

# Game and Web Portfolio

## Erik Hogan

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# Introduction

The purpose of this portfolio is to convey to the reader my past projects as well as my abilities and passion for game development.

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For as long as I can remember I have always wanted to develop games, and during my spare time I labour to create high quality games.

Through this I am building up: -

- My skill set
- A reputation on the Internet
- Contacts within the industry

My dream is to one day earn a living from game development.

I have developed games in development tools such as Klik N Play, The Games Factory, Dark Basic, Blitz Basic 3D and BlitzMax.

I am always interested in learning and have begun learning the C++ programming language and the OGRE 3D rendering framework.

I have also begun to learn the Drupal Content Management Framework for developing high quality, full-featured dynamic websites and two of my web projects are listed here. One of these is my personal website, which features a long running blog with articles and advice on game development.

All of the projects listed in this portfolio have been developed as a hobby outside of regular employment.

Please do not hesitate to contact me as below for further information.

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# Game Projects

## Powerslam

By Cobra Blade and Erik Hogan 2009  
Based on the source code of "Federation Wrestling" by Mat Dickie 2001

### Synopsis:

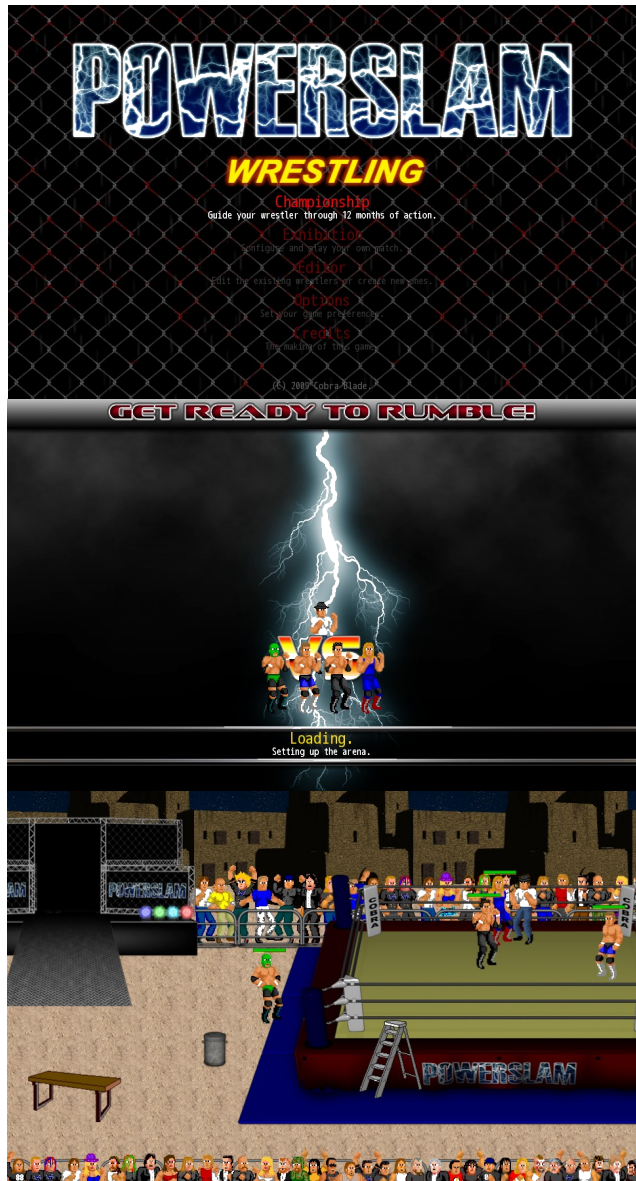
A Wrestling game for the Macintosh platform.

### Contribution:

Ported the entire codebase of *Federation Wrestling* from Blitz3D to BlitzMax, as well as adding features, fixing bugs and general tidying and optimisation.

As this is a work in progress, there are currently no reviews or available downloads for the game.

It will eventually be available for purchase through Cobra Blade's website at <http://www.cobrablade.com/html/powerslam.html>



# Heart of Ice

By Erik Hogan 2009

## Synopsis:

A fast paced fantasy-action game, where you control a Warrior and a Wizard attempting to escape a deadly dungeon.

## Contribution:

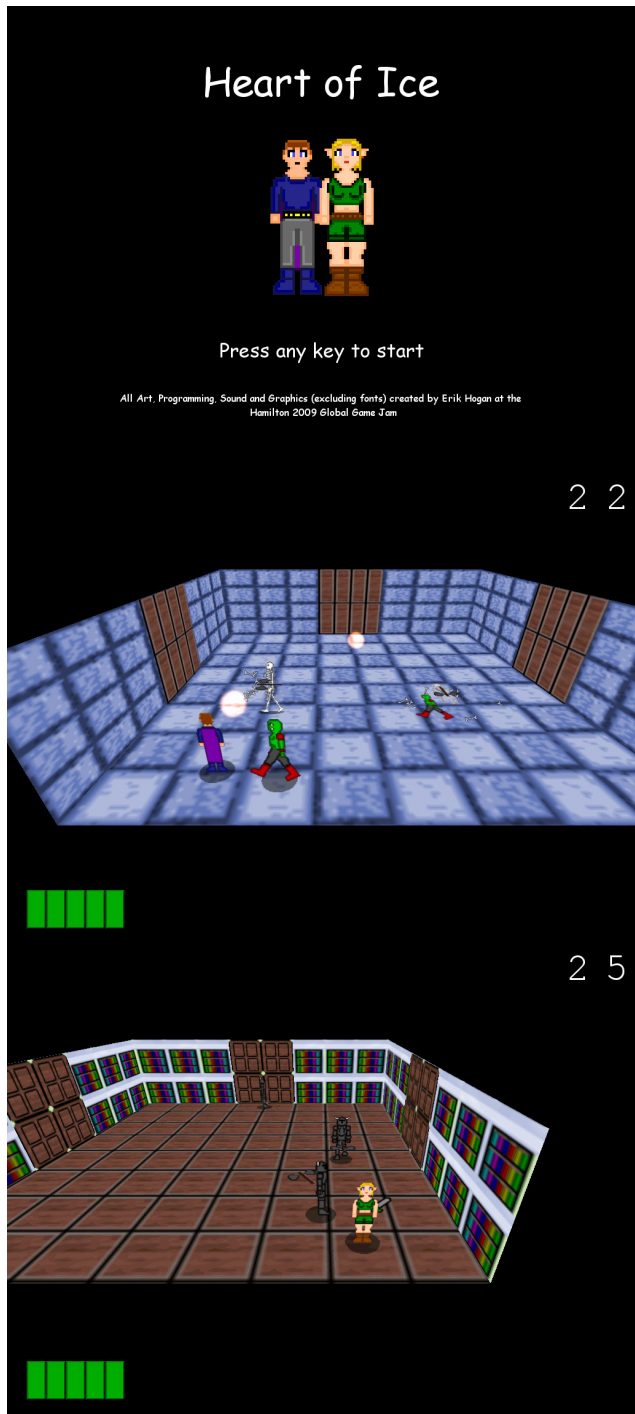
Created all programming, design and media assets within the 48 hour time limit of the Hamilton 2009 Global Game Jam.

## Critical Reception:

Despite being developed solo within extremely tight time and rule constraints, it received an above average 2.9/5 rating from 11 users.- <http://globalgamejam.org/games/heart-ice>

## Download:

<http://earok.net/heart-of-ice>



# The Kiwi's Tale

By Erik Hogan, Stephen Knightly and Auckland Game Works 2008

## Synopsis:

A light hearted platform game set in New Zealand, with a Kiwi attempting to rescue his friends from Alien sheep. Loosely inspired by the 1988 Taito game "The New Zealand Story".

## Contribution:

Produced all programming in BlitzMax, and contributed some level design and artwork.

## Critical Reception:

*Earok has created a beautiful platform game that is so far my definite favourite of the games from the RetroRemakes 2008 Competition Showcase. Very nice graphics, a good soundtrack and instantly accessible but not overly easy gameplay.* - [CaptainD's Blog](#)

*A nice and funny action platformer taking place in New Zealand.* - [caiman.us](#)

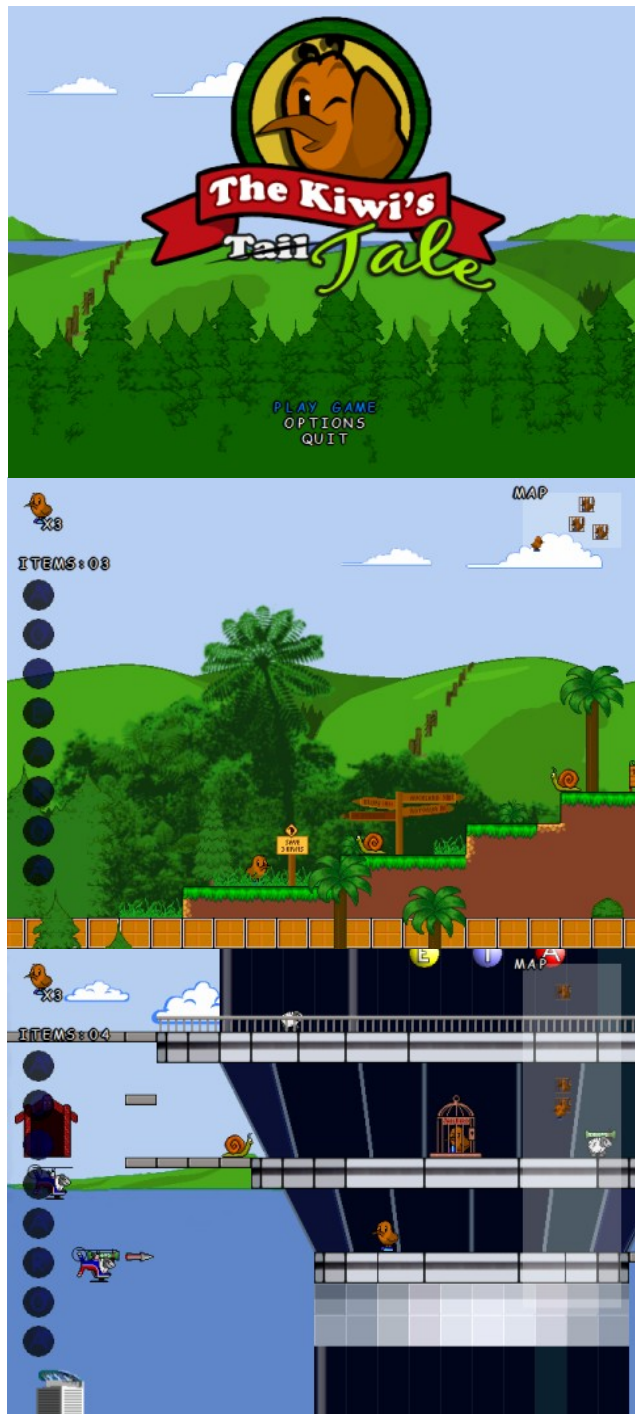
Also received 82% approval from caiman.us users.

*There are a good few hours of enjoyment to be had here and I'd definitely recommend The Kiwi's Tale as a worthwhile game to play through for all the family!* - [zolyx.co.uk](#)

Also received second place in the "Sequels that weren't" category at the 2008 Retro Remakes Competition.

## Download:

<http://earok.net/the-kiwis-tale>



# Derelict

By Erik Hogan and Sam Jeffreys 2007-2008

## Synopsis:

A tactical First Person Shooter with a survival horror theme. The player must successfully guide his squad of Space marines through a series of increasingly dangerous levels.

## Contribution:

All programming in Blitz3D, most design work, some 2D and 3D art.

## Critical Reception:

*I completed the game and will play it over and over again because this is IMHO the best FPS game in his [sic] kind I ever played. - [caiman.us](http://caiman.us)*

Also received 99% approval from [caiman.us](http://caiman.us) users.

*The game atmosphere is superb - mostly because of the haunting soundtrack, low light levels and Alien-style beeping of motion detector. - [Indie games weblog](http://indiegamesweblog.com)*

*It really plays beautifully, and the tension that comes with a bleep is something you cant [sic] buy your way into.*

*All that fades next to the glorious tactical gameplay, the cool music and the deep atmosphere. I'm gonna go out on a limb here and give it the highest praise for awesomeness, in spite of its flaws.*

*But the rest of the game is brilliant and gives you an experience that you seldom get from a freeware game.*

- Forum posters on [Curly's World of Freeware](http://Curly's World of Freeware)

## Download:

<http://earok.net/derelict>



# Blow Stuff Up

By Erik Hogan 2007

## **Synopsis:**

Highly experimental First Person Shooter where the player's only goal is to destroy everything else in the game.

Primary development occurred entirely within the space of one week, only minor bugfixes have been done since then.

## **Contribution:**

All programming work and some minor artwork although most came from the public domain and graphic libraries.

## **Critical Reception:**

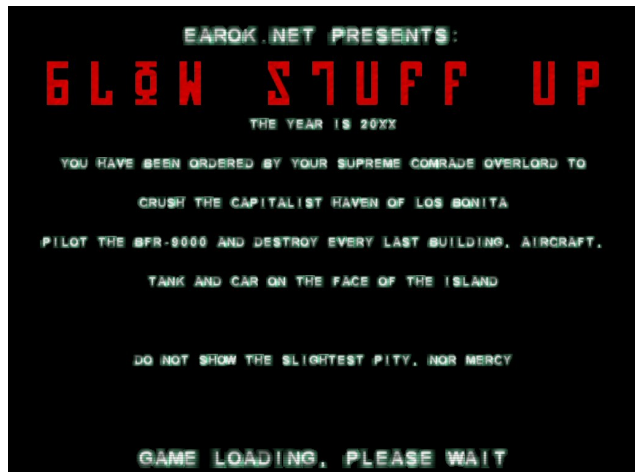
72% approval from [caiman.us](http://caiman.us) users.

*I really like the idea of this. I would like to see further development :).* - Comment on [Earok.Net](http://Earok.Net)

*Blow Stuff Up is a 3D shooter in first person really well done.* - [Freeplay Club](http://Freeplay Club), Translated from Italian

## **Download:**

<http://earok.net/blow-stuff-up>



# Web Projects

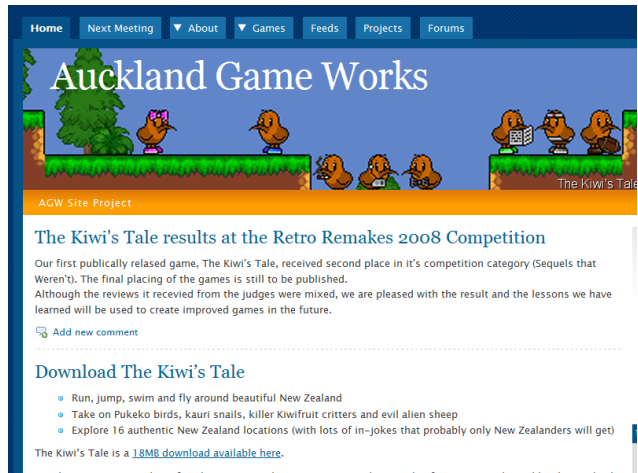
## Auckland Game Works

<http://agw.org.nz>

*By Erik Hogan and Stephen Knightly 2009*

The official website of *Auckland Game Works*, a meet-up group for game developers in the Auckland area, founded and organised by Stephen Knightly.

Based on *Drupal 6.13*. Features include a Blog, Forum, RSS Feed aggregation of several sites, contact form and several static pages.



## Earok.Net

<http://earok.net>

*By Erik Hogan 2009*

My personal website.

Based on *Drupal 6.13*. Includes a long-running Blog, Game downloads, Screenshot gallery, contact form and static pages.

