

pissweak

the most fun you'll ever have in the toilet

Created for: ICT309 at Murdoch University

With: Theron Miles

Time: Two Weeks

Platform: OpenGL, written in C++

Roles: Game, Level and Sound Design, Modelling and Texturing

Pissweak allows players to take the role of that most illustrious of careers - a high school janitor. Facing a urinal infested with Gremlins, players must attempt to cleanse the urinal armed with nothing more than their own urine and a seemingly never-ending supply of generic-brand beer that drops out of the ether.

Pissweak features a scratch-built urine particle system, 10 levels of difficulty and full support for MD2 animations.

Pissweak was possibly the shortest project I've ever been a part of. The whole game went from concept to complete in less than two weeks, on-and-off while working on Generic Tank Wars at the same time. However, it has since been a runaway success, and I continue to be known in the halls at Murdoch as "that guy that made that peeing game". A dubious honour, but one I am happy to accept.

More information and links at: <http://portfolio.timtekindustries.com/pissweak.php>