

Game Design Portfolio

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In this portfolio document I will be talking about two of my game design works:

As We Unite (Game Jam entry turned Solo Project)
&
Lost But Found (Rogue Duck Interactive).

About Me

Hello! Thank you for reading my portfolio!

I loved games since I first played *Mensch ärgere Dich nicht* with my mom and dad when I was little.

After my dad got us a PC with a graphics card, (which came pre installed with some video games) I fell in love with digital games.

Video games have always been a positive part in my live, I learned English thanks to them, I started making music thanks to them, and I made a living thanks to them.

I studied maths to understand more about the architecture of computer and the numerical magic goes on behind the games' design. But learning never ends. This passion is what drives me to study game design and continue creating more worlds to dive into.



Getting 2nd place at a game jame with our game Ecopixel



Us proud of our jam game, Ukde

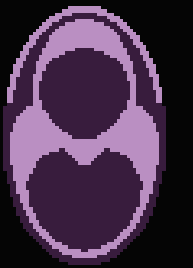


Me, working late, trying to fix something (DarkOrbit game clone)



Team İkinci, from UrbanJam

As We Unite



Trailer: <https://www.youtube.com/watch?v=Qs51K3vxzLI>

Game Jam Prototype (Online): <https://maziko66.itch.io/as-we-unite>

As We Unite is a fictional political strategy game with roguelike, resource management, analog horror and parody elements.

UniteOS visible from CRT monitor.

UniteOS is an OS developed by the cult to simulate different unification scenarios.

Programs I used: Unity, Google Sheets, Illustrator, Photoshop, Aseprite, FL Studio, Premiere Pro

Plot Summary:

The game takes place inside a fictional peacemaking cult located inside Nibiru pyramids found after a devastating war. The cult's goal is to take control of the world by uniting countries into one big peaceful country. Although this is the case at beginning, as we climb the ranks, some clues lead us that this fact is not actually completely true.



*Screenshot taken from teaser. (Can be watched on [YouTube](#))

The following pages will include work-in progress screenshots from inside the game.

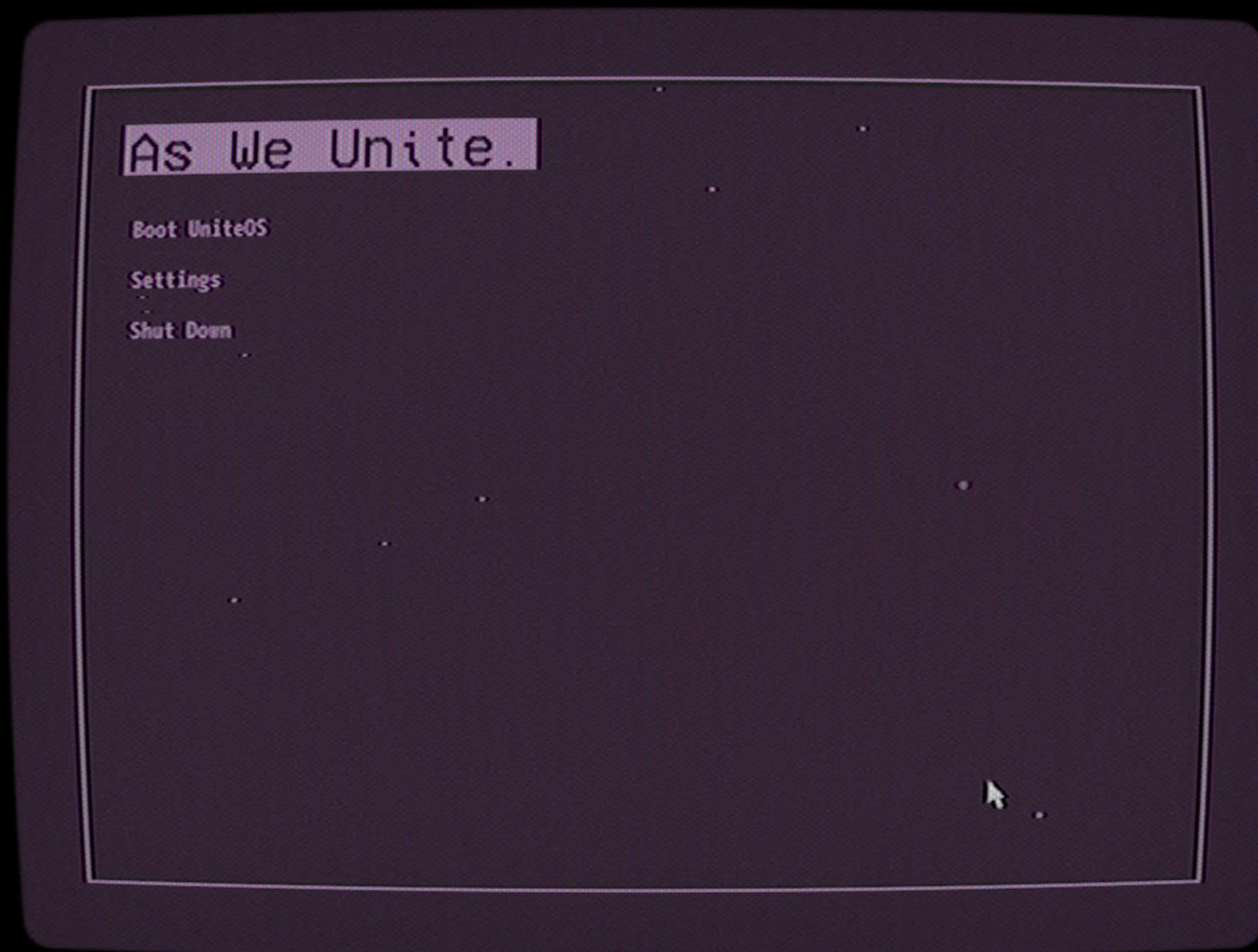
The player starts at their dorm room inside the cult headquarters.

They are visited by superiors daily, given briefings and performance reports on their past unification progress.

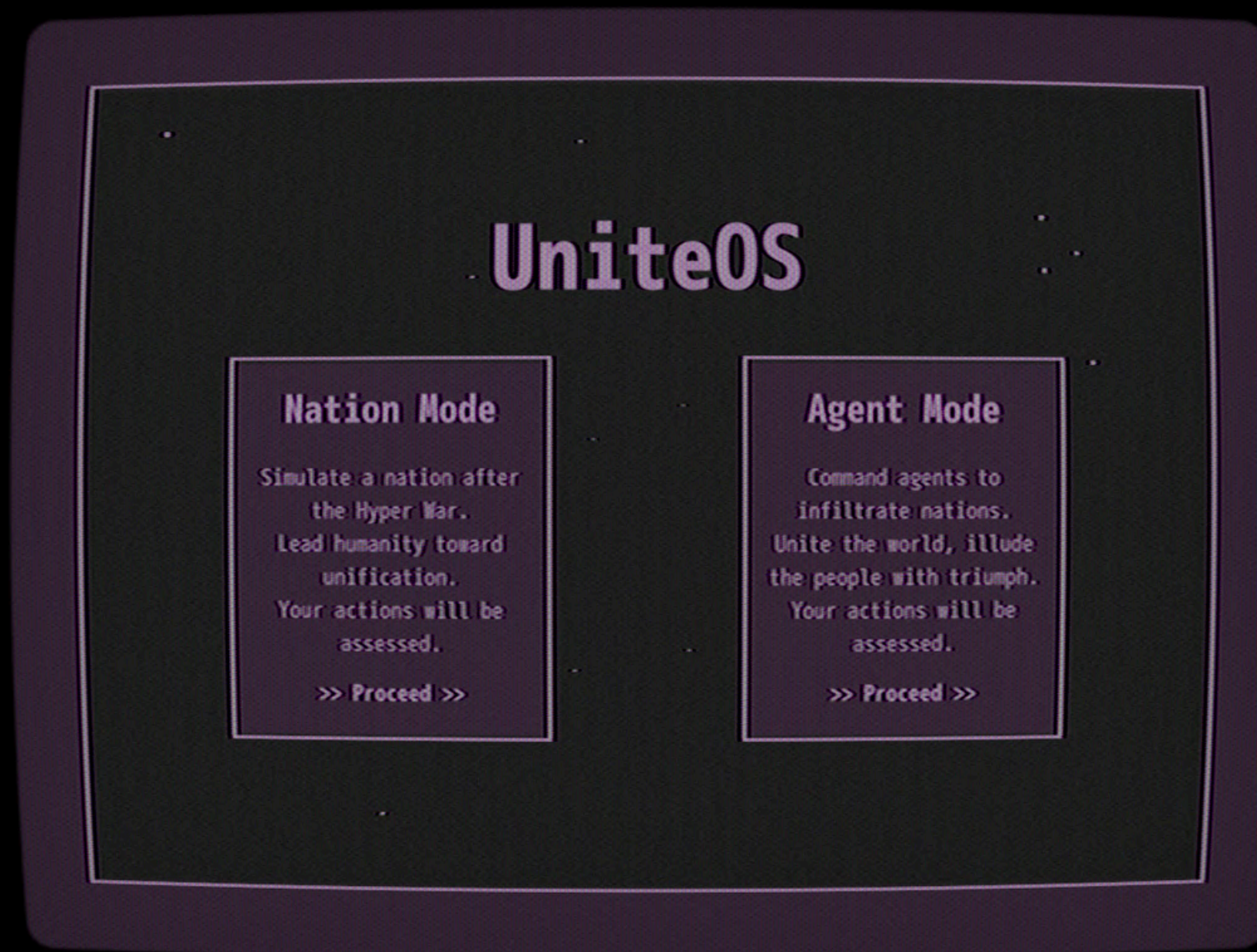
The strategy gameplay starts when the player interacts with the computer screen.

The day ends when the player sleeps.

Communications with superiors can be made through the door.



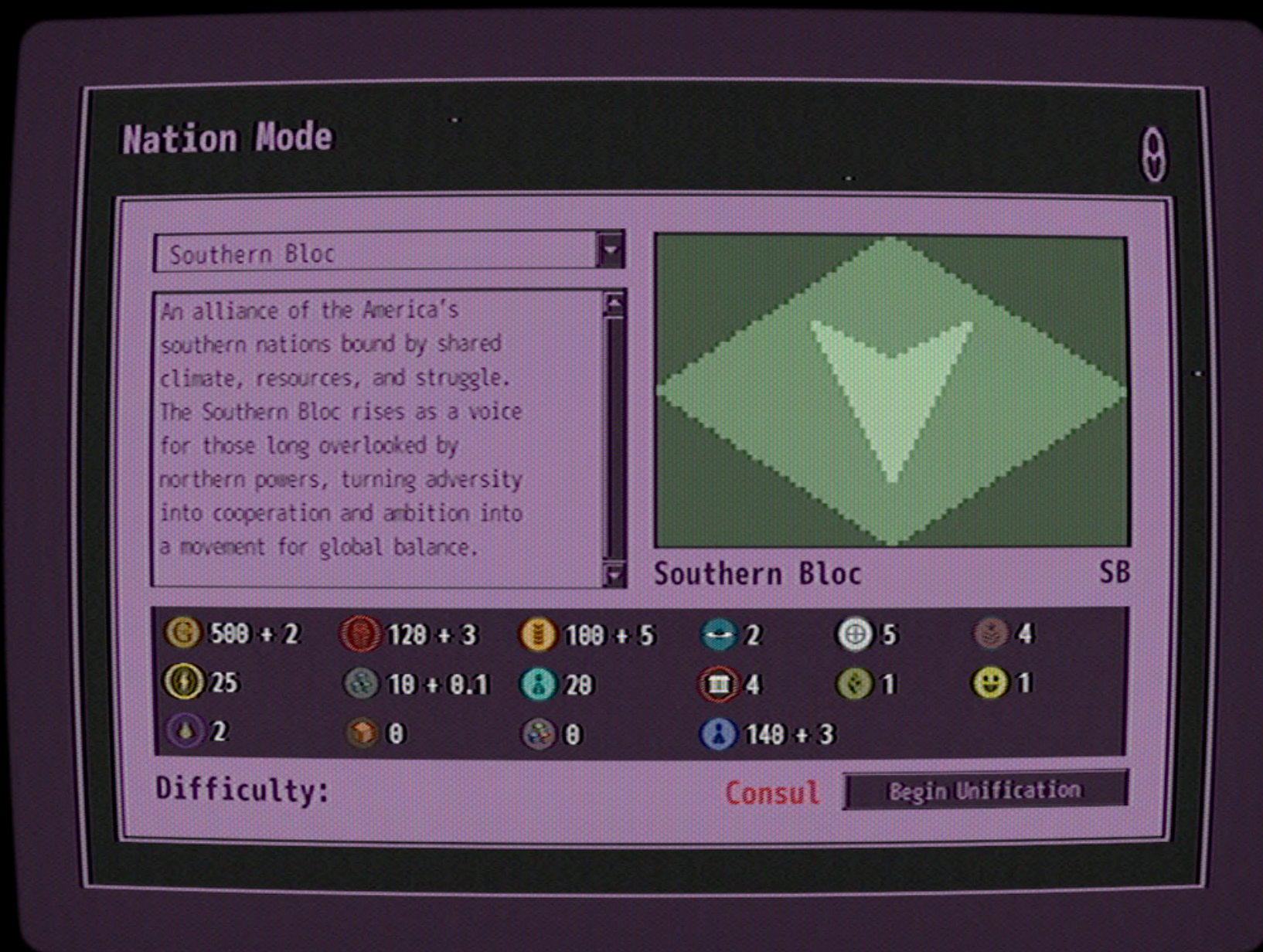
UniteOS Main Menu screen.



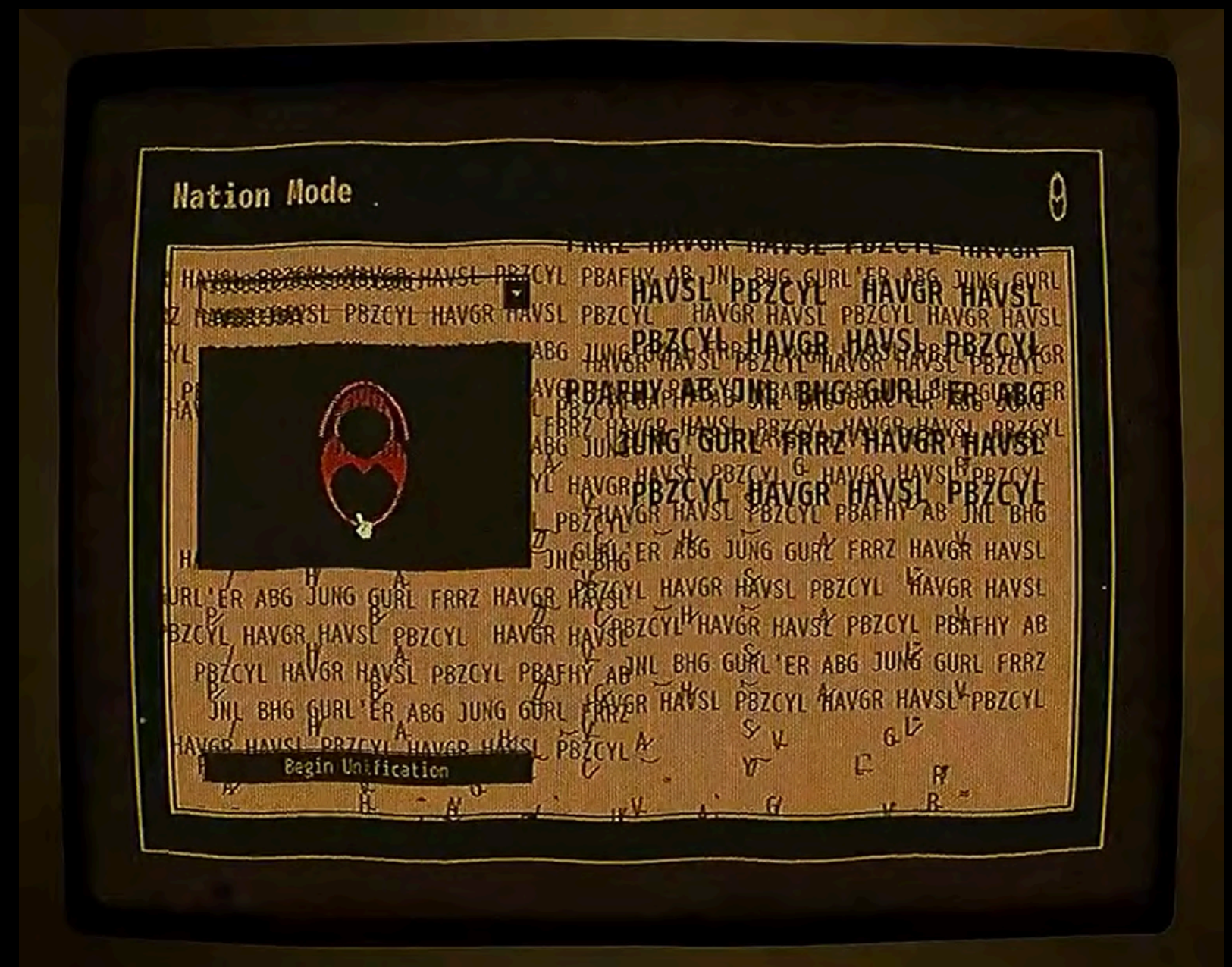
Game mode selection screen

The game features 2 game modes;

- Nation Mode: You control a country and its actions.
- Agent Mode: You control and micro-manage agents in different countries.



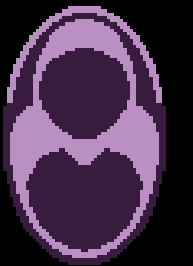
Country selection screen



Sometimes things don't go as planned

The game has imaginary countries based on the alternate history lore, where smaller countries gathered together to form bigger economies and stronger structures after the devastating war. The resources and stats can be seen at the bottom. Difficulty is decided according to starting resources and stats.

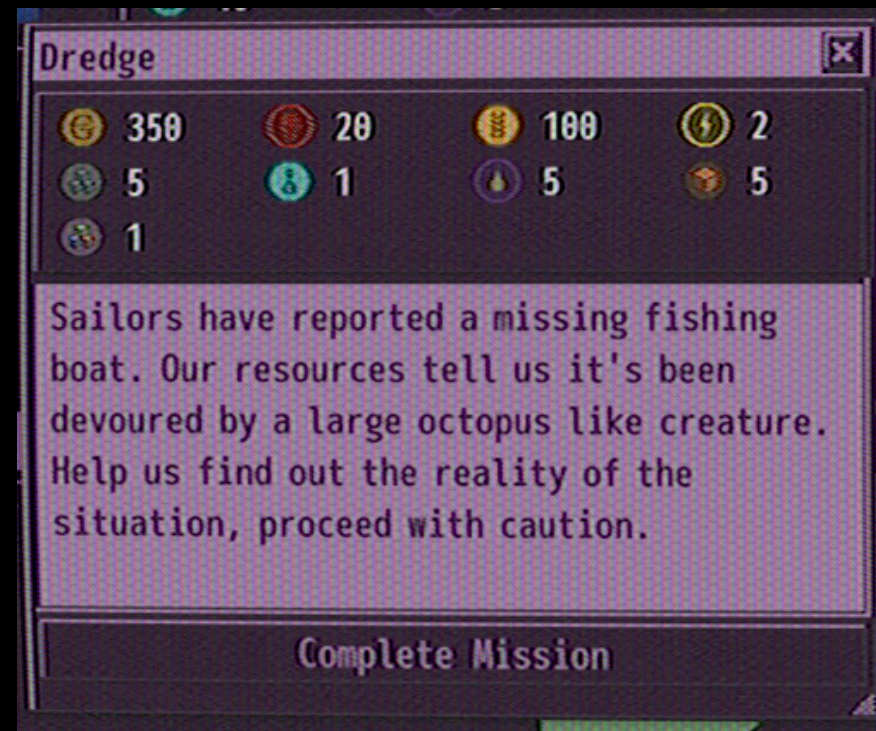
Nation Mode



- You can interact with other countries through the UniteOS unification sim.
- Time moves in ticks. A tick is a day in-game, and a day responds to a second in real life.
- Win conditions:
 - Unite all countries into one before the “endgame crisis”.
 - If unification is unsuccessful before the crisis, survive the crisis.



You can listen to the music on [YouTube](#)



An example mission

- **Country Panel:** Info about country, resources and available missions.
 - **Comms:** Communication options with the country's government.
 - **Operations:** Available operations, such as creating incidents.
 - **Espionage:** Displays espionage options.
 - **Assets:** Available assets such as sleeper agents and buildings.
- **Trade Panel:** Current trade options and values.
- **Research Panel:** Shows the research tree, research times and costs.
- **Cult Status:** Displays cult's satisfaction with your actions.
- **Crisis Status:** Current crisis situation and resolution progress.

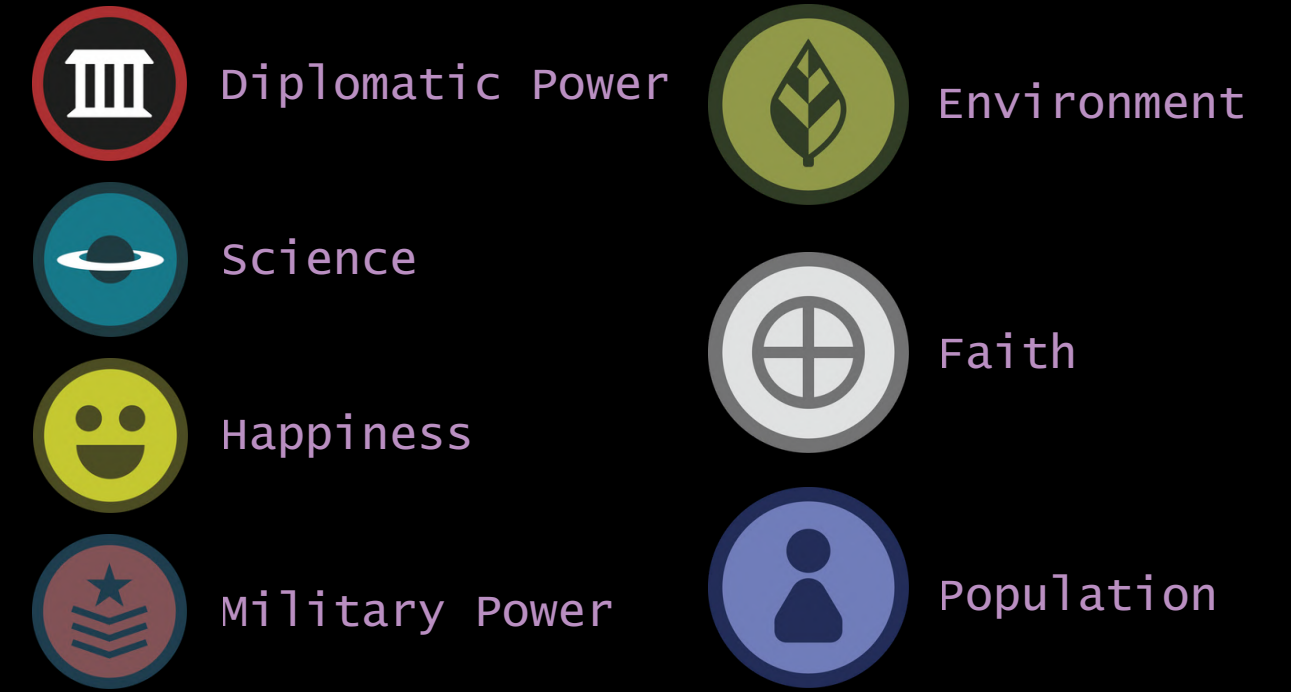
Basic Resources (Generated per tick)



Advanced Resources (Generated per tick, produced from Basic Resources)



Stats (Affects country conditions, triggers events, generated from assets and events.)



Default Country Stats, Resources and Gains Table, created in Google Sheets

stat country	Money	ManpowerBasic	Food	Energy	Minerals	ManpowerAdvanced	Fuel	ConsumerGoods	Alloys	Population	Happiness	Environment	DiplomaticPower	MilitaryPower	Faith	Science	gainMoney	gainManpowerBasic	gainFood	gainEnergy	gainMinerals	gainManpowerAdvanced	gainFuel	gainConsumerGoods	gainAlloys	gainPopulation	gainHappiness	maxFood	maxUnification	uateUnificationPercentage
Africa	350	100	50	50	15	20	0	0	0	120	1	5	3	3	6	2	2	3	3	0	0.2	0	0	0	0	3	0	100	10	8
AsiaTreaty	750	175	80	25	10	20	1	0	0	195	1	0	5	5	5	2	2	4	5	0	0.1	0	0	0	0	4	0	100	12	11
Balkan	200	75	100	25	10	50	1	0	0	125	0	3	2	2	8	5	1	1	2	0	0	0	0	0	0	1	0	100	8	7
China	900	200	100	100	10	50	0	0	0	250	1	2	6	7	0	5	2	3	-3	0	0	0	0	0	0	3	0	200	20	18
Crescent	1000	90	40	25	20	20	0	0	0	110	1	1	2	4	10	3	2	2	-1	0	0.3	0	0	0	0	2	0	100	12	9
Europa	800	75	100	25	5	40	3	0	0	115	2	3	5	6	4	7	2	1	2	0	0	0	0	0	0	1	0	100	18	17
GreatBritain	1000	100	100	75	15	40	2	0	0	140	1	3	6	8	4	7	2	1	-1	0	0.1	0	0	0	0	1	0	100	20	18
Federation	600	150	100	25	10	20	1	0	0	170	1	2	2	4	4	2	2	4	2	0	0.1	0	0	0	0	4	0	200	11	8
Corporation	700	80	80	50	0	50	5	0	0	130	1	1	3	5	0	5	2	1	-1	0	0	0	0	0	0	1	0	80	13	11
SouthernBloc	500	120	100	25	10	20	2	0	0	140	1	1	4	4	5	2	2	3	5	0	0.1	0	0	0	0	3	0	100	9	7
Soviet	400	100	80	50	15	40	1	0	0	140	0	1	6	6	3	7	2	3	-1	0	0.2	0	0	0	0	3	0	100	18	16
Turan	300	100	100	25	5	20	2	0	0	120	4	3	2	5	2	2	2	5	4	0	0	0	0	0	0	5	0	100	11	8
Sindicato	450	100	80	25	5	10	1	0	0	110	0	1	1	2	10	1	4	4	4	0	0	0	0	0	0	4	0	80	8	7

End Game Crisis

- End game crisis appear after a selection of checkmarks are passed. Such as a certain time treshhold, unification percentage, completed missions and science progress.
- These crisis are selected from an unlocked crisis pool. The player unlocks more crisis each time they win a run.
- Each crisis has unique story and unique completion requirements. A crisis might require science progression while another might require weapons fired at them, some examples:

- Meteorite
- Zombies
- Pandemic
- Gray Goo
- Economic collapse
- UFOs
- Paranormal Facility Breach
- Parallel cult
- and more...

Detailed Crisis Example (Meteorite)

Story:

Scientists from the Area-66 had been warning us. After they left the facility, they were silenced one by one by the government. Being accused of unnecessarily disturbing the people. They were labeled as conspiracy theorists by the media. Rob Sazar, a well-known conspiracy theorist, was talking about an approaching meteorite that could destroy the entire world. It turns out he was right. Newly launched space telescope revealed a meteorite coming straight to Earth. It is time for us to unite the world as soon as possible, end this calamity before it becomes history.

Crisis Panel Features:

- Weapon progression
- Weapon timers
- New Research Panel Elements
 - New research options unlocked;
 - Weapons
 - Weapon Upgrades
 - Upgrade timers
- Resource allocation



Resources

Stats

Main way to increase a country's unification progress is to complete their missions. This can be done by this mission panel through Country Overview window.

Country Overview - Europa

EU

193 + 1 336 + 2 25 5
40 3 0 0

Available Missions:

- Baltic Shipping Revision
- Directive 89-B
- The Brutalist Hum
- Wine Lake Containment
- Grain Distribution

Unification Progress: %0 Unify

Operations Comms Espionage Assets

Grain Distribution

150 10 100 10
2

Harvests were decent, but the logistics network is failing. Villages in the interior are reporting shortages. Mobilize trucks to move the surplus before it rots.

Complete Mission

Countries can be viewed by clicking on their territory on the map. Country Overview windows shows us the available missions, and interaction buttons.

Bottom panel has access to different panels. News panel added as both in-game flavor and world updates.

News: Sighting of the Silent Ones above Crescent Bloc fields ignites panic among citizens.

742 688 638 50 54 20 0 0
0 120 1 5 3 3 6 2

x2 17/07/1984
South African Coalition

The game features a live trend economy where market trends fluctuate with each game tick. These changes can be monitored through the Trade window. Players can place and cancel buy and sell requests directly within the Trade window.

Title

Do you wish to initiate the trade operation?

Current Balance	742.80
Balance Change	+38.41
New Balance	780.41

Confirm Cancel

One Vision, One Purpose

200	10	5	5
10	9		

Newly formed superstitious sects have been reported by our field agents across several districts. Their unchecked rituals are beginning to influence vulnerable communities and disrupt planned outreach efforts. We require immediate assistance to dismantle these groups, correct the spread

Complete Mission

Progress: %0

Espionage

Trade

5	5	6	7	6	5
1.00	9.58	10.71	9.31	8.46	12.24

Buying: 6 of Minerals for 65.88G.
Selling: 7 of Fuel for 58.63G.
Selling: 6 of Consumer Goods for 45.67G.

Complete Transaction

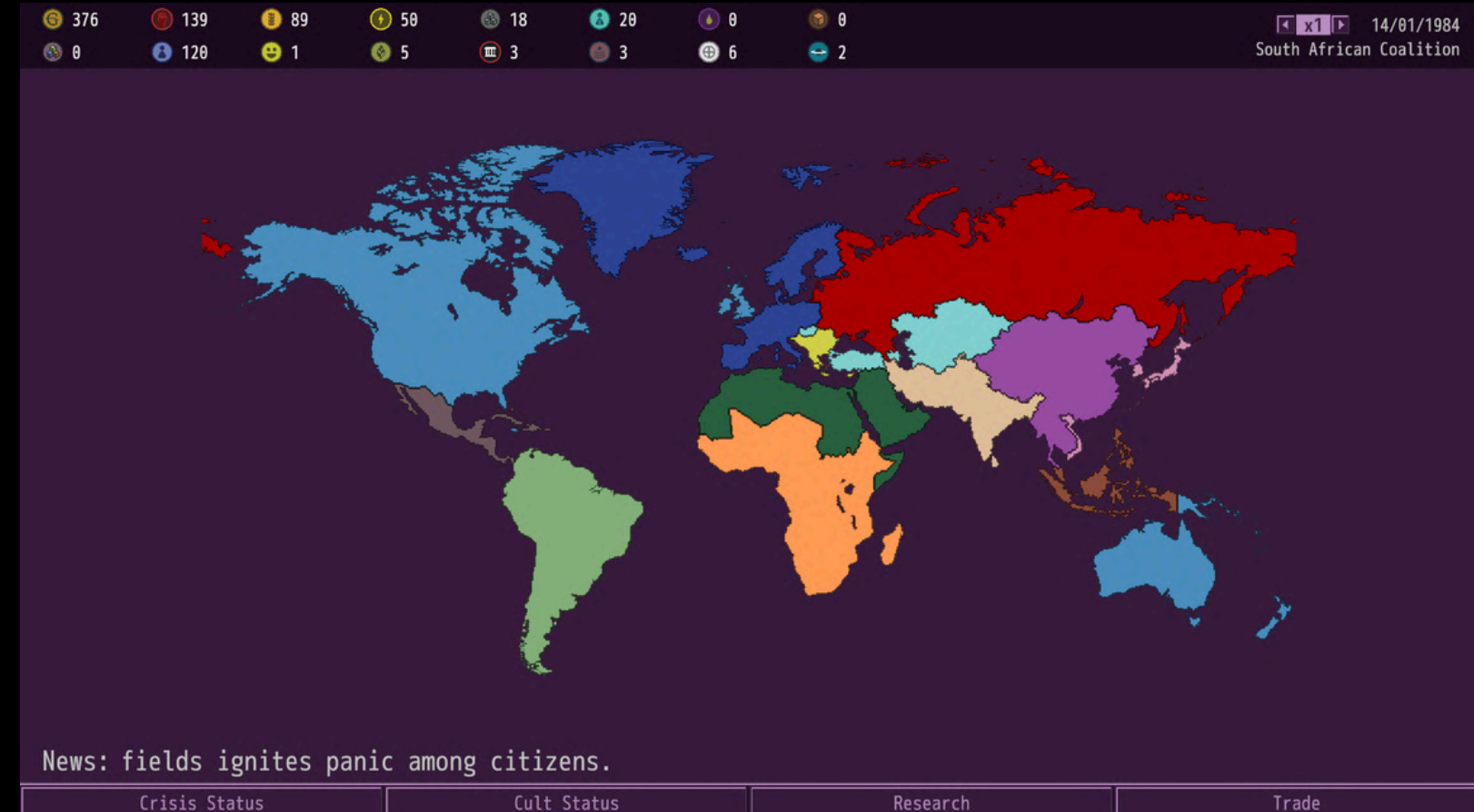
News: villages evacuated after colossal shadow moves uphill against sun.

Crisis Status

Cult Status

Research

Trade

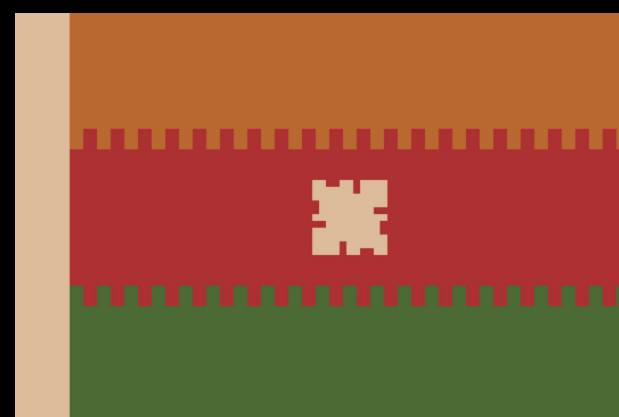


The game can be played in 4:3 mode for nostalgia effect

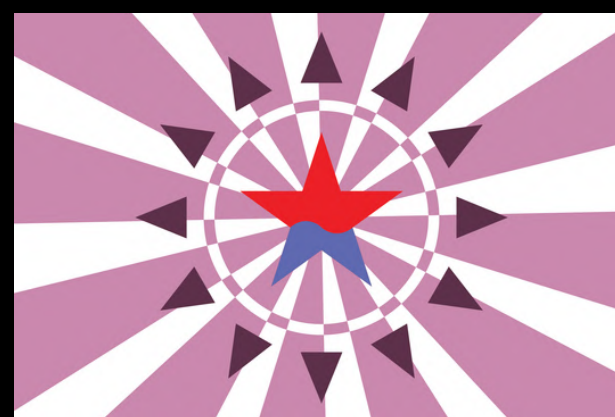
CRT effect can be disabled for accesibility.



Crescent League



Asia Treaty



Free SEA Corporation



Europa

Some of the fictional country flags



Lost But Found

Lost But Found is a job sim game where the player works as an airport "lost and found" officer. Passengers arrive claiming missing items, and the player must search through their desk full of different objects to find the requested item. Gameplay focuses on organizing, identifying items on the table and matching them to the rightful owners while managing time and being accurate.

I worked on this project as the main game designer at Rogue Duck Interactive, my first role in the industry.

I primarily worked on ideation, the main game loop, item balancing, minigame design, and Google Sheets management.

After the lead developer left the project, I also took on maintenance programming, implementing the Cafe and Arcade updates.

Credits:

Produced by Burak Tokak & Dora Özsoy

Game Design, Music & SFX by Mazhar Mustafaoglu

Programming by Burak Görez

Game Art by Ecem Dede

Concept Art by Bilge Su Sakarya

Additional Design & Art by Celal Ahmet Özşahin

Steam Page: <https://store.steampowered.com/app/3204250>

Trailer (YouTube): <https://youtu.be/7edsYFyT8RE>

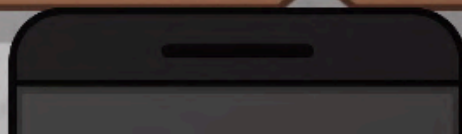
First screen the player sees when they start the game is an empty table, and items arriving from conveyor belt to the left.



+\$20



\$10



Player can throw unclaimed items away using trash bin.

Passengers arrive on top of the screen, maximum of 3.

Passenger Spawn 1

Passenger Spawn 2

Passenger Spawn 3

Blue money can be collected.

Journal shows collections and progress.

Pepper spray is used to fend thieves off.

Timer shows how much time left until shift end.

Calendar shows the current day.

Thermometer shows customer patience.

Green money shows current balance.

Items arrive through the conveyor belt 3 at a time. The player must move them to table quickly before new ones arrive

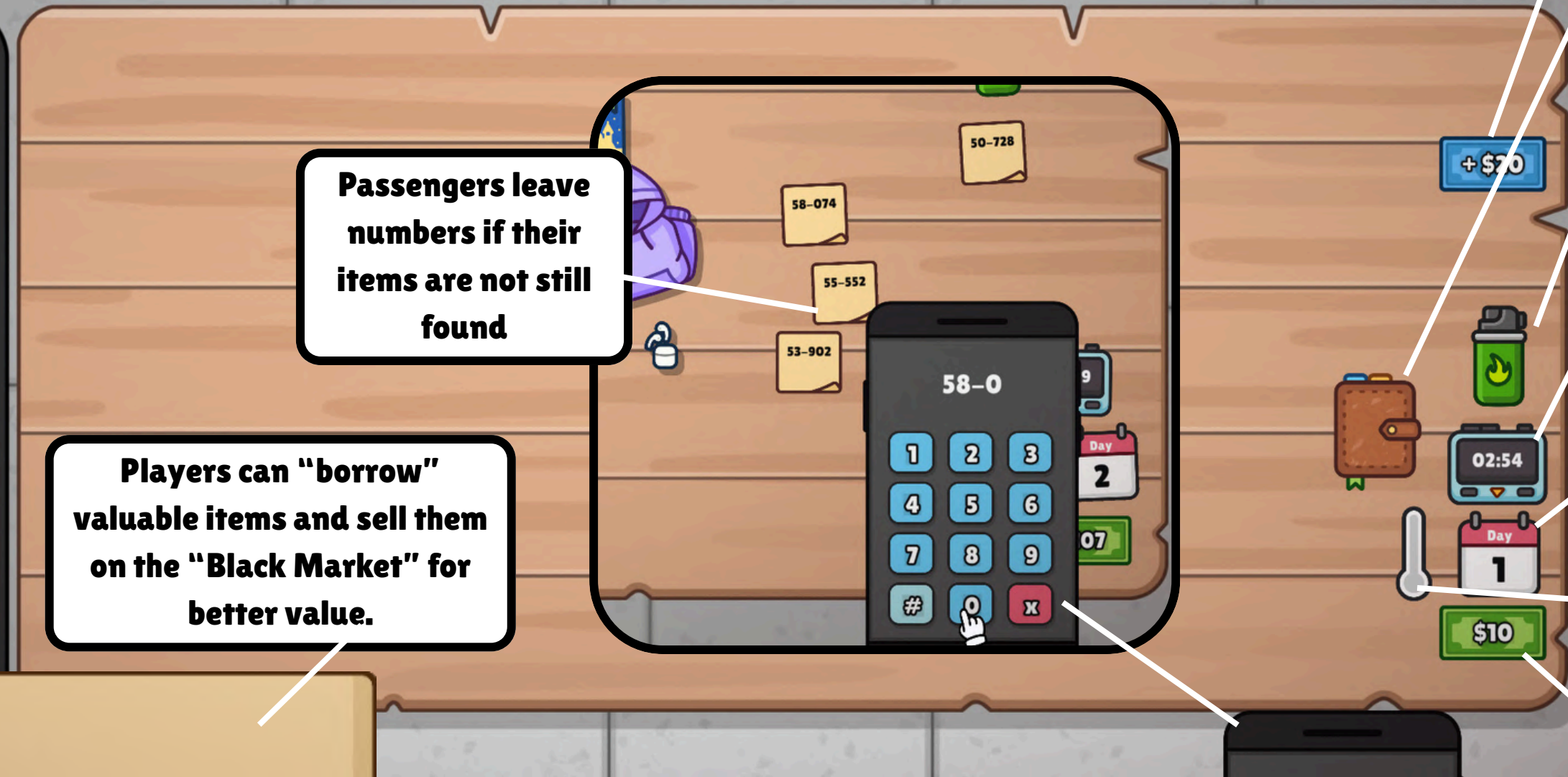
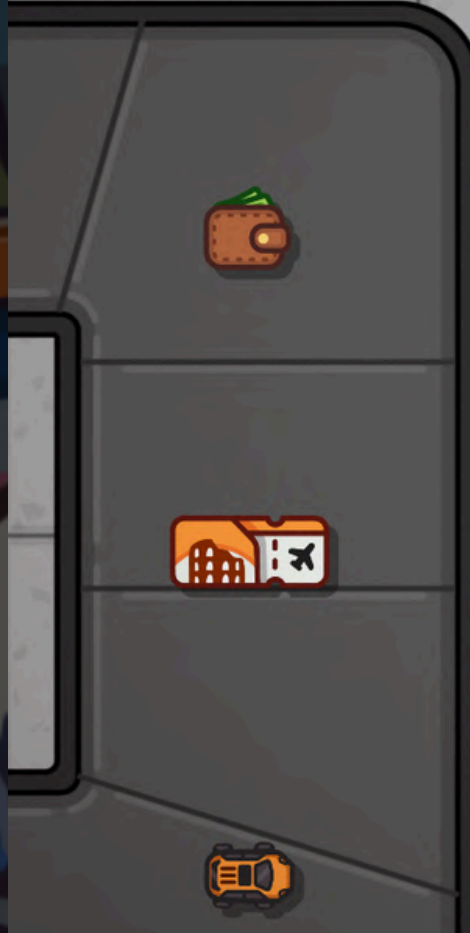
Passengers leave numbers if their items are not still found

Players can "borrow" valuable items and sell them on the "Black Market" for better value.

Player can move and rotate items on the table freely.

Phone can be accessed here to call a passenger later if their item arrives.

Difficulty Indicator



+\$70

\$10

58-0

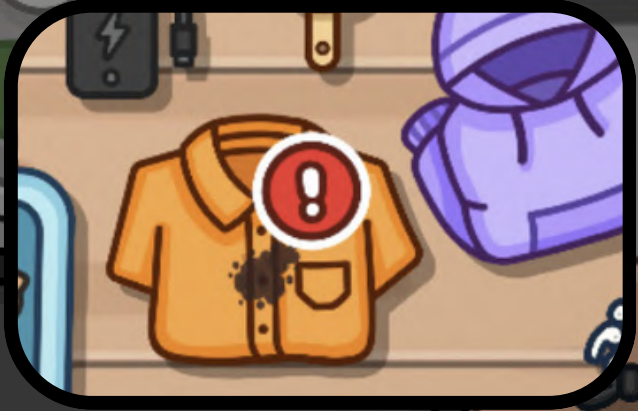
Day 2

07

02:54

Day 1

Some items triggers minigames. These can be accessed by right clicking on them.



Passenger requesting an item, if it does not exists on the table, players can click "Don't Have" and take their number to call them again later.

I lost my Scarf

Don't Have

Thief in action, stealing money from the player until he is fend off.

Give me that money!

-\$36



For example, clothing items have cleaning minigames.

Some items have stickers on them, players can collect to fill their stickerbook inside their journals.

Boarding passes have city - gate matching minigame.

Shanghai

EO F8 C4

Departures		✈
Destination		Gate
Amsterdam	---	E7
Istanbul	---	C0
Dubai	---	B2
Hong Kong	---	D8
Shanghai	---	C4

Adventure Sticker Pack

1/12

Statistics Stickers


x1



02:38

DAY 3

1176

 **\$457**

The game takes player to the minimap after their airport shift is over. The player can visit different stores to buy upgrades and play minigames.

Airport

Bank

Security Office

Shop

The player must bring home some amount of money to look after their family. Game Over if the player misses 3 days.

Home

Black Market



Black Market



-70%

-30%

-50%

Upgrades sold in the Black Market can be bought here.

QR Code Reader



\$1000

Art Piece



\$1800

Black Marketeer Tie



\$1200

"Borrowed" items can be sold here.



\$100



\$115



\$20



1412



More upgrades can be bought in the Market, including Sticker Packs.

Market



A sticker booster-pack giving out 5 random stickers for collection.

Extra money if items delivered faster.

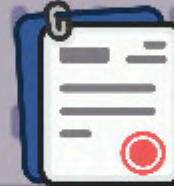
Stopwatch



\$1500

Removes need to bring money home.

Court Order



\$1500

Increases passenger tip amount.

Tip Box



\$1500

Wall Clock



\$1700

Adds 20 additional seconds to shift.

Fan



\$1200

Increases passenger patience.

Table Expansion



\$2400

Expands the table.

Other Work

I have more of my work on my website! mazharm.com ([Jam Games](#), [Music \(can be streamed!\)](#), [Other Projects](#), [CV](#)).



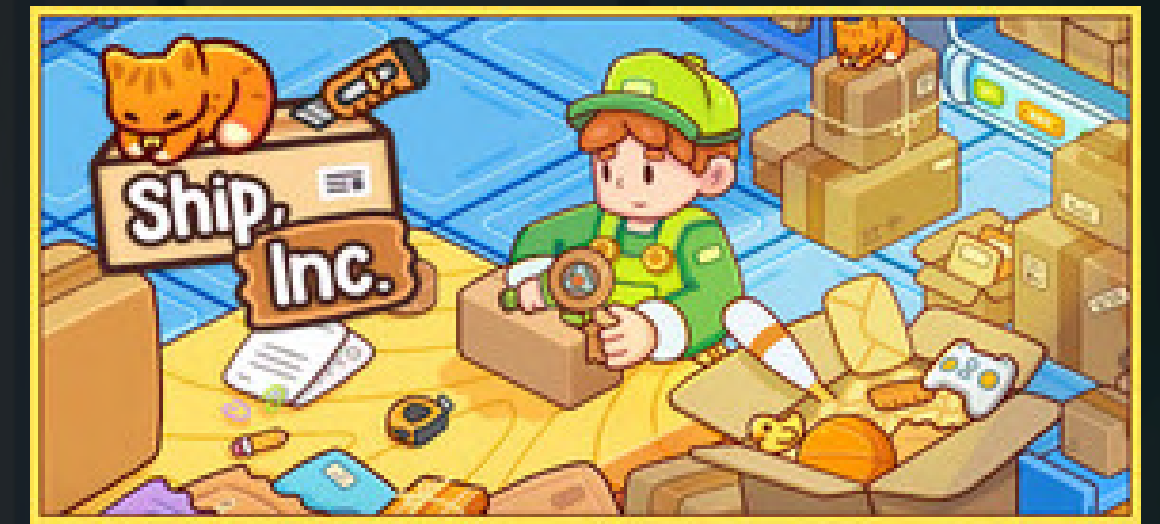
Mystopia

Soundtrack, SFX, UI, Audio Programming



Emberbane

Soundtrack



Ship, Inc.

Game Design, SFX, Soundtrack



Nothing to Declare

Game Design, Soundtrack



Kingdom's Deck

Soundtrack



Portal 2 Custom Test Chambers