

NaPaliGhost

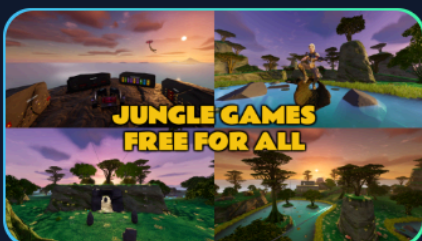
UEFN Commissions

I have ~20.000 hours of experience in software development and spent another ~3.000 hours in UEFN to:

- Write 7.000 lines of verse code
- Build a level that has made full use of the 100.000 landscape resolution budget and contains 14.500 actors
- Create multiple games that have more than 40 minutes average monthly playtime

I can build entire experiences for you or help you out where you need it!

My Games



Verse Programming

- Complex game loops with custom game rounds & multiple winning conditions
- Handling players joining or leaving mid game
- Dynamic UI based on game state and player stats
- Custom game mechanics

```
87     spawn:
88         MatchLoop()
89     }
90
91     MatchLoop()<suspends>: void = {
92         Sleep(60.0)
93         loop:
94             if(SupplyDrop:= SupplyDrops[SupplyDropIndex]):
95                 SupplyDrop.Spawn()
96                 set SupplyDropIndex += 1
97             Sleep(30.0)
98         for(Player0: Players):
99             Player0.PlayerUI.AddMatchEnding()
100         Sleep(7.0)
101         for(Player0: Players):
102             Player0.PlayerUI.RemoveMatchEnding()
103     }
104
105     GetUnassignedTeam(TeamCollection: fort_team_collection, Player: player, Teams: []team)<transacts>: ?tuple(int, team) = {
106         for(Index -> Team: Teams):
107             if(Agents:= TeamCollection.GetAgents[Team], Agents.Length = 0):
108                 return option{(Index, Team)}
109         return false
110     }
111
112     PlayerAddedToGame(Player: player): void = {
113         NewPlayer:= MakePlayerContainer(Player)
114         set NewPlayer.PlayerUI = MakePlayerUI(Player)
115         NewPlayer.PlayerUI.Init()
116         set Players = Players + array{ NewPlayer }
```

Level Design

- 1v1 / 2v2 maps (~10 hours)
- 16 player free for all (~80 hours)
- Anything in between or out of bounds
- Optimization through scene graph, level streaming and HLODs



Game Design

- Game reviews to identify issues with game balance and create ideas for game mechanics that enhance gameplay
- Intuitive game flow that gets players into the game as fast as possible
- Interesting balancing mechanics in case of unbalanced team strengths
- Dynamic mechanics so your game plays well on low player counts



Cost

My default rate is 72.00 CHF per hour.

Let's get started!

Contact me through email or my socials:

hello@napalighost.com



napalighost.com/uefn-commissions