Mike Egan's Demo Reel Shot Breakdown - April 2017
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Shots: 1 - 4
Level: pd_watergate
Core Team Size: 6
Development Period: 54 weeks (August 2015 - September 2016)

A 3D deathmatch level built for the game Team Fortress 2. Utilizing a custom gamemode built
by me, with custom art props from friends across the TF2 content community.
I was the project design lead, however for half of the development period I was in school full
time (partly why it took so long to complete - but that was okay because it still came out great!).

Authors:
Mike Egan - Layout / Gameplay / Detail / Scripting
Louie Turner - Detail
BANG - Models of barrel, lamp post, mothership clouds, dumpster
Ronin - Models of mothership, saucer
3Dnj - Texture of sand near water
Em' - Model of the trawler boat in the center
Miodnre - Texture of the trawler boat in the center
FissionMetroid - Particles from saucer and mothership
Neodement - Model of the water gate
Evil Knevil - Model of the bottle pickup object that falls from players in the game mode
Nassimo - Textures of signs around map and of the bottle pickup object
Void - Texture of 'Blu Industries' sign
Wgooch - Plugin Scripting / Gameplay
Darkid - General Help
A Boojum Snark - General Help
TF2Maps.net - Testing

Shots: 5 - 6
Level: arena_discovery
Core Team Size: 1
Development Period: 12 weeks (December 2014 - March 2015)

A 3D deathmatch level built for the game Team Fortress 2. Utilizing the Arena gamemode. Has art props from friends also across the TF2 content community.
I worked on all the layout, scripting and gameplay, and also created the full level art pass.

Authors:
Mike Egan - Layout / Gameplay / Detail / Scripting
3dnj - Emerald Water Texture
Heyo(Sean) - Jungle Models
Freyja - Tent Model
BANG! - Shrine Model
E-Arkham - Banyan Tree Model / Mayann Models / Textures
GetGrenade - Head Model
Ravidge - Palm Tree Models / Construction Models

Shots: 7 - 9
Game: Democratic Intervention Beyond Sol
Core Team Size: 8
Development Period: 14 weeks (Jan 2017 - April 2017)

The third year capstone project game for Niagara College.
I worked on nearly all the programming and scripting in the game, in addition to building the artificial intelligence for the boss battle and also making the weapon and ship particles for the flamethrower and ship jump booster.

Authors:
Mark Proveau - Project Lead, Scenario Design, GUI Design
Mike Egan - Programming Lead, Mechanic Design, Technical Implementation
Dylan Wright - Artificial Intelligence
Gabriel Lopes - Assistant Project Manager, Environment Design, Secretary
Patrick Carroll - Character Design, Enemy Design, Texture Design
Matthew Mueller - 3D Artist
Michael Dion - 3D Artist
Alexander Salway - Script Writer, Voice Director, 3D Artist

Shot: 10
Game: Robotic Employees
Core Team Size: 6
Development Period: 48 hours (Jan 2017)

This is a 48h Global Game Jam game entry by our 6 person team from Niagara College.
I worked on all the movement, obstacle, and pickup programming. I was also heavily involved in the initial design process, making sure to choose gameplay that would be fun for our team size, and making sure to choose a design theme that supported enough artistic potential for our four artists to work on constantly.

Authors:
Mark Proveau - Programming, GUI Design
Mike Egan - Programming
Gabriel Lopes - 3D Art
Patrick Carroll - Character Design, 3D Art
Michael Dion - 3D Art
Alexander Salway - 3D Art

Shots: 11 - 15
Game: Idol Threat
Core Team Size: 4
Development Period: 14 weeks (Jan 2016 - April 2016)

This is our second (of 3) year capstone development project from Niagara College where we received a base platformer toolkit and had to create a unique game out of it.
I worked on most of the gameplay programming including the main movement mechanic of grappling, swinging, and boosting around the environment. The four of us developers also had 5 additional classes with their own large final projects this semester.

Authors:
Mark Proveau - Programming, GUI Design, Music
Mike Egan - Programming, Level Design, Level Scripting
Dana Vaillancourt - 3D Art, 2D Art
Scott Parsons - 3D Art