

## Internship Completion Confirmation

Intern's Name: Daniel Velitskiy

Internship Period: May 13, 2024 - September 16, 2024

Company: Turtle Knight Games

Role: Game Designer



### Projects Worked On:

#### Kinpath (2D RPG Autobattle)

- Developed a paper prototype to conceptualize initial game idea.
- Designed test level layouts to enhance gameplay experience.
- Worked on game balancing to ensure fair and engaging player progression.
- Explored and designed diverse game mechanics to enrich player interactions.
- Creating and maintaining the game design documentation

#### Jelly-Based Roguelike

- Engaged in the exploration of game ideas.
- Conceptualized base mechanics.
- Explored alternative game perspectives to bring a fresh and unique experience to the genre.

#### Physics-Based Sword Roguelike

- Took an active role in the initial game idea exploration.
- Conceptualized core game mechanics.
- Designed weapon attachments to provide variety and strategic depth to gameplay.
- Developed boss enemy concepts to create challenging encounters.
- Planned level structure to ensure a cohesive and exciting progression for players.

We confirm that Daniel Velitskiy has successfully completed the internship at Turtle Knight Games. Throughout his time with us, Daniel has shown dedication, creativity, and a passion for game design. His contributions have been valuable to our projects, and we believe that his skills and enthusiasm will support his future success in the industry.

Signature: 

Date: 30.10.2024