

This is a chronological list of all the games/projects I have created since 2015.

1. [Tourestrial](#)
 - a. June 29, 2015
2. [Ambrosia](#)
 - a. October 11, 2015
3. [Up and Above](#)
 - a. April 2, 2016
4. [Pufferfish: The Game Not the Fish](#)
 - a. April 17, 2016
 - b. Game Jam (Weekend LD 35)
5. [Teddy Bears vs. Bed Bugs](#)
 - a. August 15, 2016
6. [Super Hot Dog](#)
 - a. February 19, 2017
 - b. Game Jam (1 Month?)
7. [Low Poly Bathroom Pack | 3D Assets](#)
 - a. July 5th, 2017
8. [Click the Power](#)
 - a. July 30, 2017
 - b. Game Jam (Weekend LD 39)
9. [Low Poly Environment Pack | 3D Assets](#)
 - a. September 15, 2017
10. [Running Cosmonaut Simulator](#)
 - a. August 12, 2018
 - b. Game Jam then Release
11. [Crowd Clicker](#)
 - a. November 4, 2018
 - b. Game Jam (Weekend Rowan ACM)
12. [Cyberpunch and Kick](#)
 - a. May 27, 2019
 - b. Game Jam (1 Week Itch.io)
13. [Breedom 7](#)
 - a. June 10, 2019
14. [Project Forgiveness Demo](#)
 - a. September 2, 2019
15. [Decay Decake](#)
 - a. Ultimate Game Jam
 - b. March 20, 2020
16. [Space Prevention Force](#)
 - a. May 8, 2020
17. [Unreal Engine x Tallo Earth Day Ad Cinematic](#)
 - a. April 12, 2021

18. [Welcome to My Orbit](#)
 - a. GMTK 2021 Jam
 - b. June 14, 2021
19. [Sci-Fi Space Vibrant Asset Pack \(From Strung By Three\)](#)
 - a. September 12, 2021
20. [Droids, Ships, and Planets](#)
 - a. Ongoing