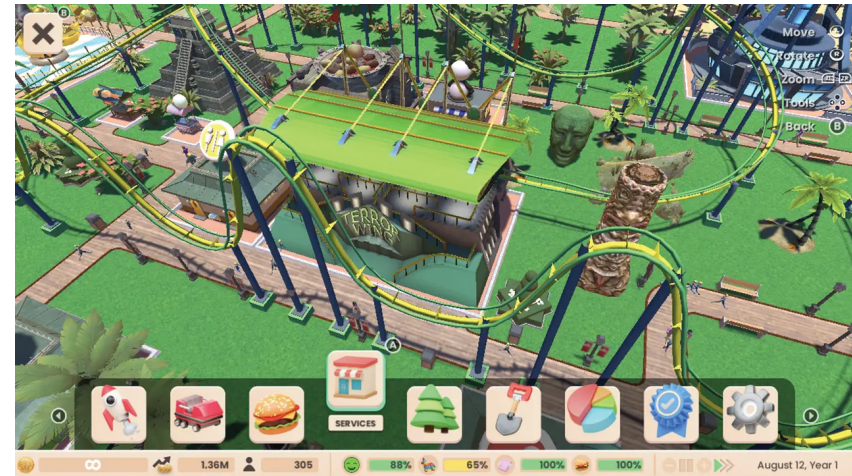
I am credited as the lead programmer of this updated deluxe version.

My main contributions include:

- Updating the game engine (Unity) by several major versions and ensuring all existing code and build processes still work after updating.
- Updating the existing Nintendo Switch SDK to work with the new engine version
- Merging code from new and old code bases (we were originally mistakenly given the beta branch of the project repository)
- Assisting and advising artists and designers on how to safely add new buildings, rides, and UI art.
- In-engine optimizations of game assets and code calls to help significantly increase frame-rates on lower end platforms.

eShop Link

<https://www.nintendo.com/us/store/products/rollercoaster-tycoon-adventures-deluxe-switch>





# THE COLOR OF NOTHING

## The Color of Nothing

### Design Document/Tech Demo

The Color of Nothing is a 3D, first-person puzzle game designed for a capstone university project.

The game follows the story of an eight-year-old boy named Duncan Mayer who woke up one day to a colorless world. Duncan must paint the world to solve puzzles and uncover the mysteries of what's hiding beneath the vast nothingness.

Hidden fragments of special but strangely familiar objects can be found behind challenging puzzles. Finding these fragments provide a glimpse into the purpose of the mysterious colorless world and are the key to understanding where you are and why you are there.

#### Link to full GDD

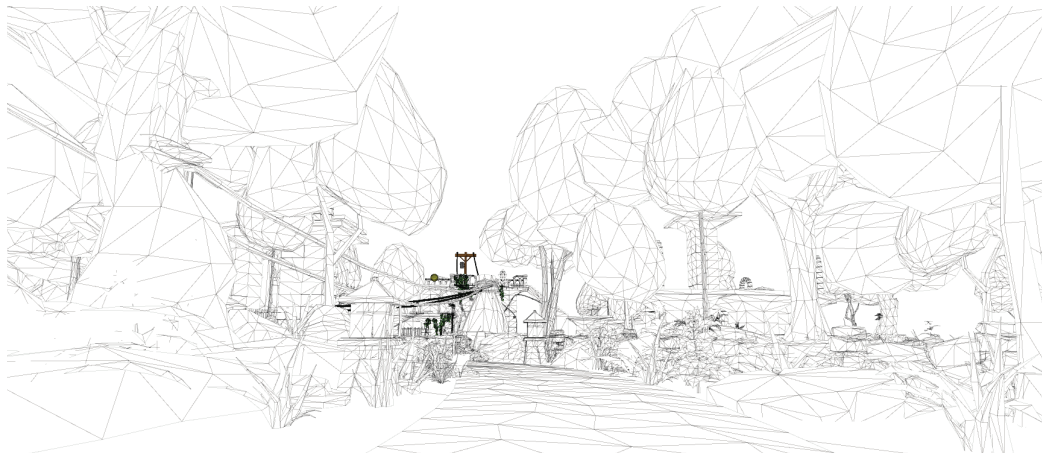
[https://livemaryvilleedu-my.sharepoint.com/:w/g/personal/cpatrick2\\_live\\_maryville\\_edu/ERW0Ap7pZEBBI2tfsKZV9-sB0plxUgvT-7H0y7II2\\_8PIQ?e=23OGgr](https://livemaryvilleedu-my.sharepoint.com/:w/g/personal/cpatrick2_live_maryville_edu/ERW0Ap7pZEBBI2tfsKZV9-sB0plxUgvT-7H0y7II2_8PIQ?e=23OGgr)

#### Link to pitch presentation

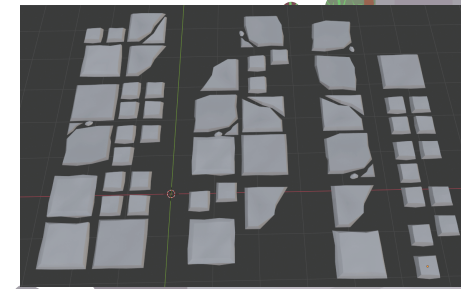
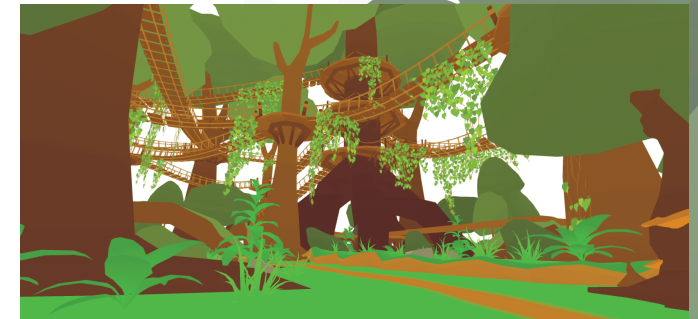
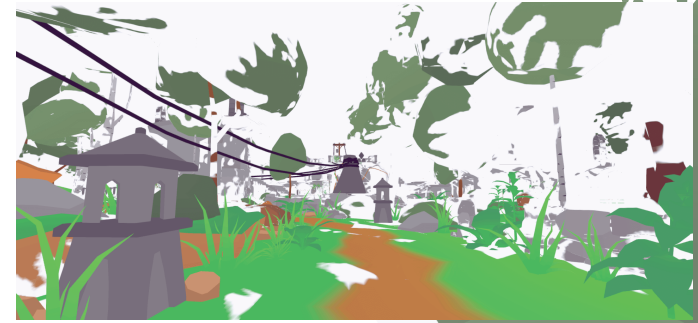
[https://livemaryvilleedu-my.sharepoint.com/:p/g/personal/cpatrick2\\_live\\_maryville\\_edu/Ebgmiu3Hy8ROIPBbckJnPjwB\\_CrNkcNqGZ5YRAqK4Gz8\\_w?e=MmiwHX](https://livemaryvilleedu-my.sharepoint.com/:p/g/personal/cpatrick2_live_maryville_edu/Ebgmiu3Hy8ROIPBbckJnPjwB_CrNkcNqGZ5YRAqK4Gz8_w?e=MmiwHX)

#### Link to playable tech demo

<https://collin-patrick.itch.io/the-color-of-nothing-v2>



Wire frame view of the colorless world



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