

## Gameography

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## Design

1. [SteamHounds](#) (2018-ongoing) – Stray Basilisk – Turn Based Battle Game – Design assistance & Testing

## Testing

2. [Just a Cleric](#) (2016) – DXF Games – Platformer – Beta-testing
    - a. Credits are obtainable after completing the game
  3. [Knytt Underground](#) (2013) – Niffas – Platformer – Different MacOS versions compatibility tests – post-release
  4. [The Outlaw, The Drunk, & The Whore](#) (2010) – DXF Games – Arcade – Beta-tester
  5. [Gun Girl 2](#) (2010) – BlueEagle – 2D Platform Game – Beta-tester
  6. [Duel Toys 2](#) (2010) – diefox – Beat'em up – Beta-tester
    - a. [Duel Toys 2.5](#) (2018) was released with more characters, and no story mode and requires controller.
  7. [Turning the Tide](#) (2009) – Steve Harris Games – Shoot'em up – Lead tester
    - a. There is also [demo available](#)
  8. Galaxia Chronicles ([2008](#)) – eVix Company – 2D Platform game – Lead Tester
    - a. The game originally was called [The Ion Adventures](#) and has its project page at [TDC](#)
    - b. There is also [demo available](#)
  9. [Malayalam Island of Mysteries](#) (2008) – MJK Games - Survival – Lead tester
  10. [Hasslevania: The Quest for Shuteye](#) (2007) – DXF Games – 2D Platform game – Beta-tester
  11. [Necropolis Rising](#) (2007) – DXF Games – cRPG – Lead tester V4
- ## Uncredited QA
12. [Beyond the Long Night](#) (2022-2023) – Noisy Head Games – Action Adventure – Beta QA
    - a. Only person who completed all the achievements (inc dev team)
  13. [Boom Slingers – BattleCards](#) (2019 – 2020) – BoomCorp (formerly Tuokio) – Action - Alpha QA
    - a. Was top ranking player in first tests.
  14. [Super Panda Adventures](#) (2013) – BlueEagle – Platformer – Alpha QA

15. [ORP "Burza"](#) (2011) – Don Sotto – Arcade – Design, QA
16. [Wacko Plus! V. 1.8](#) (2009) – Wolf Software – Arcade – QA
17. [Booberbox](#) (2009) – climou – 2D Platform-puzzle game – QA
18. [Zombie Hunterz](#) (2009) – Pentagraf – Beat'em up – Balance designer & Lead QA
  - a. Zombie Hunterz 1.5 was in the works, but unfortunately due to a fire (no one was harmed) we lost a year of work and gave up on it.
  - b. There is reference on [Internet Archive](#) (Polish)
19. [mini 03](#) (2009) – climou – 2D Platform game – Design improvements and QA
20. [Last CHANCE](#) (2008) – Pozik Games – 2D platform game – Design, QA
21. [Dizzy YolkFolk Adventures](#) (2007) – Kurak Games – 2D Platform game – QA
  - a. You can also find games page [at TDC](#)

## Uncredited Translation

22. [Thud](#) (2008) – climou – 2D Platform game – part-translation to English
23. [Gappy 2](#) (2008) – Neo Games – Puzzle Game – Beta-Tester and part-translation to English
24. [Cublog 2](#) (2007-2008) – climou – 2D Platform-puzzle game – part-translation to English
  - a. Only references are in the wayback machine at [climou](#) and [mine](#) websites (Polish)
25. [Diamenciarz](#) (2008) – climou – 2D Platform game – part-translation to English
26. [Rawtank](#) (2008) – climou – 2D Puzzle game – part-translation to English
27. [Slime the Slimery](#) (2007) – Pozik Games – 2D Platform game – part-translation to English
28. [Five Magical Amulets](#) (2005-2006) – Tomus – Adventure Game – Translation to Polish, later continued by Adventure Mag
  - a. Do not have access to Polish Build only English & Czech, however [Internet Archive](#) has a reference to it

## Uncredited Other

29. [Futurust](#) (2017) – d3n – Adventure – Initial Code and Design, and Kickstarter campaign setup. Project taken over by Cobble Games.
30. [Will Self "Kafka's Wound": A Digital Literary Essay video game by Tanya Krzywinska](#) (2012) – Art – HTML5 Porting assistance

## Cancelled

31. Klanarchia RPG (2017-2018) – Michał “Furiath” Markowski et al – Prototyping a digital game based on the [Paper RPG system](#)
32. Epic 90’s Journey: The Legend of Elesha (2017-2018) – Mateusz “Draq” Dragwa et all – QA, design assistance, part translation to English.
  - a. Project page at failed [Kickstarter](#) is still live.
33. [Gamedec Boardgame](#) (2013-2014) – CD Projekt – I was working on a prototype of digitalisation of the Gamedec boardgame.
34. DeBluy (2009-2010) – Fanootherpg – Adventure-platformer – Code, design, story.
  - a. [Project cancelled](#) as team fell through.
35. Shipyard (2009-2011) – Don Sotto – 2D Naval Strategy – English translation
  - a. There is a live demo demonstration available on [Youtube](#)
  - b. There is project website on [Internet Archive](#)
36. Death Cage 3 (2009) – Fanootherpg et all – Top Down Shooter
  - a. [Project cancelled](#) as team fell through.
37. Magia Światłocienia: Eozsof (2008-2010) – Fanootherpg et all – Arcade-tactical – Art, design code.
  - a. Any remark only exists on the [Internet Archive](#) (Polish)
38. Madness: In Search of Life (2008) – with Temporal – cRPG – Co-designer and Storywriter
  - a. There’s only this [development thread](#) remaining
39. Monster Smash (2007-2009) – Pentagraf – cRPG – Beta tester and design improvements
  - a. There’s only this [development thread](#) remaining (Polish)
40. [Sensou](#) (2009-2012) – with Marcelo Collar – Action Role Playing Tactical Strategy Game – Code, design, story
  - a. You can watch [gameplay video](#) here
41. [SEN](#) (2009-2012) – with Gien Entertainment –Hockey Game – Code, design
42. RPG Open Source (2008-2009) – with Jason Orme and Master Maker - Template for RPGs – Code, Design.
  - a. There’s only this [development thread](#) remaining
43. oXo 2 (2008) – Fanootherpg and Fred – Digital Board game – Code, design

- a. [Project cancelled](#) as the team fell through.
44. Itheria (2007-2009) – with M8 – Text Based RPG – Design, narrative.
- a. Any remark only exists on the [Internet Archive](#) (Polish)

## Hobby Projects

45. [100 past 123](#) (GGJ 2019) – Experimental – Art, code, design
- a. Above project started as LED (Arduino) project Lights up developed with Antone
46. SUPERMIAMI (2016) – Demake of SUPER HOT & Hotline Miami – Art, code, design
47. Sjirkles (2014) – Arcade – Art, code, design (Uni project)
- a. Named the best piece of work at this level, he ever saw by a lead tutor Justin Parsler
  - b. Initial prototype started during GGJ 2014 as ProtoCircles
48. [SkyUp](#) (GGJ 2014) – Arcade – Art, code, design
49. [Knights \(And other Stuff\)](#) (GGJ 2014) – Brunel Team – Arcade – Technical assistance (Uncredited)
50. Wildlife Escape (2013) – Runner – Art, design (Uni)
- a. Projects [GDD still](#) exists.
51. KlikChess (2013) – Board game – Code (Uni project - Best in class)
- a. Clickteam Fusion [source code](#) available
52. [MushMush](#) (2012) – Platformer Engine – Art, code, design (Uni)
- a. Full game was never completed as team fell through
  - b. Project page is still [available at TDC](#)
53. Shades of Ninja (2012) – Experimental – Art, code, design - Parts of Bachelor's Thesis: Analysis of limited vision in video games as acceptable challenge and emotional stimulus
54. Kolony Caves (2012) – Experimental – Art, code, design - Parts of Bachelor's Thesis: Analysis of limited vision in video games as acceptable challenge and emotional stimulus
55. [Mini Freerunner \(GGJ 2012\)](#) – Multimedia Fusion Team – Arcade – Art, code, design
- a. The [IGDA Accessibility Challenge winner](#) for London & Global ref Ian Hamilton former CBeeBees
56. The Grind (GGJ 2012) – Multimedia Fusion Team GGJ12 – Arcade – Co-coder
- a. Was not uploaded to GGJ website – found reference some source files on old Dropbox but need to regain access

57. Ouroboid ([GGJ 2012](#)) – Multimedia Fusion Team GGJ12 – Arcade – Code, design
  - a. Was not hosted at GGJ website, presumably lost
58. Infinite wave ([GGJ 2012](#)) – Multimedia Fusion Team GGJ12 – Arcade – Art, code, design
  - a. Was not hosted at GGJ website, presumably lost
59. [Sens3s: The Art of Understanding](#) (2011) – Fanootherpg et al – Adventure – Art, code, design
60. [Hum4n1ty](#) ([GGJ 2011](#)) – Multimedia Fusion Team – Experimental – Art, code, design
61. [The god's speech](#) ([GGJ 2011](#)) – Multimedia Fusion Team – Experimental – Art, code, design
62. [Frayed](#) ([GGJ 2011](#)) – Multimedia Fusion Team – Experimental – Co-coder
63. [Vocalayno!!1](#) ([GGJ 2011](#)) – Multimedia Fusion Team – Arcade – Audio control coder
64. [Cave Belly of the Whale aka Light, Light I say!](#) ([GGJ 2011](#)) – Multimedia Fusion Team – Arcade – Art, code, design
65. [Walk in a park](#) (2011) – Only audio environment experiment – Art, code, design (Uni project)
66. Kolony 0 (2011) – Strategy – Art, code, design (Uni project)
  - a. The only thing remaining is [document submission](#)
67. The Messenger (2010) – Fanootherpg et al – 2D platform game – Code, design
  - a. The Messenger: Retold (2011) – was updated and upgraded version that can be purchased as part of [Klikdisc Issue #5](#)
  - b. The Messenger: GM (2011) – Remake of the game in Game Maker for University.
68. [Cade Tower: Eozsof](#) (2008) – Fanootherpg et al – cRPG – Art, code, design
  - a. Project also had [open source](#) example
69. [Duked](#) (2008) – Fanootherpg et al – cRPG – Art, code, design
  - a. Project also had [open source](#) example
70. [Drega Syia: Eozsof](#) (2007) – Fanootherpg et al – cRPG – Art, code, design
  - a. Winner of International Game Jam for the best interactive menu at GameBuilder.info
71. [Death Cage 2: Nightmare Returns](#) (2007) – Fanootherpg et al – Shooter – Code, design
  - a. [Death Cage 2+](#) – Expanded version with 2 new environments
  - b. Project also had [open source](#) example
72. [oXo](#) (2007) – Fanootherpg and Fred – Digital Board game – Code, design

- a. Project also had [open source](#) example
73. Forbidden Way: Eozsof (2007) – Dungeon Crawler – Art, code, design
- a. Project details are [available on TDC](#)
  - b. Project also had [open source](#) example
74. [Death Cage](#) (2006) – Fanootherpg et al – Shooter – Code, design
- a. Two build were developed [Polish](#) and [English](#)
  - b. Project also had [open source](#) example
75. [Imperia](#) (2005-2006) – Real-Time Strategy – Art, code, design
76. [Troy](#) (2005) – Zet Group– 2D Platform game – Art, code (AI)
77. [Santa in the Calisia at Xmas](#) (2004) – Adventure – Art, code, design
78. [Fast Track \(2002-2003\)](#) – Arcade – Art, code, design
79. Brick Breaker (2002) – Arkanoid – Art, code, design
- a. Game developed for competition by Komputer Świat Extra: Twój Niezbędnik nr 4/02 (10) Listopad 2002 – Luty 2003, which introduced me to The Games Factory game engine.
80. Coding Blitz Games (2000-2002) – Various – Art, code, design
- a. Learning [basics](#) of Blitz Basic, C++, Delphi, Java while creating a various simple application and video games
81. Floppy Adventures (1998-2000) – AR Adventure – Art, design
- a. Floppy intros (5.25”) giving hits and tasks to perform within proximity of “game computer” to find another part of the story set (up to 7 floppies within one adventure game).
82. Heroes of Grass & Paper (1997-1998) – Board Game – Design, conversion of Heroes of Might & Magic 2 to a board game

## Software

83. GWG (2009) – Evaluation app for 2<sup>nd</sup> and 3<sup>rd</sup> Global War Jam
84. [KlikUploader](#) (2007) – FTP client – Art, code, design
85. Drega Syia: Dev Tools (2000-2008) – In-game content development tools for Drega Syia: Eozsof PA (2007)
- a. The only track record is the settings website on [Internet Archive](#)

86. [Klike-zin](#) (2005) – App based E-Zin developed as alternative to Ślimaczek e-zin

## Game Projects for UAL BA Games Design (Cannot Share)

87. Our-bit-o (2023) – Arcade – Art, code, design.
88. Tomb of the 30 (2023) – Arcade – Art, code, design.
89. Vs Dino (2023) – Arcade – Art, code, design.
90. Escape the Console (2023) – Puzzle – Art, code, design.
91. KeySwap (2022) – Puzzle/Platformer – Art, code, design
92. Celestial Platforms (2022) – Platformer – Art, code, design
93. Spring Squares (2022) – Platformer – Art, code, design
94. Entry Point (2022) – Puzzle – Art, code, design
95. PushBlock (2021) – Puzzle – Art, code, design
96. Guses Wordster (2021) – Typing – Art, code, design
97. Sean's Boomerang (2021) – Arcade – Art, code, design.
98. Pick your poison (2021) – Deduction – Art, code, design.
99. My Dungeon (2021) – Puzzle – Art, code, design.
100. Puzzling Strings (2021) – Puzzle – Art, code, design
101. Draught Checkers (2020) – Strategy – Art, code, design.
102. My Sweeper (2020) – Logic – Art, code, design.
103. Drawing Game (2020) – Puzzle – Art, code, design.
104. TKAT Solitaire (2020) – Logic – Art, code, design.
105. The Path (2020) – Puzzle – Art, code, design.
106. Slomo Swarm (2020) – Arcade – Art, code, design.
107. Witch Hunt of Austin (2020) – Arcade – Art, code.
108. Knights of Baba Yaga (2020) – Puzzle – Art, code.
109. Archer (2020) – Arcade – Art, code, design.
110. Aninos Pattern (2020) – Puzzle – Art, code, design.
111. Zhans Grass (2020) – Arcade – Art, code, design.

112. Squared Jumpman (2020) – Platformer – Art, code, design.
113. Snapping Shapes (2020) – Logic – Art, code, design.
114. Switcheroo (2020) – Logic – Art, code, design.
115. Shepherd Doggo (2020) – Arcade – Art, code, design.
116. Night Sky (2020) – Arcade – Art, code, design.
117. Mochi Colours (2020) – Puzzle – Art, code, design.
118. Nicest Dice (2020) – Game of chance – Art, code, design.
119. Calllums Counter (2020) – Strategy – Art, code.
120. Tony's Maze (2020) – Arcade – Art, code, design.
121. Loneliness (2020) – Arcade – Art, code, design.
122. Pull the Rope (2020) – Arcade – Art, code, design.
123. Questionnaire (2020) – Trivia Game – Code, Design
124. Euans Flip (2020) – Puzzle – Art, code.
125. Roy's Demolition (2020) – Puzzle – Art, code.
126. 209<sup>th</sup> Snake (2019) – Arcade – Art, code, design.
127. Zhans Snake (2019) – Arcade – Art, code, design.
128. Yl Shmup (2019) – Shmup – Art, code, design
129. Ducks of Victoria (2019) – Arcade – Art, code, design
130. Flynn Walls (2019) – Arcade – Art, code, design
131. Filips Cups (2019) – Memory – Art, code, design
132. Orbit Race (2019) – Racing – Art, code, design
133. Pipes (2019) – Puzzle – Art, code, design
134. Shaped BEDMAS (2019) – Puzzle – Art, code, design
135. Scaled Tanks (2019) – Arcade – Art, code, design
136. Shaped Memory (2019) – Puzzle – Art, code, design
137. Shaped Invaders (2019) – Arcade – Art, code, design
138. Whack a Square (2019) – Arcade – Art, code, design

139. Manicliker (2019) – Arcade – Art, code, design
140. Green Eye (2019) – Arcade – Art, code, design
141. Bombastic Bricks (2019) – Arcade – Art, code, design
142. Ping (2019) – Shmup – Art, code, design
143. XY (2019) – Logic – Art, code, design
144. Crosser (2018) – Action – Art, code, design
145. Treasure Hunter (2018) – Action – Art, code, design
146. One Liner (2018) – Experimental – Art, code, design
147. Fishing (2018) – Action – Art, code, design
148. Tag – Catch N Drop (2018) – Arcade – Art, code, design
149. Bomber (2018) – Action – Art, code, design
150. Collect 5 (2018) – Arcade – Art, code, design
151. Swimmer (2018) – Sports – Art, code, design
152. Relay (2018) – Sports – Art, code, design