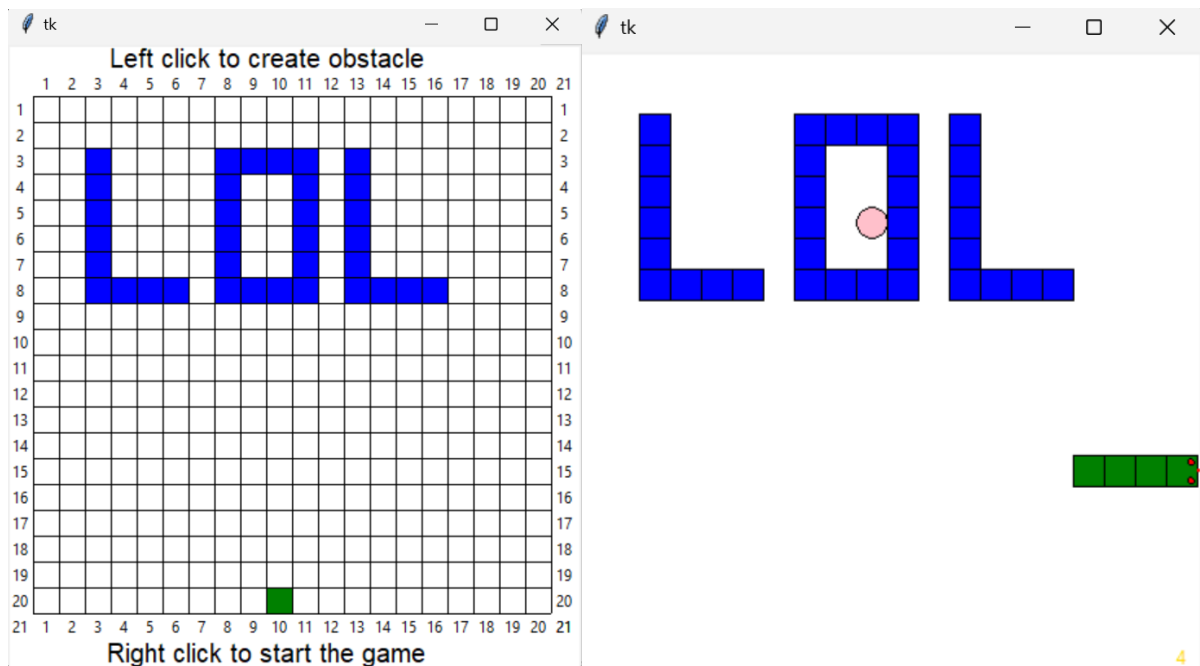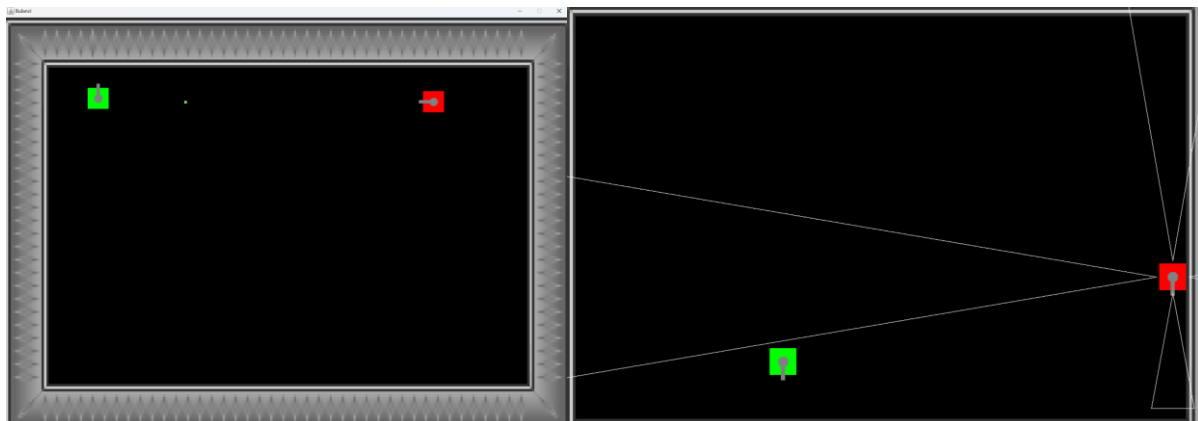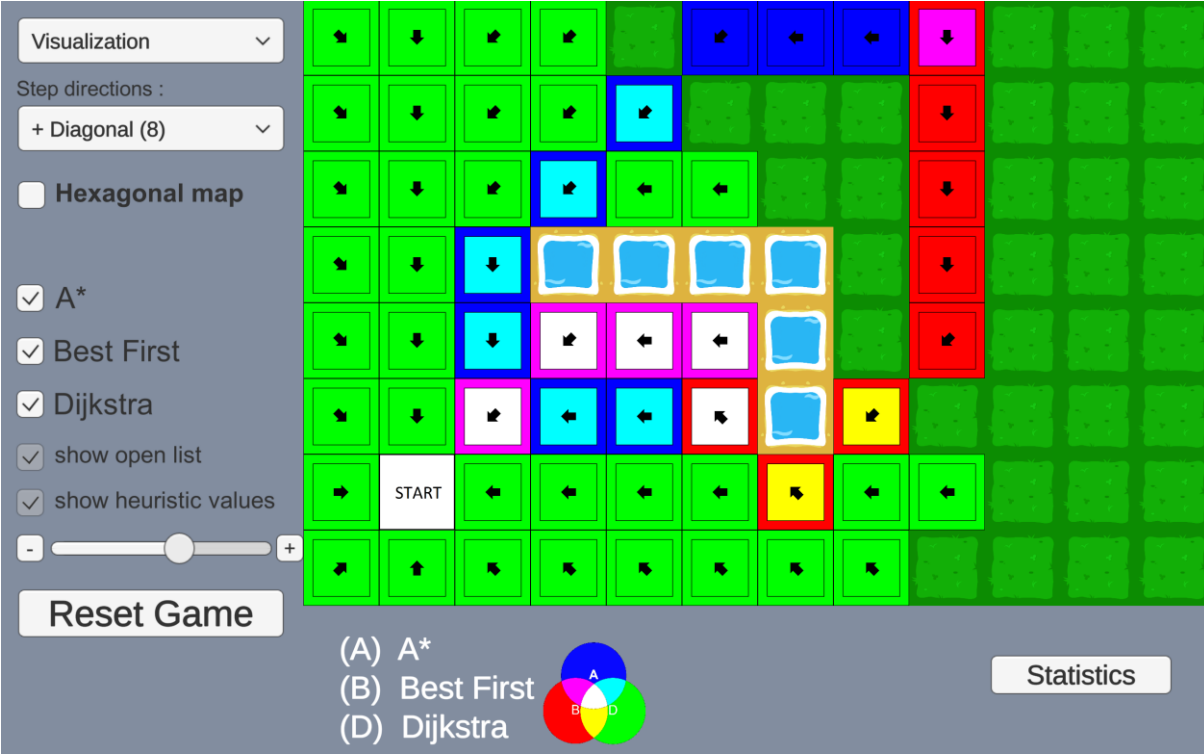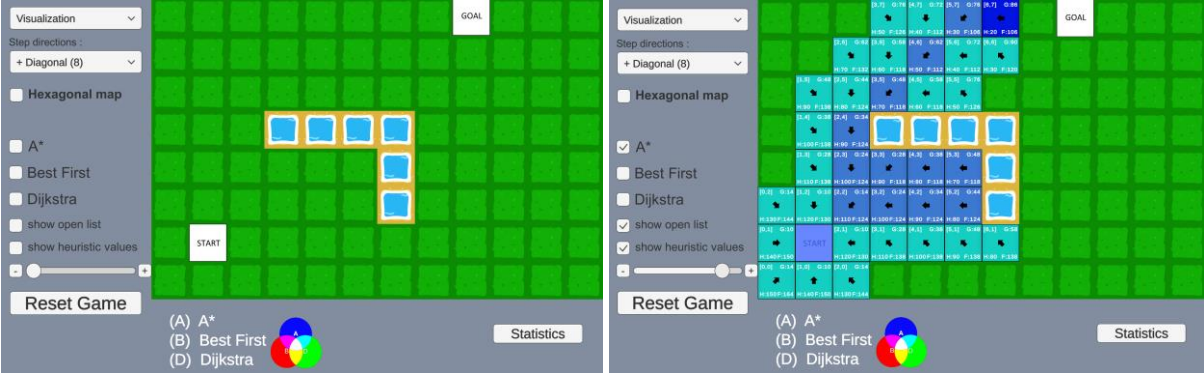**Python snake** (Custom mapy):

Java „**bulanci**" – simple deterministic bots intelligence (shapes intersection)

Bachelor thesis work – **shortst path search algorithms** interactive learning tool (Unity):

Game controls

Game ▾

Step directions :

+ Diagonal (8) ▾

☑ **Hexagonal map**

Choose algorithm

A* ▾

START

Reset Game

Mistakes : 2

Hex grid

Row 7: [3,7] G:70 H:50 F:120 | [4,7] G:70 H:40 F:110 | [5,7] G:80 H:30 F:110 | [6,7] G:90 H:20 F:110 | [7,7] G:100 H:10 F:110 | [8,7] G:110 H:0 F:110 | [9,7] G:120 H:10 F:130

Row 6: [2,6] G:50 H:70 F:120 | [3,6] G:50 H:60 F:110 | [4,6] G:60 H:50 F:110 | [5,6] G:70 H:40 F:110 | [6,6] G:80 H:30 F:110 | [7,6] G:90 H:20 F:110 | [8,6] G:100 H:10 F:110 | [9,6] G:110 H:10 F:120

Row 5: [1,5] G:40 H:80 F:120 | [2,5] G:40 H:70 F:110 | [3,5] G:50 H:60 F:110 | [4,5] G:60 H:50 F:110 | [5,5] G:80 H:40 F:120 | [6,5] G:90 H:30 F:120 | [7,5] G:100 H:20 F:120 | [8,5] G:110 H:20 F:130

Row 4: [1,4] G:40 H:90 F:130 | [2,4] G:30 H:80 F:110

Row 3: [1,3] G:20 H:90 F:110 | [2,3] G:20 H:80 F:100 | [3,3] G:30 H:70 F:100 | [4,3] G:40 H:60 F:100 | [5,3] G:50 H:50 F:100

Row 2: [1,2] G:10 H:100 F:110 | [2,2] G:10 H:90 F:100 | [3,2] G:20 H:80 F:100 | [4,2] G:30 H:70 F:100 | [5,2] G:40 H:60 F:100

Row 1: [0,1] G:10 H:110 F:120 | [2,1] G:10 H:90 F:100 | [3,1] G:20 H:80 F:100 | [4,1] G:30 H:70 F:100 | [5,1] G:40 H:60 F:100

Row 0: [1,0] G:10 H:110 F:120 | [2,0] G:10 H:100 F:110 | [3,0] G:20 H:90 F:110 | [4,0] G:30 H:80 F:110 | [5,0] G:40 H:70 F:110 | [6,0] G:50 H:70 F:120

Mobile game in Unity for android (based on the board game named Quixo):
https://play.google.com/store/apps/details?id=com.NotEvenClose.Guixo
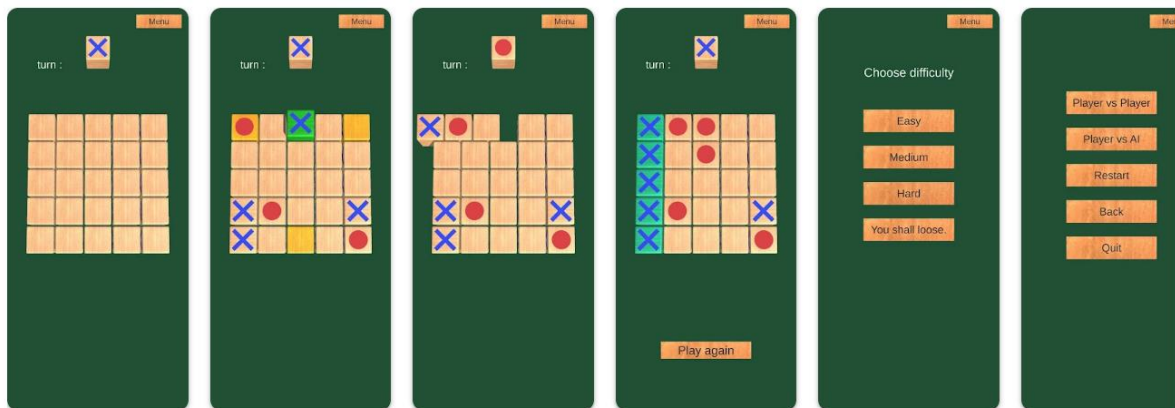
GUIXO

NotEvenClose

5+
Stiahnutia

3
PEGI 3 ⓘ

Inštalovať   Pridať do zoznamu želaní

Táto aplikácia je k dispozícii pre všetky vaše zariadenia

Warlock (offline for now, later I would like to make it multiplayer)
https://drive.google.com/drive/folders/14M_ZcSOUxkmZCv6xyy5l-SHGIEZU1oXz?usp=drive_link

It is my most recent project and although it is in early stages, I move forward quickly and it gets better and better and I get to learn new features of Unity. I am happy to show you more during a video call.

- Based on custom map from Warcraft 3 called warlock.
- Movement, Ability system structure, basic physics functions for knock back effects
- Focusing on functionality, structure and good controls over graphics for now
- Basic deterministic bot AI as well as ongoing ML agents learning.