

These are the screenshots of my work, the 2D games which I have developed lately.



This is the customer game (GemIsland) which I developed for cablevision in USA and Is about to be released.



X:187, Y:78

This is the famous Sudoku game which I developed proactively and is going for a demo to Russia.



X:210, Y:80

This is the game MAX, in which our hero tries to take out the terrorists in the hangar.

This game is also going for a demo to Russia.



X:157, Y:82

This is the underwater game Aquatika, here the person has to collect coin, avoid falling obstacles and deadly sharks to survive, this is also going to Russia.



This is Kakuro, similar puzzle game, sorry about the screen shot, actually it is a screen grab from the TV, hence not proper.