



Dong Yichi's
Game Design Portfolio

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Invasive Species

Invasive Species Board Game

Summary

Inspired from biological invasion, Invasive Species is a asymmetric competition tabletop game for 2 to 4 players. In this game, players are divided into two camps: Indigenous characters and Intruder. Indigenous characters need to work together to stop the biological invasion. The Intruder needs to take over the native planet.

Genre

Action Points, Cooperative Game, Hand Management, Point to Point Movement, Set Collection, Trading, Variable Player Powers

Target Audience

Those who are interested in environmental protection

Components

Map x 1

Indigenous camp Skill cards x 3
Indigenous camp Action cards x 4
Indigenous camp Character cards x 6
Indigenous camp Character pawns x 6

Intruder camp Skill cards x 4
Intruder camp Action cards x 1
Intruder camp Character cards x 1
Intruder camp Character pawns x 1

Invasive Species cubes x 60 (20 in 3 colors)

Incubators x 4

Position cards x 30
Invasion position cards x 31

Biological reproduction outbreak
scoreboard x 1
Outbreak marker x 1

Bioweapon incubation scoreboard x 1
Bioweapon marker x 3

Instruction Book x 1



Rule Book

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OVERVIEW

In **Invasive Species**, players are divided into two camps: **Indigenous characters** and **Intruder**. Indigenous character players can have 2 to 4 players. And they need to work together to stop the biological invasion. The intruder player has one person. And he needs to play the intruder to take over the native planet.

For **INDIGENOUS CHARACTER PLAYERS**, they can win if they hatch three bioweapons. For **INTRUDER PLAYER**, he can win under the following two conditions:
 1. The indigenous character players will draw cards from the position where the remaining cards are 1 in each round the indigenous characters player loses to time.
 2. The number of biological reproduction outbreaks has reached 6 (destroy the planetary ecosystem).
 3. The number of a certain kind of a is zero (a certain invasive species has completely taken over the planet).

Players from both camps play a special role and fight each other with their special abilities.

ACTIONS

Intruder player turn

During the intruder player's turn, he can perform up to three actions. Intruder players can perform actions:

Move

Move to another position adjacent by a dotted line.

Magic Teleportation

Spend 1 position card to teleport yourself to this position.

Put Invasive Species In

Spend 1 invasion position card to place an invasive species cube in the position of the invasion position card.

Enhance Invasive Species

Spend 6 same color invasion position cards to upgrade the reproduction speed of invasive species, to draw 1 more invasion position card in the next all of rounds.

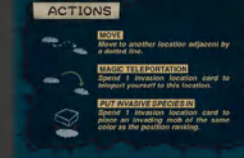
Resurrection

Spend 3 invasion position cards of the same color, and you can re-insert the discarded invasion position cards into the invasion position deck and shuffle the cards.

Destroy Bioweapons

Spend 5 invasion position cards of the same color to destroy bioweapon that have been hatched.

ACTIONS



Indigenous character players turn

It can perform up to three actions per indigenous character player's turn. Indigenous character players can perform actions:

Move

Move to another position adjacent by a dotted line.

Magic Teleportation

Spend 1 position card to teleport yourself to this position.

Exchange Intelligence

In the same position as your teammate, you can give or get the position card of this position to the opponent or get it from the opponent.

Build Incubator

In your position, spend 2 position card for this position to build an incubator.

Destroy Invasive Species

Destroy 1 invasive species cube in your position. If you have hatch a biological weapon, you can destroy all same color cubes in this position.

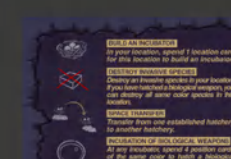
Space Transfer

Transfer from one incubator to another incubator.

Incubation of Biological Weapons

At any incubator, spend 4 position cards of the same color to hatch a biological weapon of the corresponding color.

1 Action Card for 1 player



SETUP

1. Assemble Map, and place Invasive Species Cubes, Incubators/Incubators

Assemble the map board into a 3D-hedron. Divide invasive species cubes into 3 supply piles according to the color and place them next to the map. Put the incubators together next to the map.

2. Place Biological Reproduction Outbreak Scoreboard and Outbreak Marker

Place biological reproduction outbreak scoreboard next to the map. And the outbreak marker next to it.

5. Place the Invasion Position Cards and mark the first group of Invaded positions

After shuffling the invasion position cards, draw the 3 cards above in order, and according to the positions on the three cards to place 2 invasive species cubes on each positions. Then draw 3 more cards in sequence, and according to the positions on the three cards to place 1 invasive species cube on each positions. The six cards that have been drawn are put back into the aggressor pile and reshuffled. The pile is then placed on the intruder player's side.

3. Place Bioweapon Incubation Scoreboard and Bioweapon Markers

Place the Bioweapon Incubation Scoreboard next to the map and the Bioweapon Markers next to it.

4. Distribute Character Cards and Pawns

One player is responsible for playing the role of the intruder character and taking the role of Reaper. The other players randomly draw an indigenous character card. Then each player gets a pawn represented by the color of the character.

7. Place Position Cards

Shuffle the position cards and place them on the indigenous character players' side.

8. Start play !!!

Intruder players and aboriginal players get their intruder skill cards and intruder action card respectively. The intruder players can use the intruder skill cards during the game by themselves. The indigenous character players need to share indigenous skill cards and indigenous action cards.

DRAW CARDS

Indigenous character players turn

On each indigenous character player turn, it can draw three position cards after the end of the action. (The upper limit of each player's hand is 6)

Intruder player turn

On the intruder player's turn, he may draw three invasion position cards after finishing his action. (The player's hand is limited to 6 cards)

SKILL CARDS

Indigenous character players turn

Each indigenous character player can use skill cards on its own turn (not counting limited actions). Aboriginal players need to share indigenous skill cards, and each skill card can be used once.

By Train

Move yourself to any 1 position.

Outbreak of Plague

Clear all invasive species in any 1 position.

Mining

Clear all invasive species in any 1 position.



Intruder player turn

Intruder players can use skill cards on their turn (not counting limited actions). Each skill card can be used once. (The player's hand is limited to 6 cards) (The upper limit of each player's hand is 6)

By Train

Move yourself to any 1 position.

Resuscitation

There are 2 same color invasive species in your position. And biological reproduction outbreak will occur.

Vivarium

Break the food chain relationships of the invasive species in one position so that they can coexist peacefully.

Fable

View the top 3 card stacked on the invasive position cards and change the order of these 3 cards.

HATCH BIOWEAPONS

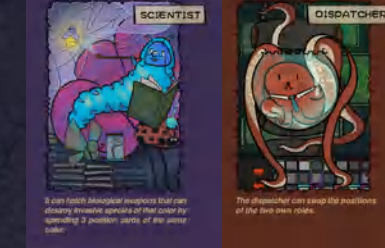
There are 3 places on the [bioweapon incubation scoreboard] for [bioweapon markers]. When aboriginal players hatch a bioweapon, they can place the [bioweapon marker] on the corresponding position on the [bioweapon incubation scoreboard].

BIOLOGICAL REPRODUCTION OUTBREAK

When the number of the same color [invasive species cubes] at a certain place reaches 3, other positions adjacent to this position will also add a block of the same color. Except for locations where [biological reproduction outbreak]/[biological reproduction Outbreak Spread] has occurred.

When the [biological reproduction outbreak] occurs, the player needs to push the [outbreak marker] on the [biological reproduction outbreak scoreboard] one space down (in the direction of the dotted line).

Core Mechanics



VS



He consumes 4 invasion location cards of same color, which can cause 1 biological reproduction outbreaks at his location.



Asymmetric competition

Players are divided into two opposing factions, Aboriginal and Invaders, and the two factions are not equal in number. The asymmetric competitive situation means that the number of people is not balanced, so the skills of the characters of the two camps, the victory judgment conditions, etc. are different, so as to achieve a balance in the overall win rate of the players of the two camps. So asymmetric competition can give players more situational possibilities.

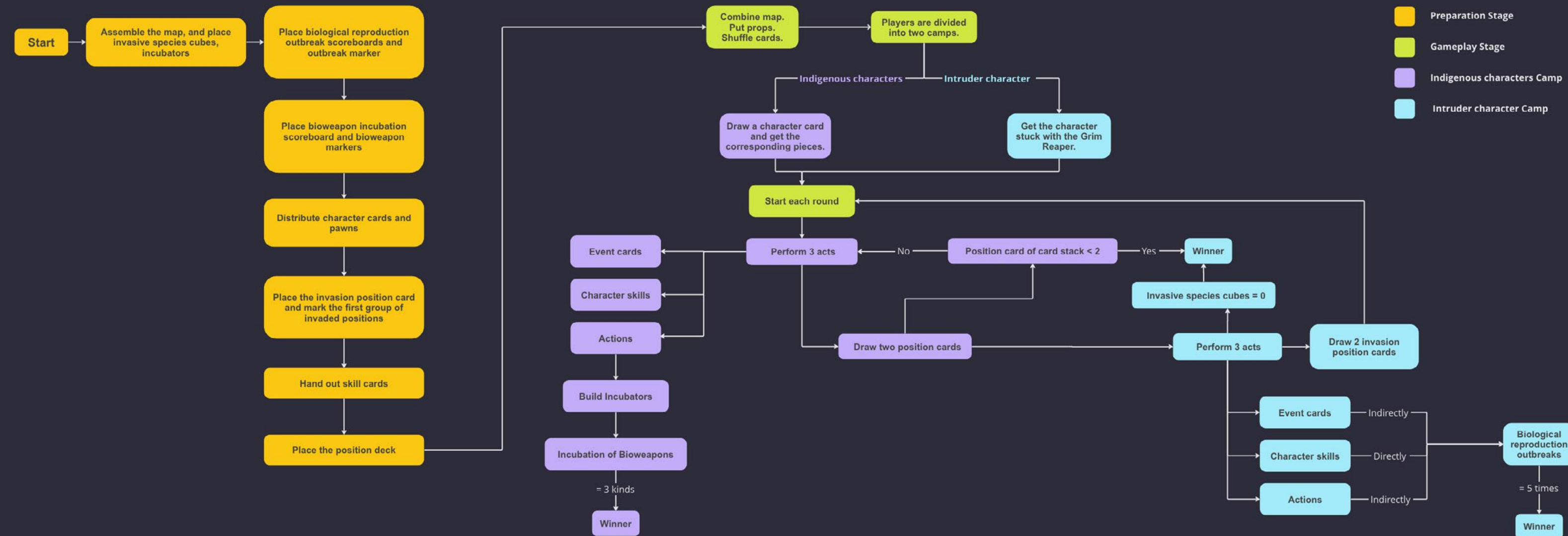
Point to Point Movement

There are a total of 31 position points on the game map. Some points are connected by some lines between points, while others do not have this connection between points. On the one hand, this means that players are prepared in advance for risks when they plan to reach a certain point in the game. On the other hand, these complex routes give players more room for choice and planning.

Hand Management

Random hands mean that players face a lot of randomness while playing. Therefore, players need to make plans through hand management to face the changing situation. This mechanic guides the player through the creation of complex reasoning.

Game Flow



Background

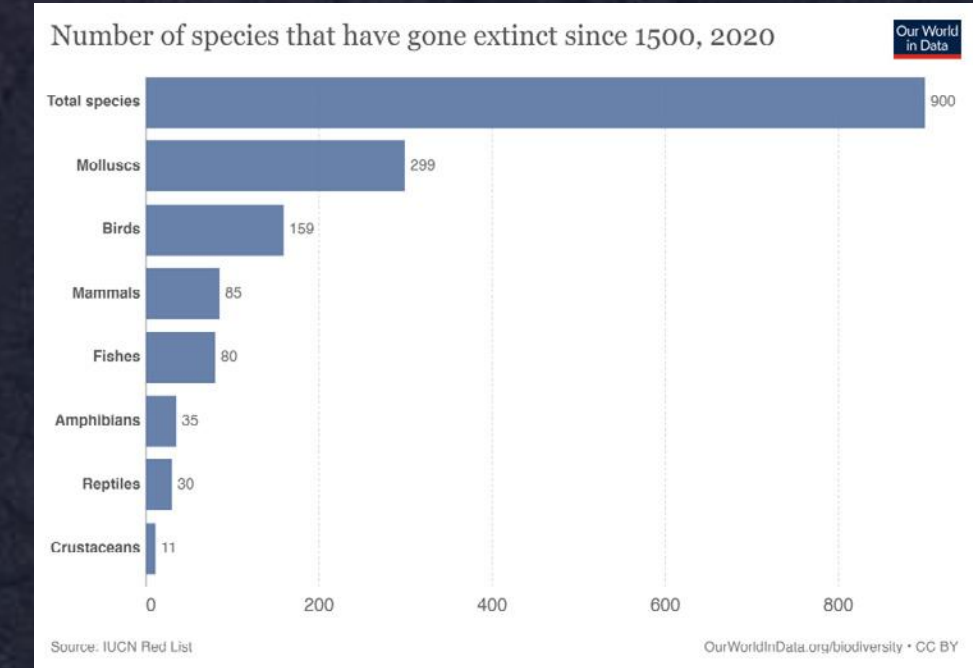
I was inspired by the work Silent Steps Of Some Wild Instincts In The City of street artist kaybid. He drew critters in different parts of the city and made a stop-motion animation of them. This made me think about the relationship between animals and human civilization. For humans, preventing biological contamination of the original ecology has always been a major problem. Humans think about the relationship between other animals. But in fact, aren't humans also a kind of animals? So for other animals on Earth, humans are the most dangerous invasive animals.



To sum up, as a game designer, I want to make a board game of invading species, to make players simulate a war between human invaders and animal aborigines. It reminds people that when building their own homes, they should not forget that this planet is also the home of other animals. I wanted to use asymmetric competition to make players feel the unfair invasion that real-life animals face. And eco-simulation is a good way to get players into it.

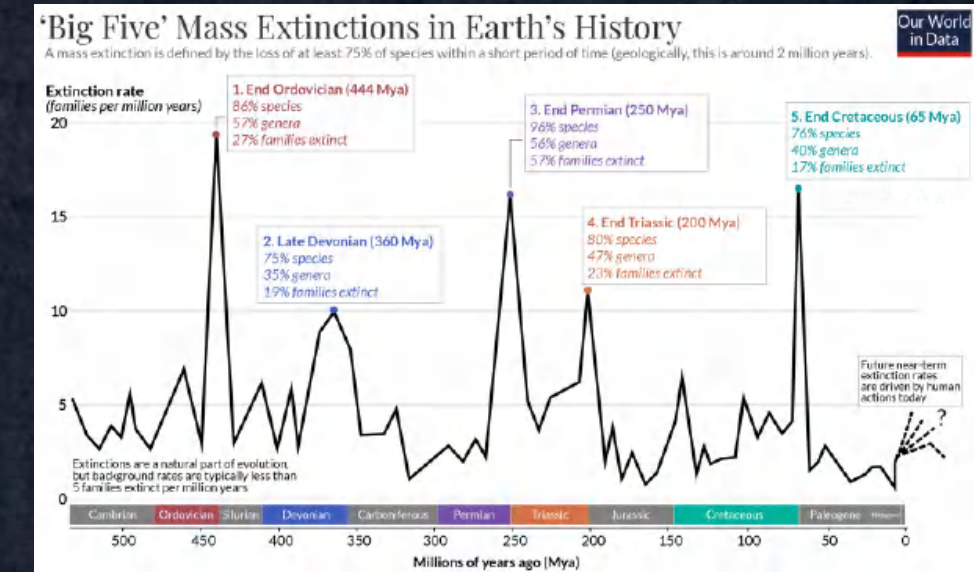
Research

Since 1500, 900 species have gone extinct, including 85 species of mammals, 159 species of birds, 23 species of amphibians and 80 species of fish.



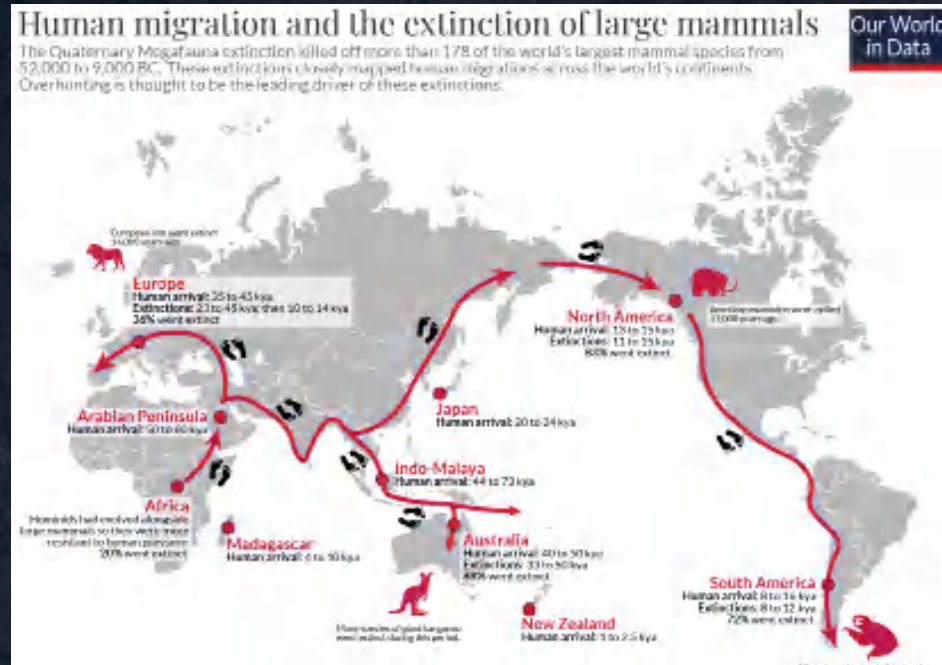
There have been five mass extinctions on Earth. And every time it was because of natural disasters. But many scientists believe that the world has begun its sixth mass extinction, the first mass extinction caused by one species: Homo sapiens.

The biggest cause of wildlife death is the destruction of natural habitats, which is due to global warming caused by human cultivation of farmland and industrial production. Polar bear populations, for example, fell by an average of 60 percent from 1970 to 2014. The second reason is industrial hunting and fishing, where 300 species of mammals are endangered by being eaten.



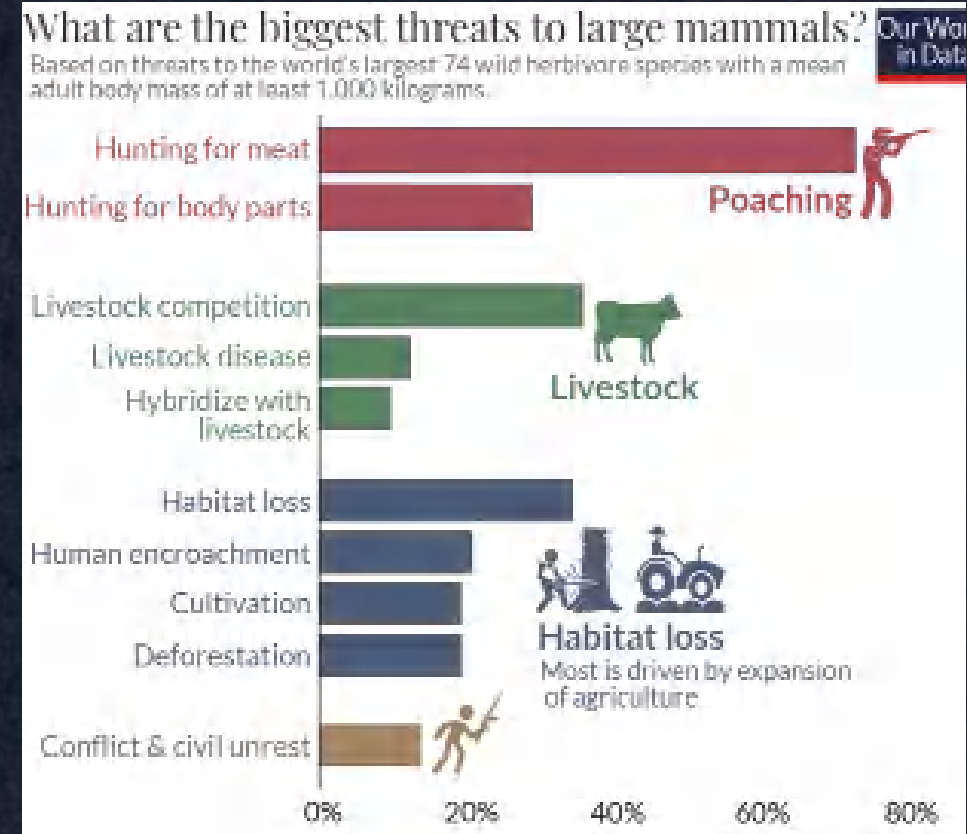
And from the map of the migration process of humans, animal extinction is directly related to human hunting. Some scientists believe that the key drivers of QME(Quaternary Megafauna Extinction) cannot be explained by climate, and that human hunter-gatherer ancestors were key to the extinction of these megafauna. Although hominids and mammals interacted for a long time and influenced each other more gradually, when humans began to migrate, humans became a new and more efficient predator, which led to the extinction of other animals being more severely affected.

In the past few centuries, under the dual influence of environmental and human hunting, the extinction rate of animals has been much higher than scientists expected. Studies have shown that modern species are extinct 100 to 1,000 times faster than expected. And we still have many endangered species, which means that the rate of species extinction will rise significantly in the coming decades.



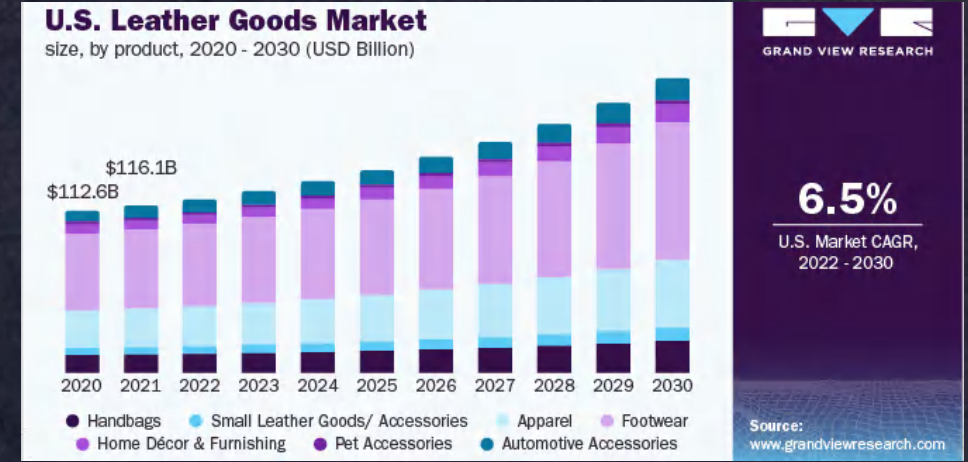
Target Audience

The target group of the games I design is everyone. I hope to serve as a warning to the serious problem of the drastic decline in animal populations facing humanity. Firstly, many animals are overhunted by humans for food. In the United States alone, more than 5.5 billion animals are eaten every year. Looking at the data, being killed by poachers is the biggest death threat for large mammals.



Secondly, people also do a lot of direct harm to animals in other ways. According to the analysis report of the leather goods market, it can be seen that the global leather market is estimated at about \$407.92 billion in 2021. And as consumers'

disposable incomes rise and living standards rise, this figure is expected to continue to grow. This means that the exploitation of animals is becoming more and more serious in non-essential ways (except for animals for food).



Finally, in addition to the direct harm humans inflict on animals, the destruction of animal habitats by humans has also caused great harm to animals. For example, plastic pollution is caused by at least 1,000 sea turtles dying every year from using floating plastic waste as food.



All in all, humans have become more and more harmful to other animals. The extinction of animals has become a great challenge for all humans today. People should pay attention to this issue.

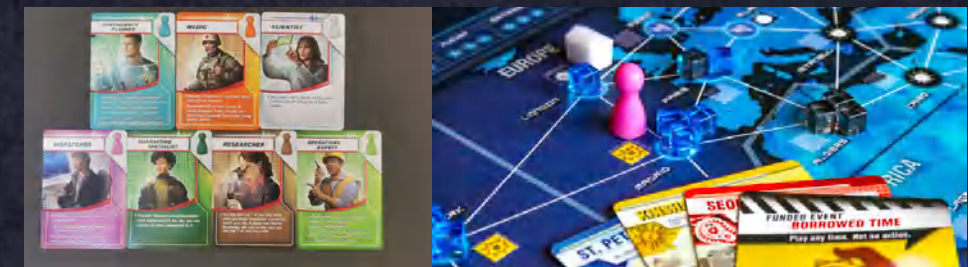
Game Inspiration



Pandemic is a plague-themed co-op game. Its mechanics:

1. Different behavioral skills, inspire my character skills, behaviors and skill settings in the game.
2. The game map is set against the background of a real-world map.
3. All of the player's actions are interactive.

This setting inspired me to develop stereoscopic maps, and make me think of adding trading and set collection mechanics to my game.



Dead by daylight is a hide-and-seek board game with unbalanced competition. Among its mechanisms:

1. Unbalanced confrontation and public information exchange gave me the inspiration to join the unfair confrontation camp in the game.
- 2.2 Faction players have a catch-up relationship, and I added relevant settings to the character skill setting to encourage players to chase and explore the map.



Century: Spice Road is a collection and transaction settlement game based on the theme of medieval spice trade. The mechanism: I progressed from the level of spices. It inspired me to add food chain relationships to the invasive species setting in the game to create more situations.

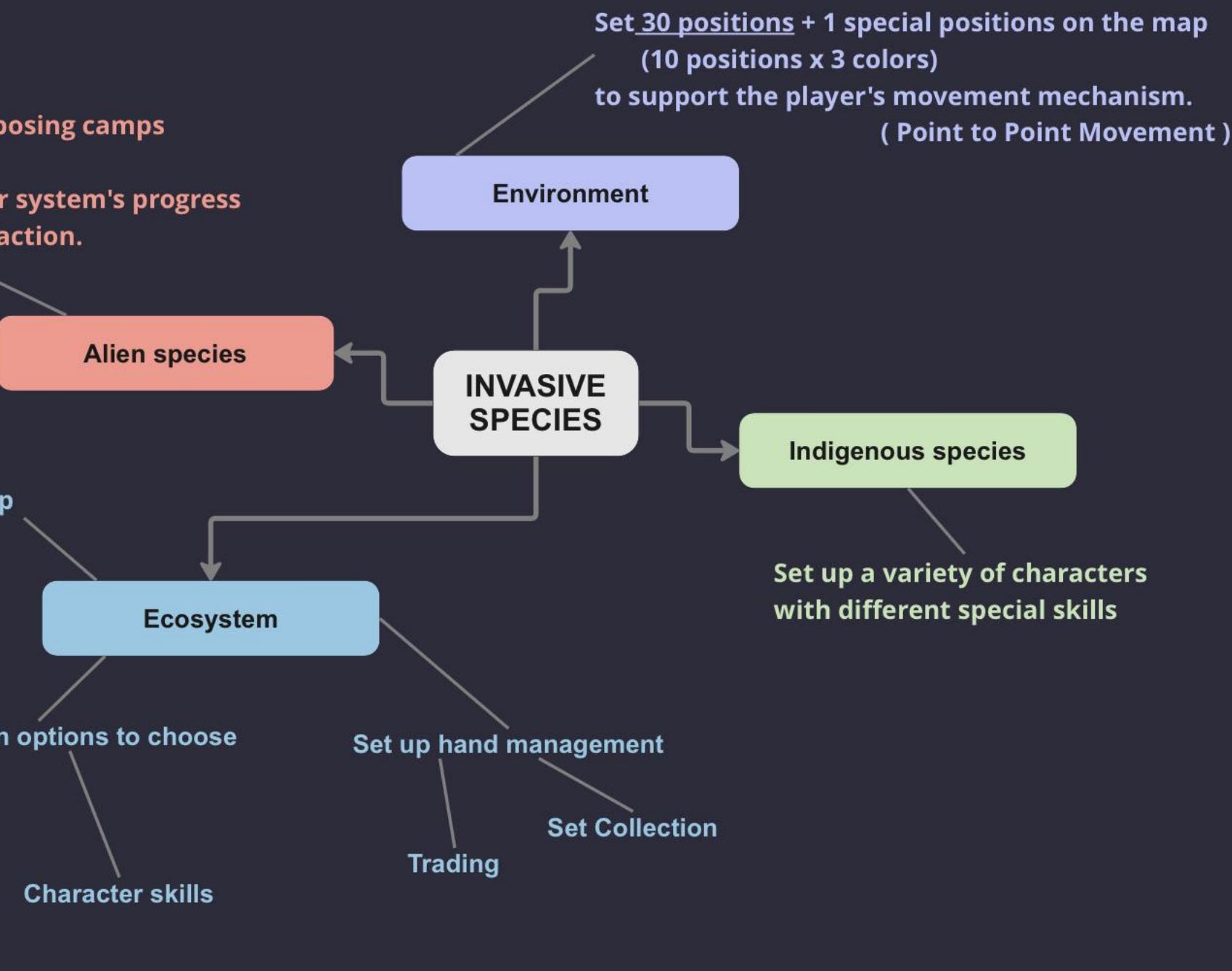


Tiny Town is a building game. The mechanism: the unit synthesis mechanism of different material small units forming the construction unit. It inspired me to try to add more material options and possibilities to player synthetic bioweapons.

Brainstorm

- Divide players into two opposing camps with unequal numbers.
- Give control of the intruder system's progress to players in the intruder faction.

Add food chain relationship in organisms



First Prototype

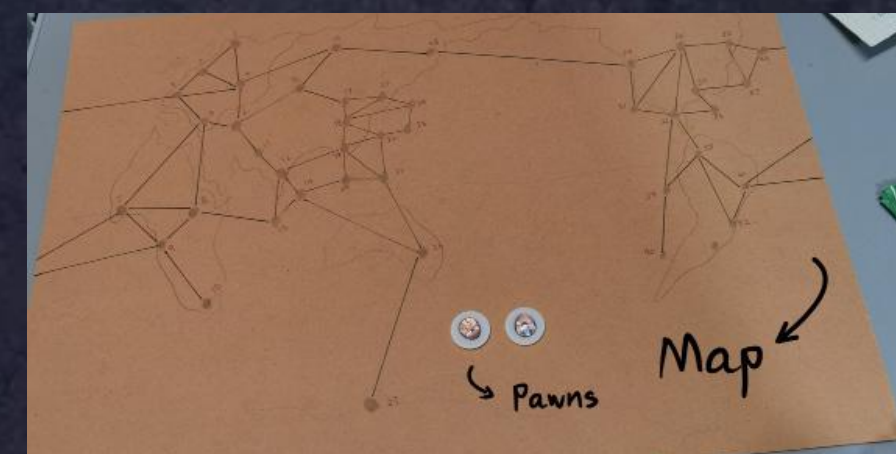
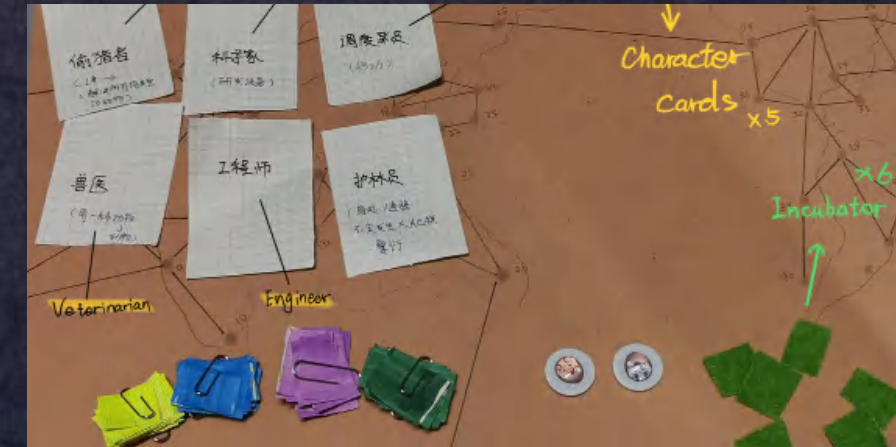
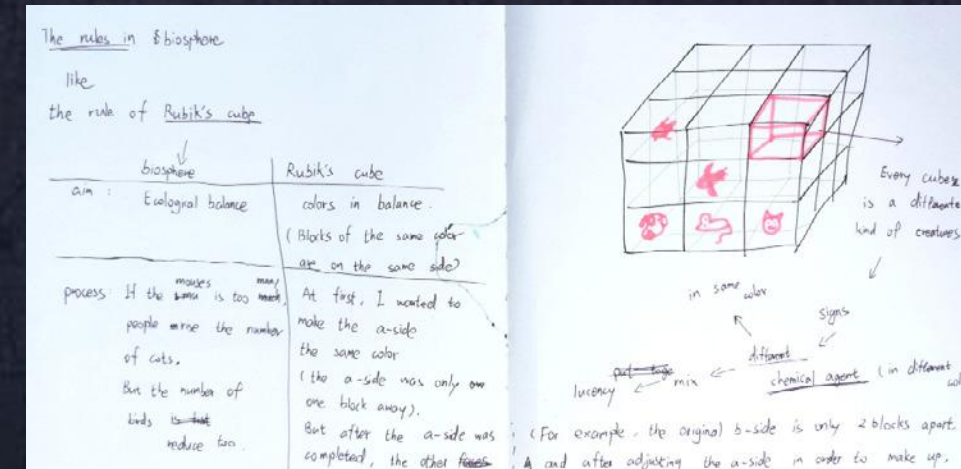
I first tested my concept with Pandemic's maps and cards, and based on the results, I built the first prototype with game flow and rules.

Game Flow:

After the player draws the character card, each person's turn starts in turn. In each turn, the player has 5 action points to perform different actions. After the player finishes the action, use the color shake to point out the location serial number to release the invasive species. The game ends when a color in Invasive species cubes is completely used up (Game System Win) / the player hatches 4 bioweapons (Player Win).

Components:

The game map contains 42 locations. There are 6 character cards (6 different characters and skills). There are 4 kinds of Invasive species cubes (one color for each invasive specie), and there are 24 of each color. There are 6 incubators. Players can hatch 4 bioweapons (bioweapons correspond to invasive species of the same color).



Iteration 1.0

Duration: 65 mins
Number of Players: 3

Observation 1: The setting of the action calculation method is too complicated: the actions of the players in each round are set in the form of action points, that is, each player has 5 action points in each round. Then set different actions to cost different action points. Let the players calculate and judge by themselves what actions to take.

Solution 1: Changed action point setting to action count setting. That is, each player has 3 opportunities to act in each round.

Observation 2: The drawer decides where to invade. There are too many positions and there are no signs. It is inconvenient for players to immediately find the position of the corresponding number on the map.

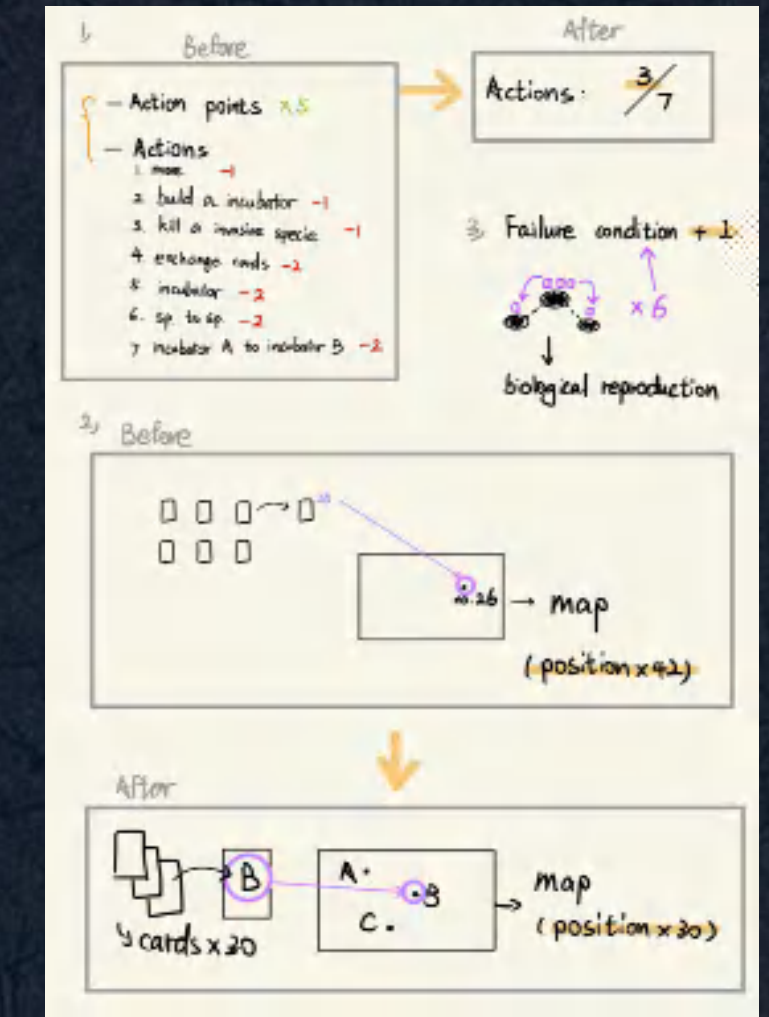
Solution 2: (1) The position of the map is changed to 30. (2) Players decide the invasion position by drawing position cards.

Observation 3: I tested 5 rounds of four-player games with the same configuration, and the player's win rate was 80%. After feedback from players, due to:

(1) The number of colors of Invasive species cubes is too large, players cannot quickly consume all Invasive species cubes in a short period of time.

(2) The player's failure condition is only to consume Invasive species cubes

Solution 3: I added a player failure condition: when the number of invasive species breeding outbreaks reaches 6, the player fails.



Iteration 2.0

Duration: 50 mins
Number of Players: 3

Observation 1:

(1) Since the invasion position cards and the position cards that the indigenous characters can operate are the same, after the position is invaded, the player immediately obtains the position card of this location and can use it for the next round of operations.

(2) When the invading biological reproduction are drawn, the cards need to be shuffled. This means putting the position card that the original player just used back into the deck. Therefore, the continuous appearance of position cards in the same position will make the winning rate of aboriginal players too large. The above two points cause the game to be unbalanced.

Solution 1: Invasion position cards and position cards are separated into 2 piles.

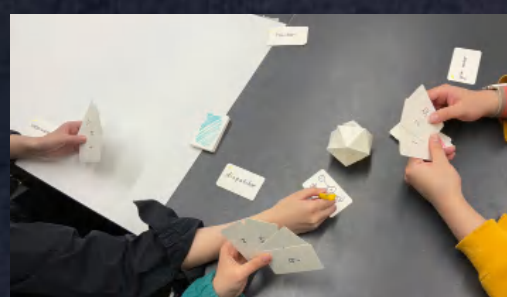
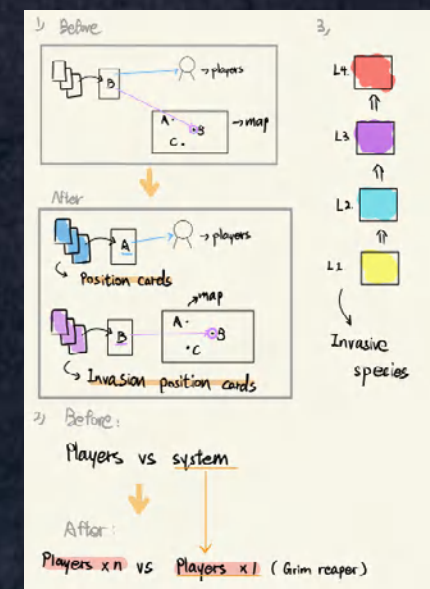
Observation 2: The game system is supported by data. It is relatively fixed and there is no way to adjust the data. As a result, there is no way to make further adjustments to the gameplay changes.

Solution 2: (1) Changed the game mechanism from “player vs game system” to one-to-many game with “N players vs 1 player” .

(2) The indigenous characters are aboriginal characters. And the intruder character: Grim Reaper is added.

Observation 3: After testing, intruder players feel that they have fewer actions to operate. And the Grim Reaper character needs to have his own skills.

Solution 3: The 4 types of invasive species should have their own connections as species. Therefore, by adding the evolutionary relationship between the four types of invasive species in order, Grim Reaper character can use skills to upgrade the invasive species.



(1) The skills of the Grim Reaper character conflict with the skills of the ranger character.

(2) The chasing relationship (intruder chasing indigenous character) brought about by the skill setting of the role of the god of death is in conflict with the chasing relationship (indigenous character chasing intruder) set by the skills of the indigenous character ranger.

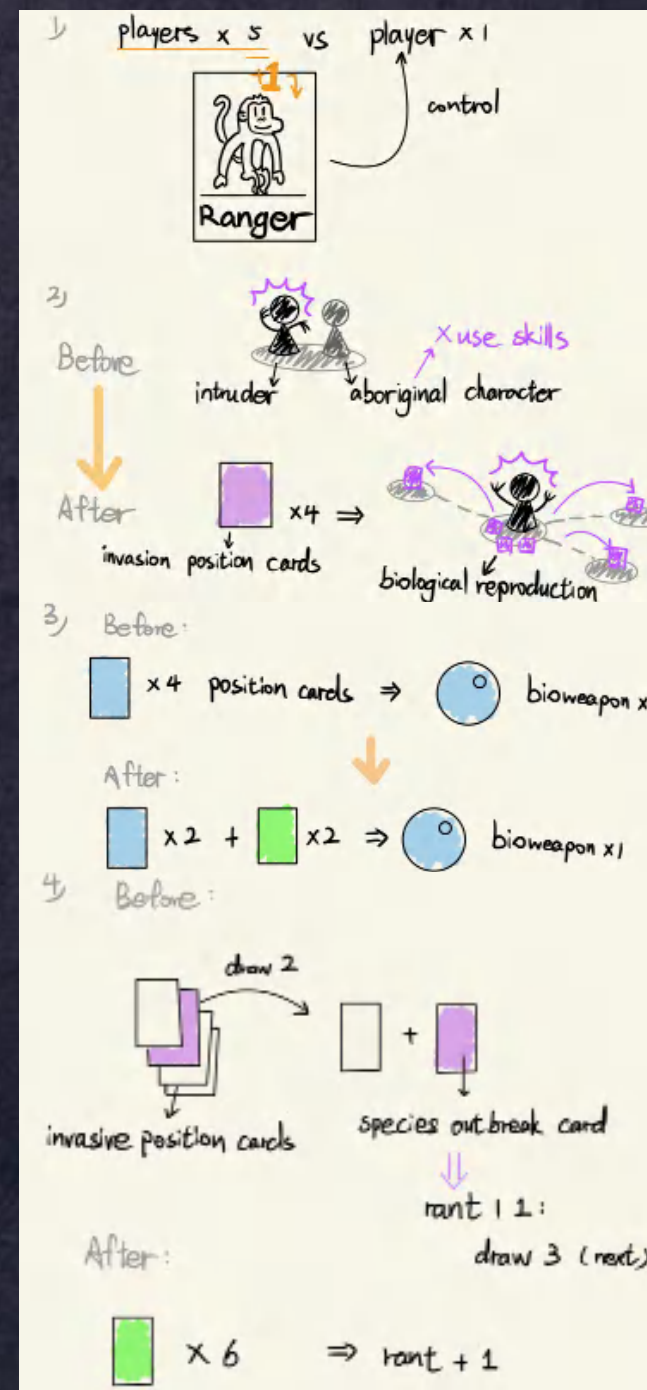
Solution 2: Grim Reaper character skill: He consumes 4 invasion position cards of same color, which can cause 1 biological reproduction outbreaks at the his position.

Observation 3: After testing, indigenous character players felt unable to take advantage of the evolution between invasive species. And the intruder players feel that the evolutionary relationship between the invading species does not quickly have an actual effect on the situation.

Solution 3: Bioweapons can only be hatched from several different invasive species, and indigenous character players need to collect all the position cards of the corresponding color.

Observation 4: After testing, the intruder player believes that there is no way to further control the invasion situation, because the player will only speed up the species invasion when he draws a species outbreak card in the invasion position cards.

Solution 4: In order to make the invasion situation more engaged for intruder players, I changed the condition for speeding up the species invasion to add it in the intruder player's action setting. By setting the invader, the intruder player can upgrade the breeding speed of the invasive species by spending 6 invasion position cards of the same color (hidden condition: the maximum speed of the invasion species breeding rate is accelerated by three times, because there are only 10 cards for one color of invasion position cards) .



Iteration 4.0

Duration: 70 mins
Number of Players: 4

Observation 1: After testing, players who play as rangers are too limited when using skills.

Solution 1: The original skill setting that directly controls the intruder player can be changed to an unspoken rule (the ranger skill is not only for the intruder, but also works under other conditions).

Ranger skill changed to: The position of it and the position connected to its position will not cause biological reproduction outbreaks.

Observation 2: I tested 10 rounds of 4-player games with the same configuration, and the results showed serious polarization. The feedback from players was due to:

Scenario (1) The indigenous character player quickly hatches the corresponding biological weapon within 15 minutes of the game, and the intruder player cannot stop it at all, because the indigenous character players draw cards of different colors in a row.

Iteration 3.0

Duration: 70 mins
Number of Players: 3

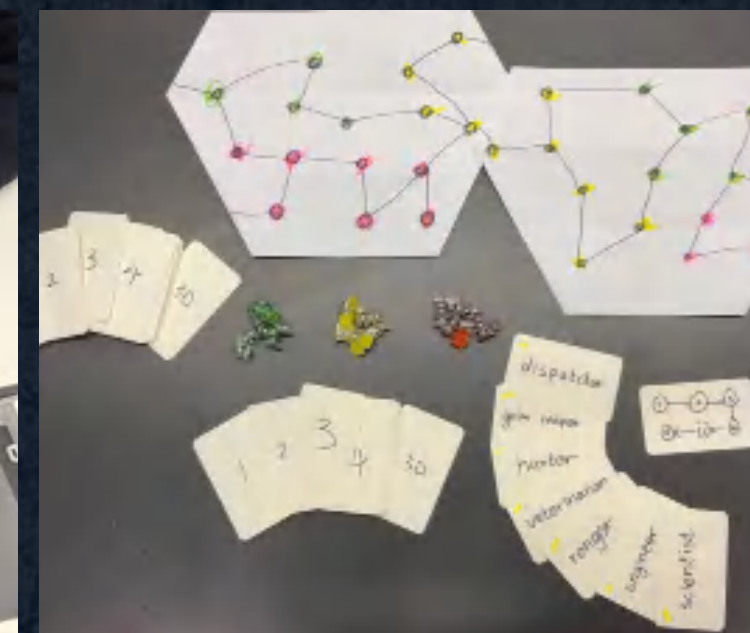
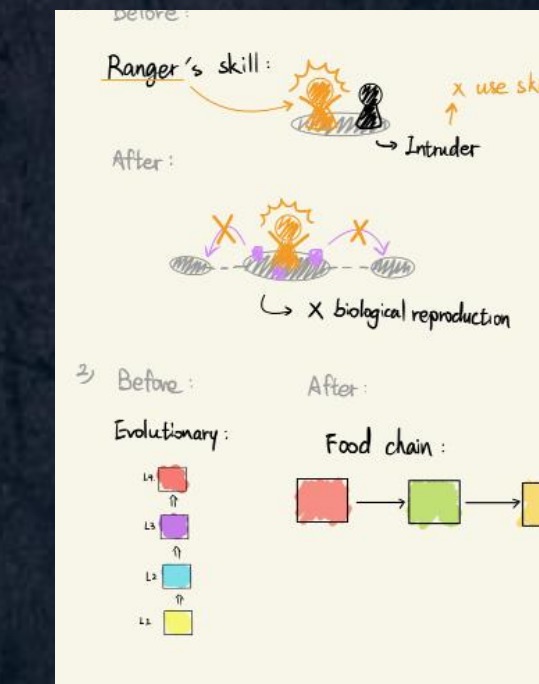
Observation 1: After testing, the player responsible for playing the intruder felt that the interaction with the indigenous character players was not strong. And the skills of the indigenous characters are not as good as the skill of the intruder.

Solution 1: Requires indigenous characters to add skills that can deter intruder player, Added aboriginal player role: Ranger (skill: Control the intruder player).

Observation 2: Skill setting of the player's card Grim Reaper character: When the Grim Reaper character is in the same position as the indigenous characters, the indigenous characters cannot use their own skills. lead to:

Scenario (2) The indigenous character players fail. And they just can only successfully hatch one corresponding biological weapon at most, which is very limited by the intruder player. Because there are too many types of invasive species, the indigenous character players draw cards of the same color early in the game and cannot hatch biological weapon, giving the intruder players plenty of time to accumulate cards to upgrade the invasive species.

Solution 2: I found the relationship that exists between another creature, and changed the types of invasive species to three. I changed the evolutionary relationship between the 3 invasive species to the food chain relationship. This means that when the number of 3 species is in the same position, it will fluctuate according to the biological chain relationship between them. Both indigenous character players and intruder players can use this relationship to change the number of invasive species at the position.



Character Design - Veterinarian

The character image of a veterinarian is a woodpecker. Woodpeckers are biological protection of the natural environment of the forest. Therefore, the role skill of the veterinarian is to introduce invasive species into the biological chain relationship to achieve the role of biological regulation. Its costume is inspired by the Black Death beak mask. The main function of this mask is to prevent the spread of the virus, which is my tribute to the work of the plague crisis.



Reference



Character Design - Engineer

The character image of the engineer is a mole. Mole rats live underground and are among the fastest excavated animals in the world. Its name comes from the Latin word for "digging". So the skill of the engineer's role is to build the incubator faster. In addition, the mole rat is the first mammal with a three-dimensional sense of smell discovered by humans, which means that it can find a lot of buried treasure when it is underground. So I added a Hermes belt to the engineer's outfit.



Reference

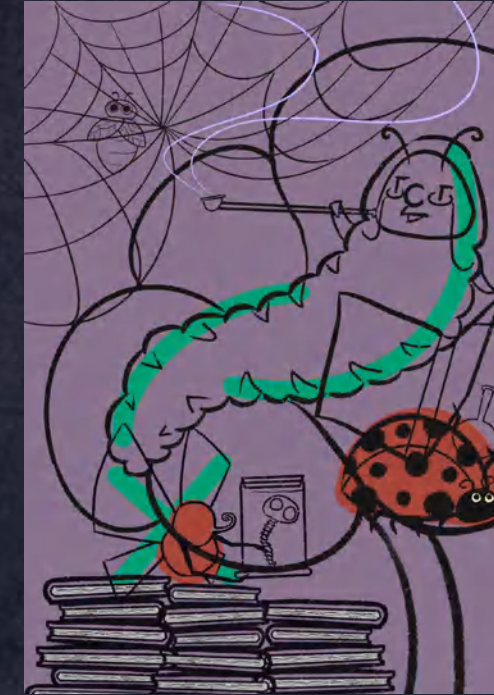


Character Design - Scientist

The character image of the scientist is a caterpillar. The design is inspired by Alice's prophet "Caterpillar", an elderly man with an eccentric temper with a pipe. So I assigned him three assistants: ladybug butterflies and fireflies (they were busy with work, and only caterpillars were leisurely smoking). The scene and image design make it look like a weird biologist, so the scientist's character skill is to hatch biological weapons faster.



Reference



Character Design - Ranger

The character image of the ranger is an orangutan. Orangutans live widely in the jungle. And they can move freely from tree to tree. So I added cabins and monitoring to the environmental design. The role of ranger means that it has a mission to protect the jungle. So the ranger's character skill is to stop the creatures from reproducing and breaking out. (This character skill allows the ranger character to establish a chase relationship with the Shinigami character).



Reference



Character Design - Hunter

The character image of the hunter is a hyena. The hyena survives in a matrilineal society, so it is a female hunter. Hyenas have a super bite (even stronger than lions), and they have such a large appetite that almost all animals can be included in their diets. So the hunter's character skill is to kill more invasive species. The composition is inspired by the poster for the movie "The Secret of Kells" (Kells in the center of the picture is a symbol of nature, in the film against human civilization). And hyenas love to sneak up to catch prey, so hunters hide in the bushes.



Reference

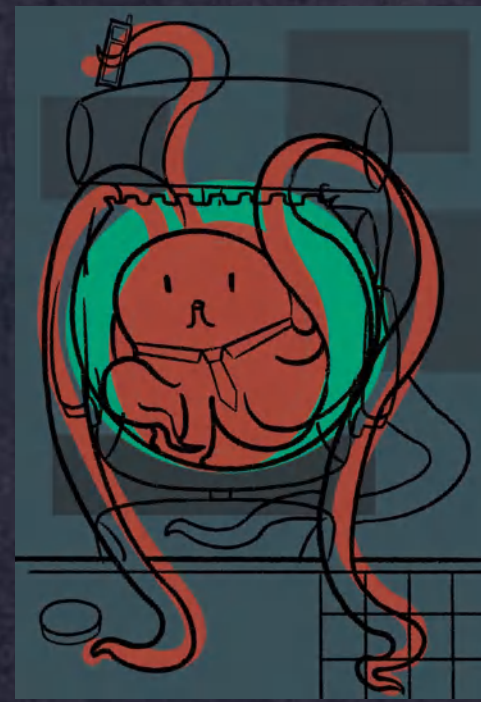


Character Design - Dispatcher

The character image of the dispatcher is a red octopus with many tentacles. So its skill is to switch the position of teammates. Both the dispatcher and the octopus are covert observers. The octopus needs to lurk underwater, so it is in a dim environment. In addition, the dispatcher's chair is called the Eames Lounge Chair. This famous chair has appeared in some movies and comics, and it is seen as a symbol of high-end people. In the eighth volume of the Comic Spy Family, he appears on the cover with the comic book character Frank the intelligence peddler.



Reference



Character Design - Reaper

The character image of the Grim Reaper is a humanoid skeleton. The story of Invasive Species's game is that humans invade the planet of indigenous animals as alien creatures. He is an invader faction in this game, and his character skill is to cause the explosion of creature reproduction. The design of the role of humans as invaders actually hints at the real situation, and biological invasion seems to be just an ecological problem affecting other animals for humans. But in fact, human beings, as a kind of creatures on the earth, human beings themselves are the most serious invasive organisms for animals everywhere on the earth. I hope this character design can make players think outside of entertainment.

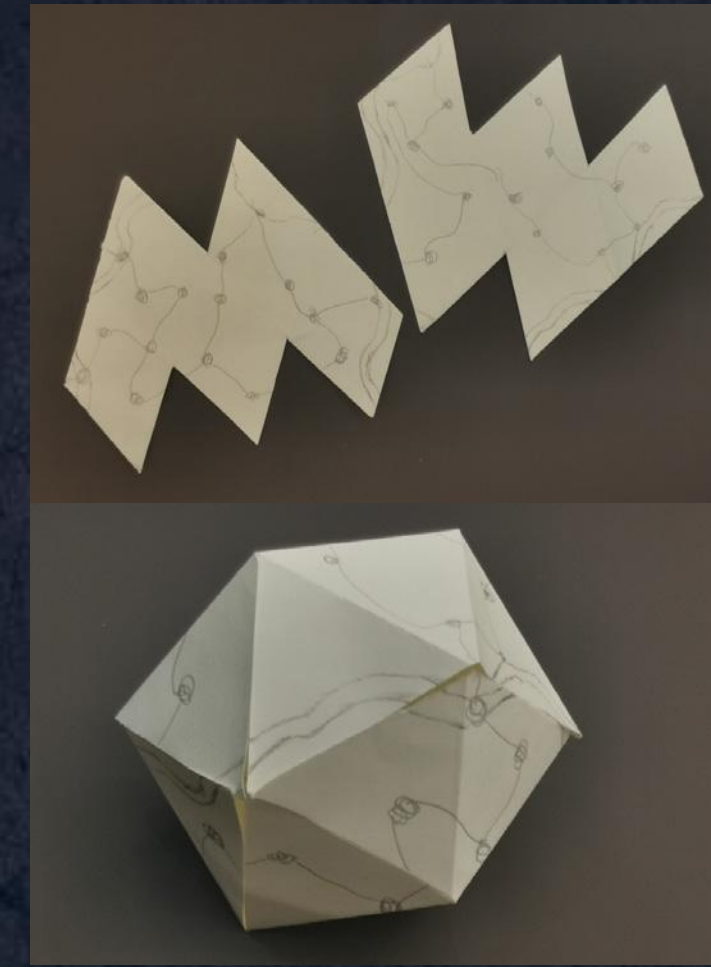


Reference



Map Design

The map as a whole is a sphere. This sphere is inspired by the world map designed by Italian brand Palomar. I think the sphere map allows players to feel the integrity of the IS world more intuitively. And geometrically, the sphere makes the connection possibilities between position points richer and more coherent. There are a total of 31 position points on the map. These include 10 red points, 10 green points, 10 yellow points, and a special point. In terms of position art design alone, I wanted position to have a strong connection with the character.



Visual Outcome

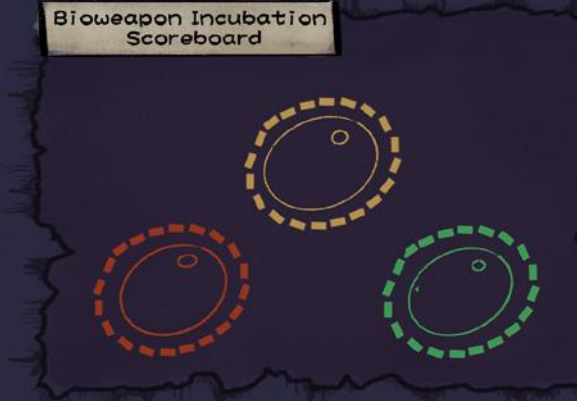


Left
Aboriginal and Invader's District Cards

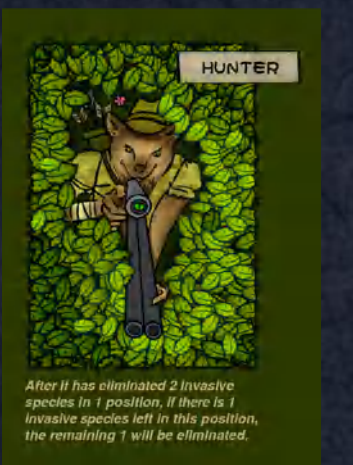
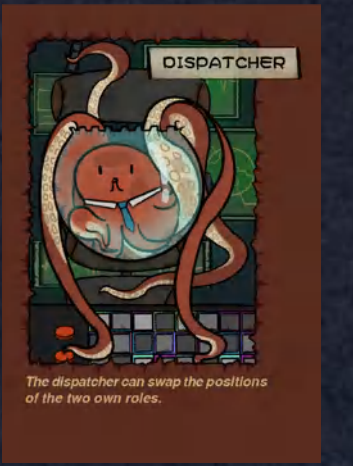
Right(Up)
Explosion card & Bioweapon Incubation Scoreboard

Right(Mid)
Aboriginal's Skill Cards & Action Cards

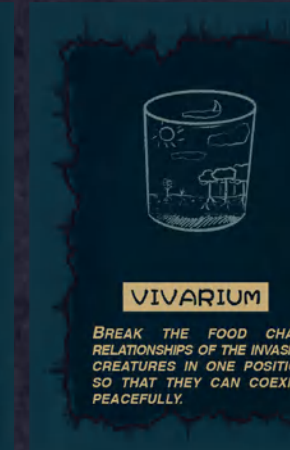
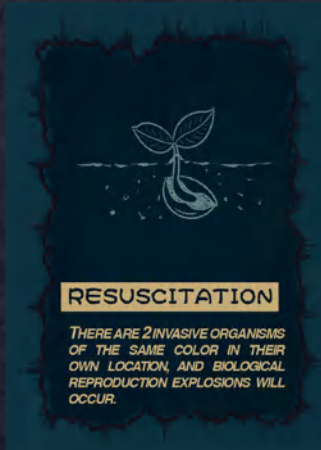
Right(Below)
Invader's Skill Cards & Action Cards



Below&Right
Character Cards
Aboriginals & Invader



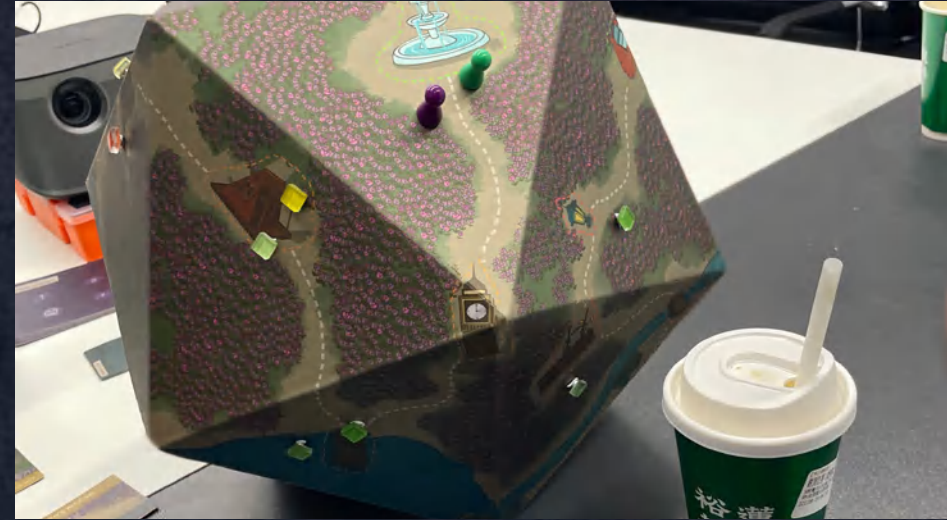
Up&Below
Box & Cover
Illustration Design



Play test



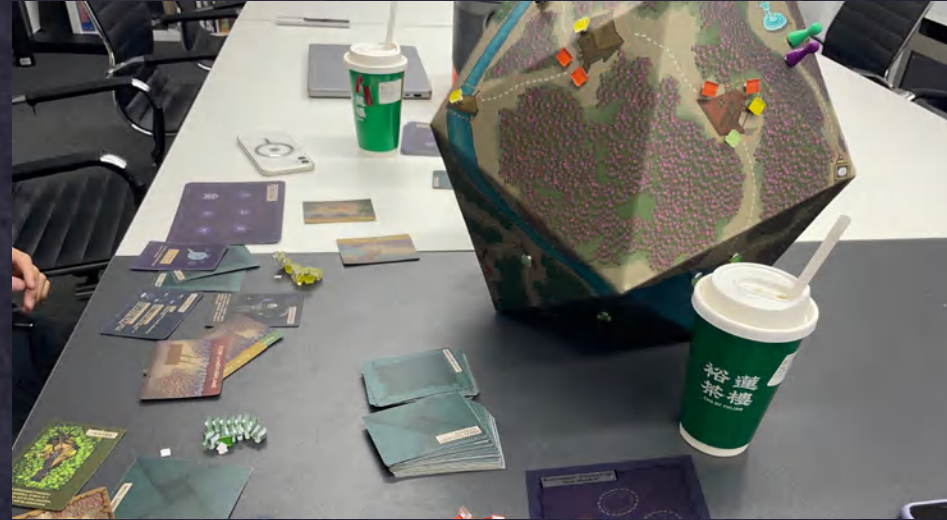
1. The players finished the set-up, and they picked their characters, which was Reaper, Hunter, and Veterinarian.



2. Soon, the first wave of invader invaded the village.



6. The Indigenous camp was lucky, they drew all the way to the yellow district card. They both used their character skills to make advantage.



7. Both sides are trying to find opportunities in a tense situation. The Indigenous camp side has been on a roll; they constantly swapping cards to destroy invasive species.



8. After many rounds, the indigenous camp finally got 3 district cards of the same color. The Veterinarian moved to the Mushroom swamp and exchanged Position cards with Hunter.



4. While Reaper was busy to collect 4 invasion location cards of the same color, the Indigenous camp has successfully built their first incubator after four rounds.



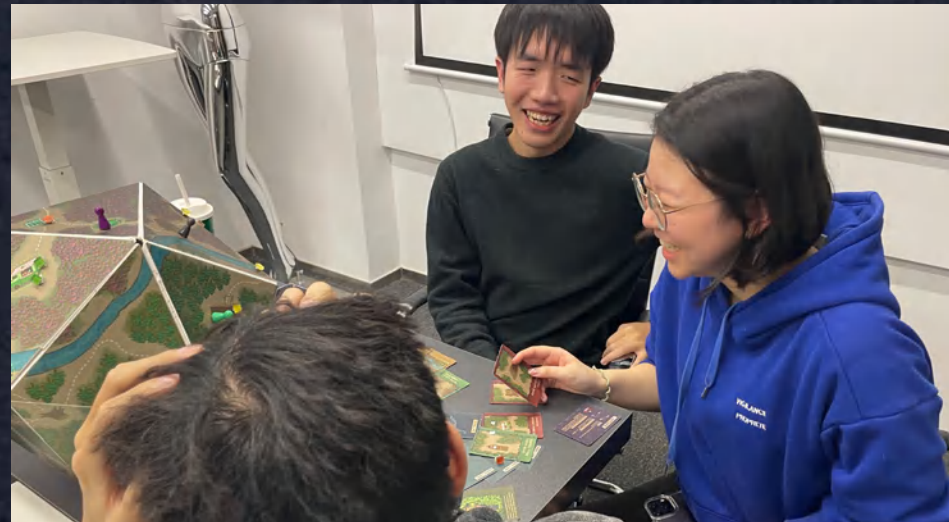
5. For the first time, Hunter used a skill card "By Train" to move himself to Queen's Bridge to clear invader there.



8. Reaper then used his skill card "Outbreak of Plague" and cleared all invading creatures in the Construction site in woods. Now Reaper has the advantage.



9. With the joint efforts of Hunter and Veterinarian, they successfully built all the incubators.



10. In the end, the Indigenous camp side won by a narrow margin.

Players' Review



Hunter's Review

I think the game was designed to be fun and balanced in intensity. In our game play, both characters on the Indigenous camp side are defensive. Hunter's skill is useful for clearing invaders, and combine with the Veterinarian's skill, we can effectively limit the spawn of Invaders. Of course, our good experience may be due to our good luck in the early stage.



Reaper's Review

My luck has been generally, so the skill only launched a Reaper. I feel that the activation conditions of Reaper's skill is harsh, because without the cooperation of teammates, it is very difficult to draw 4 Invasion location cards of the same color. I think the skill cards are designed very well, which to some extent makes up for the lack of strength of Reaper character's skill.



Veterinarian's Review

I think the game design is good, the art style is very new, the setting is a bit like my favorite game "Don't starve", I think my character looks very cool. The sphere map design is amazing, I've never seen it in any other board game. The game's mechanics are a bit like Pandemic, but not as verbose as it. In general the game play was pretty fun!

Dragon and Princess

Video Game

Summary

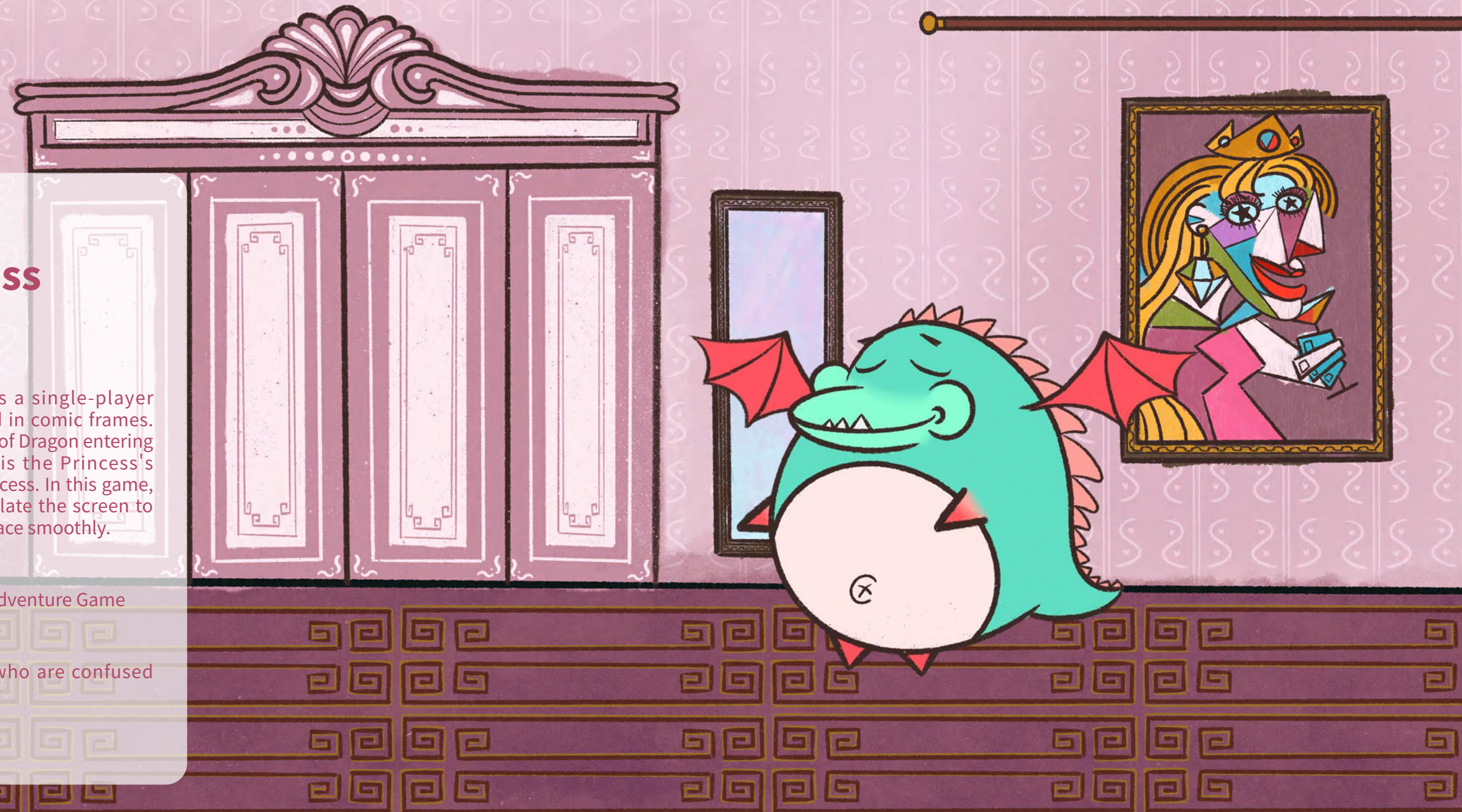
Dragon and Princess is a single-player video game constructed in comic frames. This game tells the story of Dragon entering the castle (actually it is the Princess's inner world) to save Princess. In this game, players need to manipulate the screen to get Dragon out of this space smoothly.

Genre

Puzzle, Comic Framed, Adventure Game

Target Audience

The LGBT community who are confused about their identity.



Inspiration

My game was inspired by French comic DANS LA TETE DE SHERLOCK HOLMES T01 : L'AFFAIRE DU TICKET SCANDALEUX, by Benoit Dahan. The comic has a unique storyboard design and creative concept - presenting Sherlock Holmes' brain as an attic. This is in line with my idea of showing the inner world of the princess. So I used the comic storyboard method to construct the overall composition of the game screen.



Game Reference

The two main inspirations for my game mechanics were the Gorogoa and Framed series, two games that have made innovations in the 2D puzzle game genre. Gorogoa is an elegant evolution of the puzzle genre, told through a beautifully hand-drawn story. At the same time, Framed is a multi-award-winning noir-puzzle game where the player re-arranges panels of an animated comic book to change the story's outcome. I borrowed the concept of "Frame" and made my comic panels movable and extensible.



Ideation

I concept of the game to tell the story of the redemption of a lesbian couple. I hope to break the traditional fairy tale of "the prince defeats the dragon and saves the princess". So the story setting becomes that the dragon goes to the castle to save the princess. On the one hand, the characters are chosen as Dragon and Princess to hint at the difficulty of their love with the gap in status. This conflict is another layer of relationship that dragons and princesses in my game contain besides love. On the other hand, the scene design chose the castle as the inner world of the princess. Because I think the castle is a symbol of the status of the princess, and at the same time the bondage of the princess. This hints at one of the reasons why some LGBT people can't confront themselves - their families of origin.

So I based it on a fairy tale and designed a game where players need to help the dragon gradually enter the princess's inner world and help the princess identify with her LGBT identity.



Game Flow & Level Design

Level Design Goal

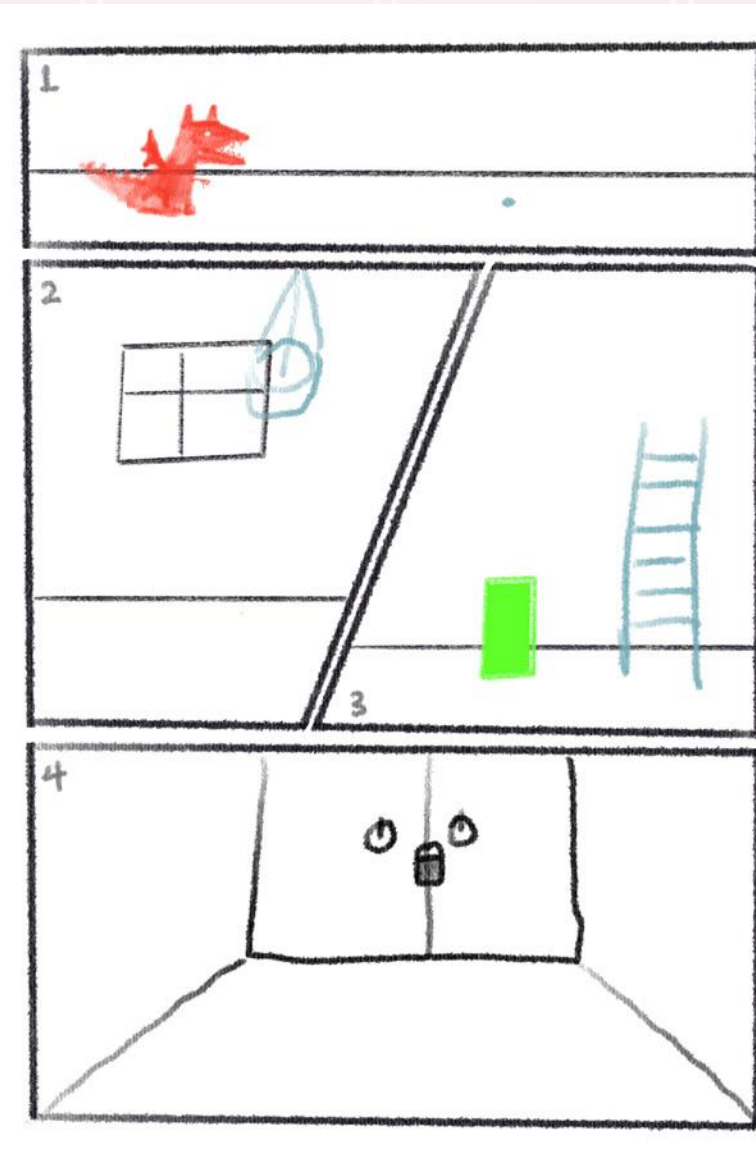
Each of these two levels is based on a scene set in the castle. As the overall composition of the level is expressed in comic book form, I hope that players can find spatial connections between the different small scenes in the level. In addition, since the player is in the same space from multiple angles, this means that the player can find more possibilities to solve the puzzle. I want players to experience the magic of perspective and space.

Space, Movement and Scene

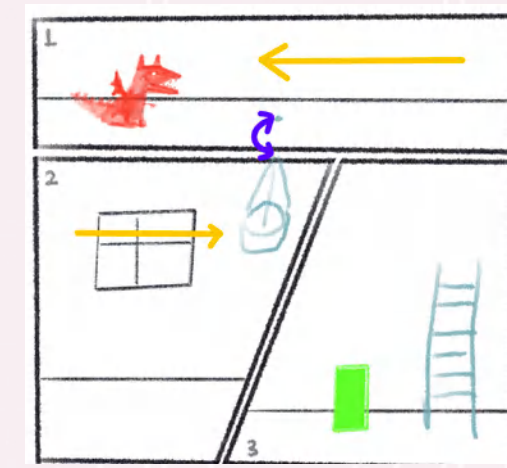
The basic angle of 2D view
 Players can move up and down (within the scope of the boundary box scenario)
 Drag and drop to view all scenarios

Schematic Plot

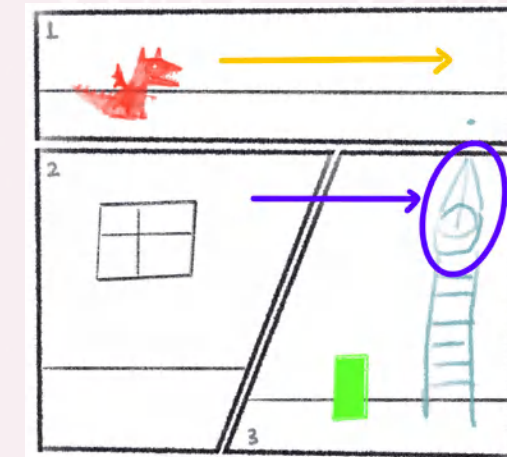
Red Numbers: P + number
 Orange Arrow: Scene movement direction
 Blue Arrow: Protagonist movement / NPC movement



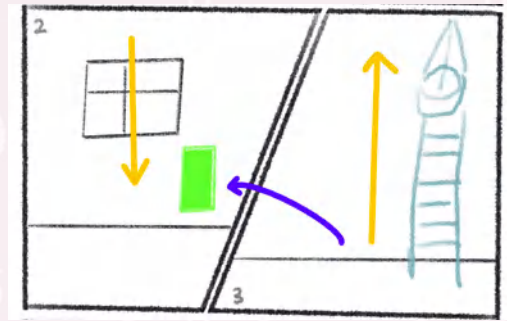
Level 1: The corridor and the bedroom.



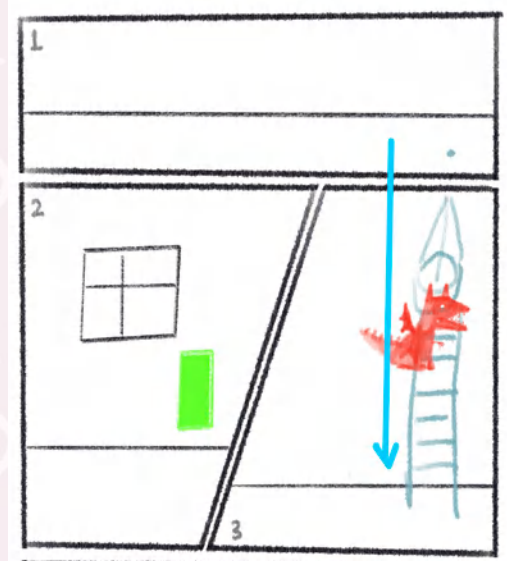
1. Move the P1 scene to the left and the P2 scene to the right. Nails in scene P1, wall decoration flower pot alignment in scene P2 (x).



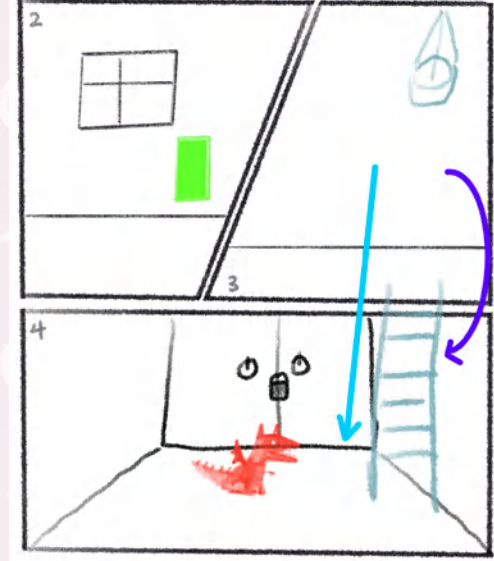
2. Move the P1 scene, the wall decoration flower pot will move to the P3 scene.



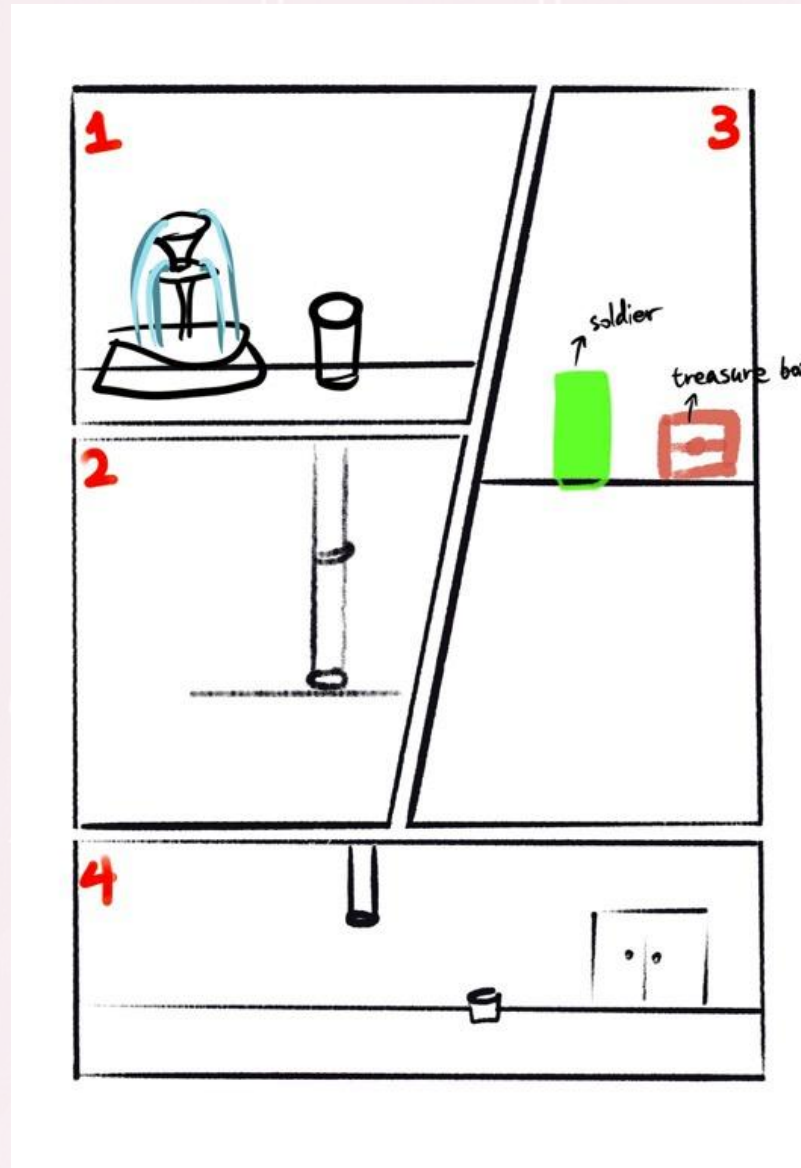
3. Move the P2 scene down and the P3 scene up. The ground of both scenes is at the same level (y), which allows the soldier NPC to walk from scene P3 to P2.



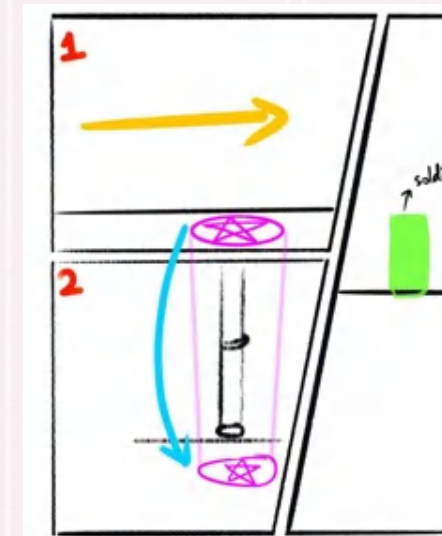
4. Players can follow the wall decoration flower pot and ladder from P1 to P3.



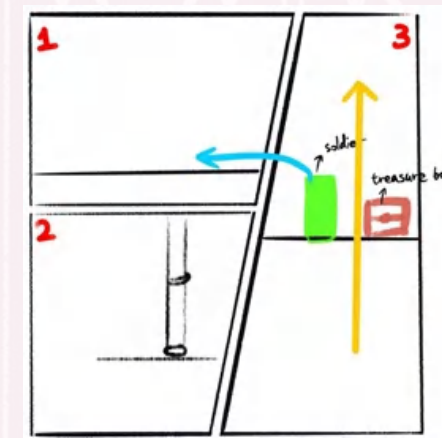
5. Move the ladder from P3 to P4. Players can go from P3 to P4. And clearance.



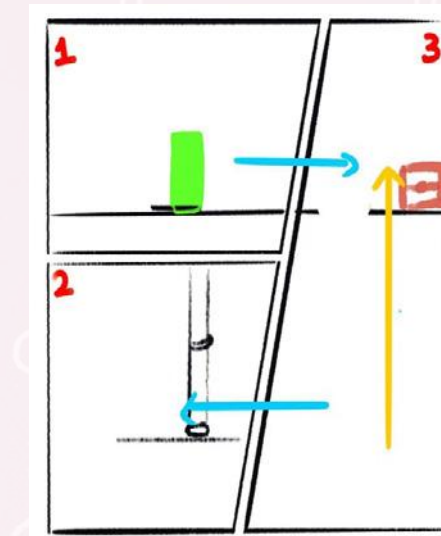
Level 2: The underground remains and the fountain.



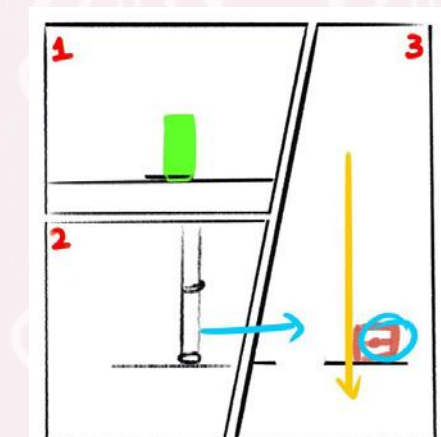
1. Drag the scene P1 and P2, the magic array on the ground is in the same position (x), the player can transfer to P2.



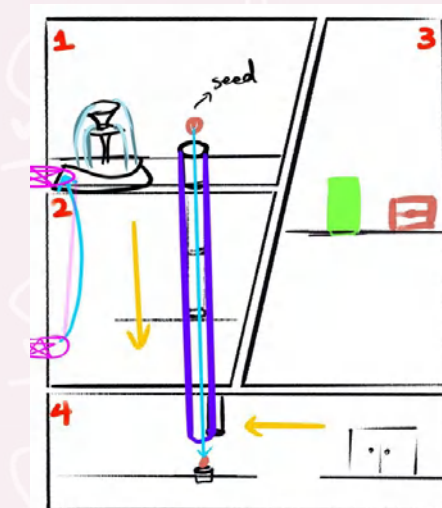
2. Drag scene P3 upwards to bring the soldier to scene P1.



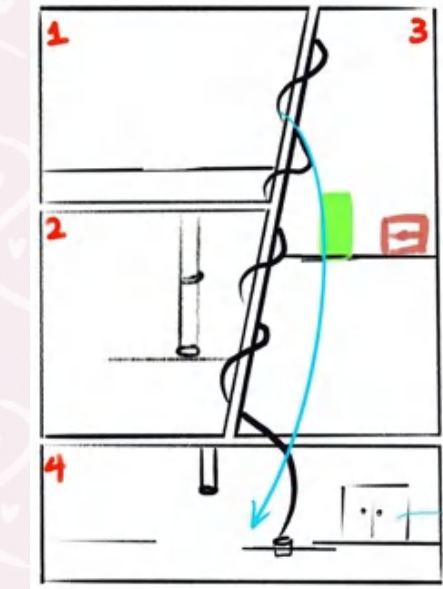
3. Put P3 and P2 in the same position (y), the player can enter P3.



4. After opening the treasure chest in P3 to get the seeds, the player returns to P2 and leads the soldiers back to P3.



6. By dragging P1 P4 scene (x), players make P1's fountain water flow to P4's flower pot, seeds germinate into vines, around the border to P1.



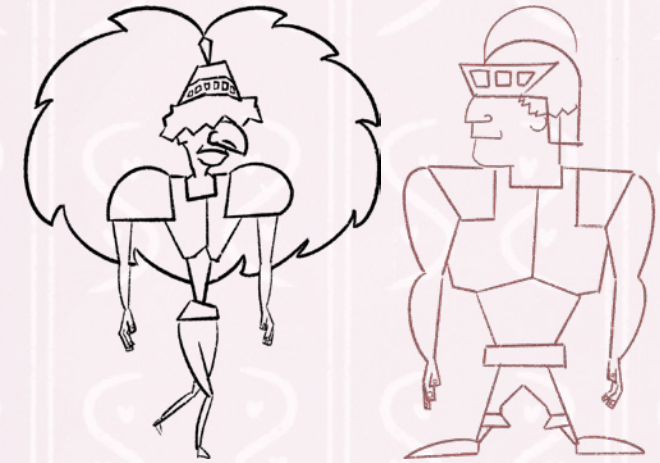
7. The protagonist can slide to P4 through the vine, open the door and finish the game smoothly.

Left
 5. Players return to P1 through the teleportation array, drag P1P2 and P4 to align the pipes in the scene (x), put the seeds into the mouth of P1, and the seeds fall into the pot of P4.

Character Design

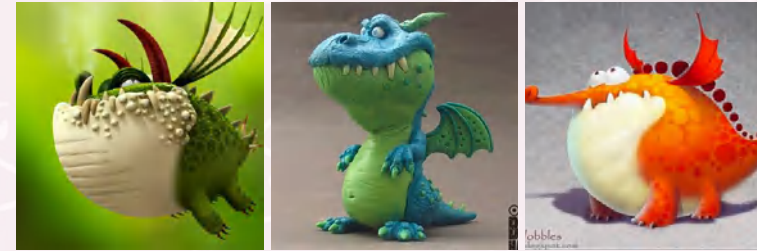
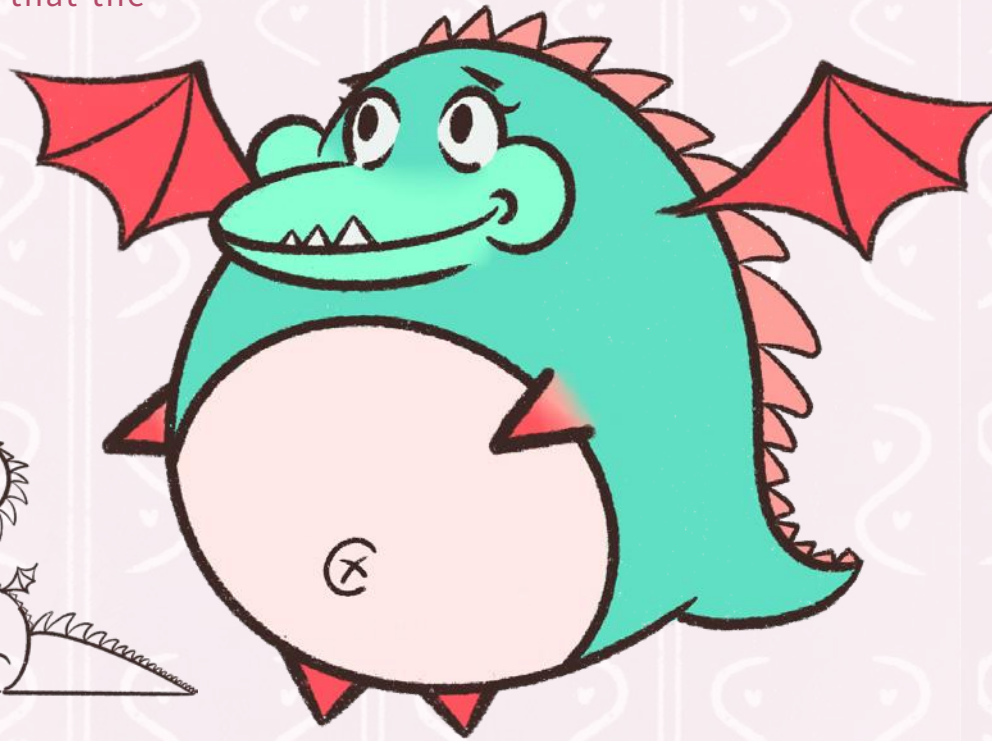
The Soldier

The soldier is a villain NPC character in the game setting. As the only male character in this game, I wanted him to look thin. At the same time, he was full of sharpness as part of the castle. This represents his aggressiveness. And this is different from the rounded lines of the dragon.

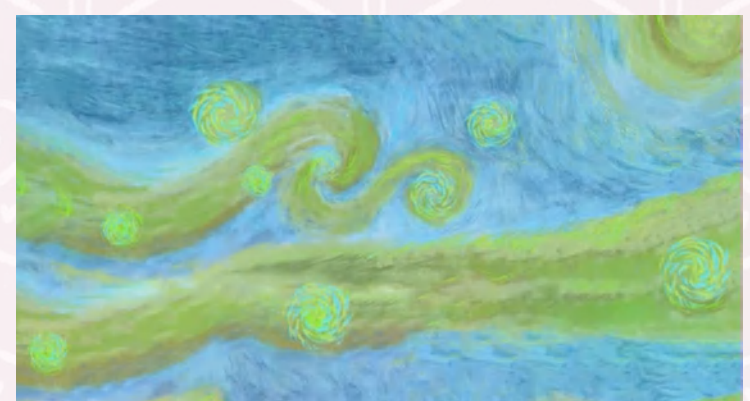
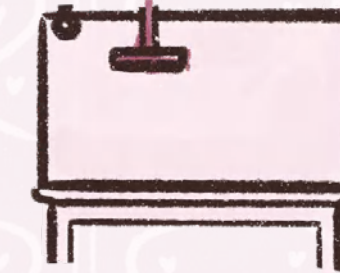
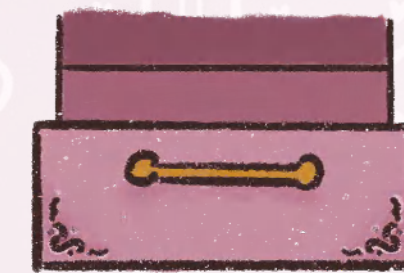
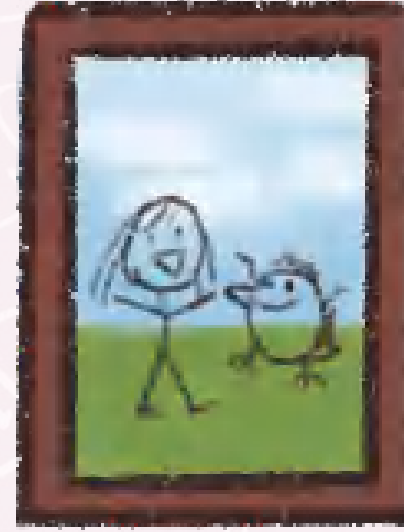
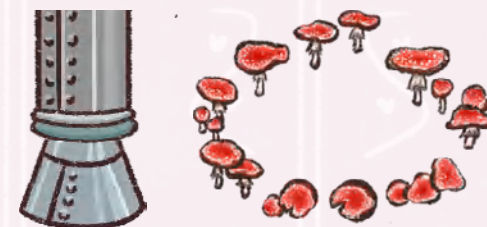


The Dragon

Dragon is the protagonist in the game setting. She not only represents freedom and bravery, she was born of nature and is part of it. So she is different from the castle lines in character design, full of rounded and soft lines. I want her to be a character with the courage to break through her physical condition. So she has clumsy short legs and tiny wings. Such characters also imply that the game's solution is not by force.



Scene & Props



Mindmap & Programming

Comic Frames System

Scene Movement



The scene image is bigger than the frame



The showing image is restricted by the mask component (UI)



I used the positions of left-bottom corner and right-upper corner to put restrictions on the image movement

OnBeginDrag()
-Reset mouse position

OnDrag()
-Scene content move with mouse position

OnEndDrag()
-Grid attacher check

Grid Attacher



There are AttachPivots (Prefabs) are putted inside each frame, by comparing the position between two attachable pivots

if the difference is close enough one frame would align with another

Trigger

After Two Frames is Aligned, Guard is able to pass through frame enter another one

Guard become another scene's content, would move with the scene when you drag it

Character Control System

Character Controller

Control character's movement and animation



Control guard's Patrolling Path

Guard Controller

Control guard's Frame Transition

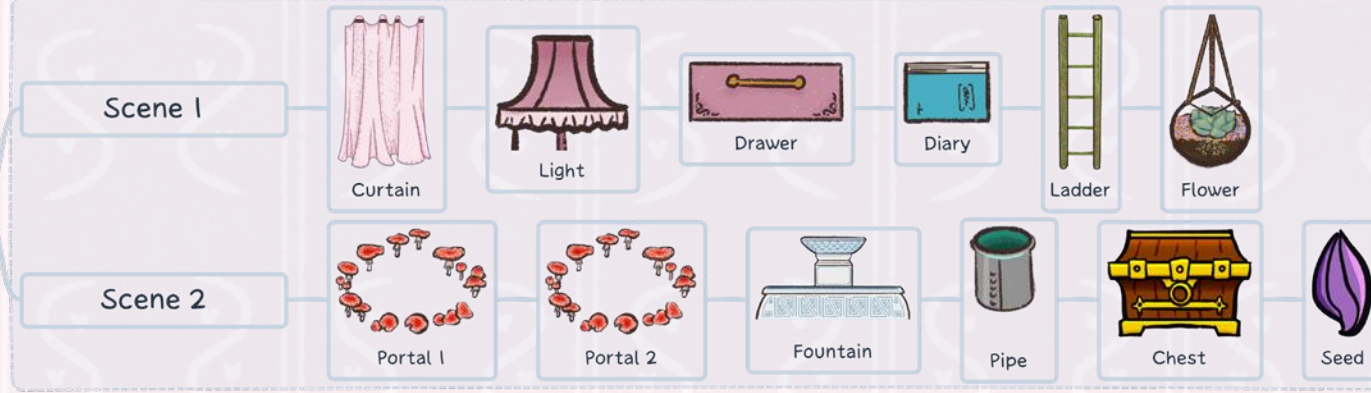


Control guard's Frame Transition

Interactable Element System

Interactable Obj

Control All Clickable Elements feedback after clicked



```

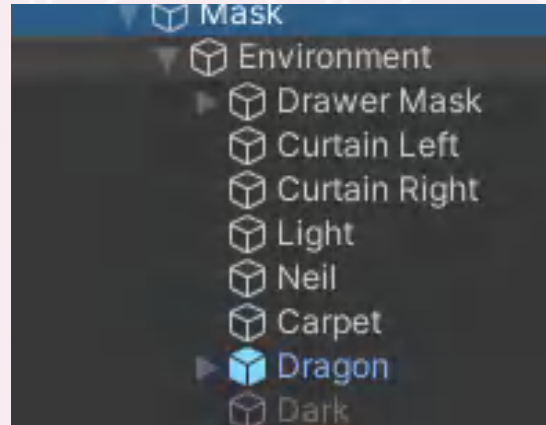
Float hori = Input.GetAxis("Horizontal");
Float vert = Input.GetAxis("Vertical");
Vector3 moveDirection = new Vector3(hori, vert, 0);
transform.Translate(moveDirection * moveSpeed * Time.deltaTime);
if (hori > 0)
    transform.localScale = new Vector3(-15, 15, 0);
if (hori < 0)
    transform.localScale = new Vector3(15, 15, 0);
if (moveDirection == Vector3.zero)
    transform.GetChild(0).GetComponent<Animator>().SetBool("Walk", true);
else
    transform.GetChild(0).GetComponent<Animator>().SetBool("Walk", false);
if (Input.GetKeyDown(KeyCode.Space))
    isFront = !isFront;
transform.GetChild(0).gameObject.SetActive(isFront);
transform.GetChild(1).gameObject.SetActive(!isFront);
    
```

```

public class GridAttacher : MonoBehaviour
{
    public List<SceneIndex>
    public AttachPivot[] attachers;
    2-4-5-9-11
    public void CheckAttachPoint()
    {
        foreach (var attacher in attachers)
        {
            if (attacher.isAttached)
            {
                float difference = 0;
                if (attacher.isHorizontalAlign)
                    difference = attacher.gridPivot.position.x - attacher.gridPivot.position.x;
                else
                    difference = attacher.gridPivot.position.y - attacher.gridPivot.position.y;
                if (difference < 0.2f || difference > 0.2f)
                {
                    Vector3 offset = Vector3.zero;
                    if (attacher.isHorizontalAlign)
                        offset = new Vector3(attacher.gridPivot.position.x - attacher.gridPivot.position.x, 0, 0);
                    else
                        offset = new Vector3(0, attacher.gridPivot.position.y - attacher.gridPivot.position.y, 0);
                    attacher.gridPivot.position += offset;
                    attacher.isAttached = true;
                }
            }
        }
    }
    SceneInteraction();
    }
    }
    
```

```

0-1个引用
public void OnDrag(PointerEventData eventData)
{
    RectTransform rect = GetComponent<RectTransform>();
    Vector3 offset = Camera.main.ScreenToWorldPoint(Input.mousePosition) - lastMousePosition;
    if (rect.position.x < minX || offset.x < 0)
        offset = new Vector3(0, offset.y, offset.z);
    if (rect.position.x > maxX || offset.x > 0)
        offset = new Vector3(0, offset.y, offset.z);
    if (rect.position.y < minY || offset.y < 0)
        offset = new Vector3(offset.x, 0, offset.z);
    if (rect.position.y > maxY || offset.y > 0)
        offset = new Vector3(offset.x, 0, offset.z);
    GetComponent<RectTransform>().position += offset;
    lastMousePosition = Camera.main.ScreenToWorldPoint(Input.mousePosition);
}
0-1个引用
public void OnEndDrag(PointerEventData eventData)
    
```



```

void GuardMovement()
{
    if (isWaiting)
    {
        waitTimer -= Time.deltaTime;
        if (waitTimer == 0)
        {
            isWaiting = false;
            Flip();
            waitTimer = 2;
        }
    }
    else
    {
        if (isTowardsRight)
        {
            transform.Translate(Vector3.right * moveSpeed * Time.deltaTime);
            timer -= Time.deltaTime;
            if (timer < 0)
            {
                timer = 4;
                isTowardsRight = false;
                isWaiting = true;
            }
        }
        else
        {
            transform.Translate(Vector3.left * moveSpeed * Time.deltaTime);
            timer -= Time.deltaTime;
            if (timer < 0)
            {
                timer = 4;
                isTowardsRight = true;
                isWaiting = true;
            }
        }
    }
}
void Flip()
{
    if (isTowardsRight) transform.localScale = new Vector3(1, 1, 1);
    else transform.localScale = new Vector3(-1, 1, 1);
}
    
```

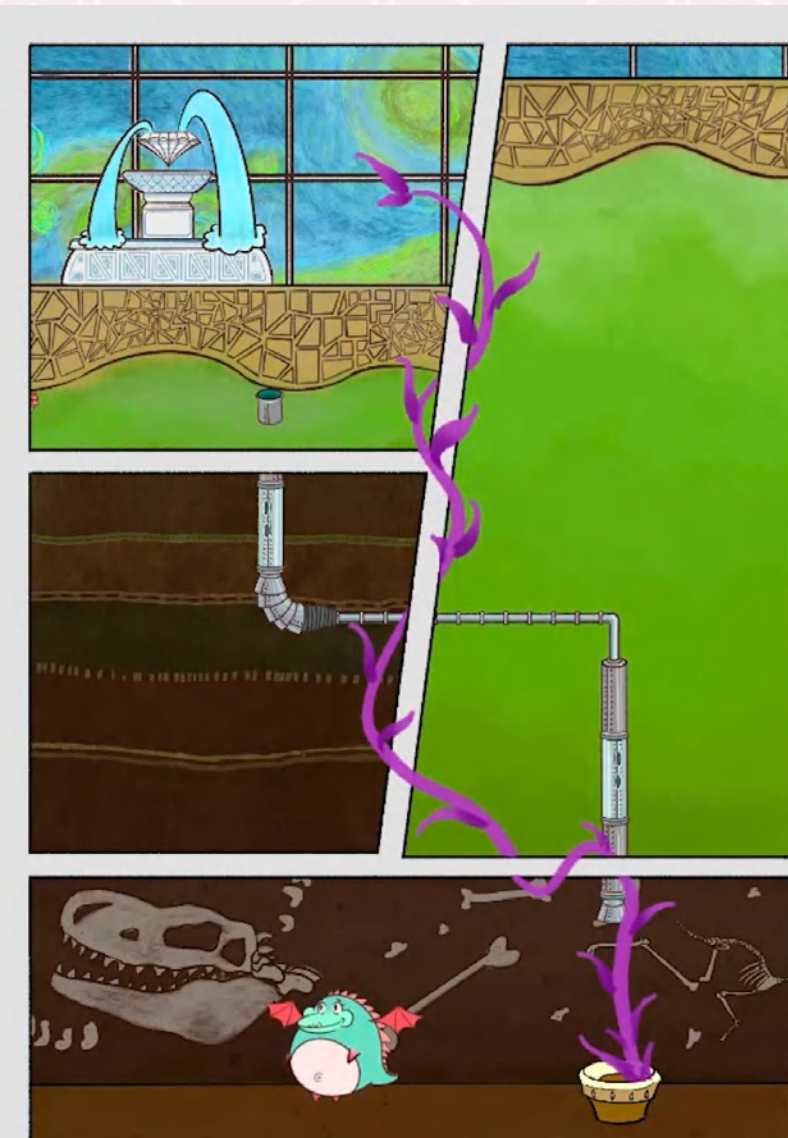
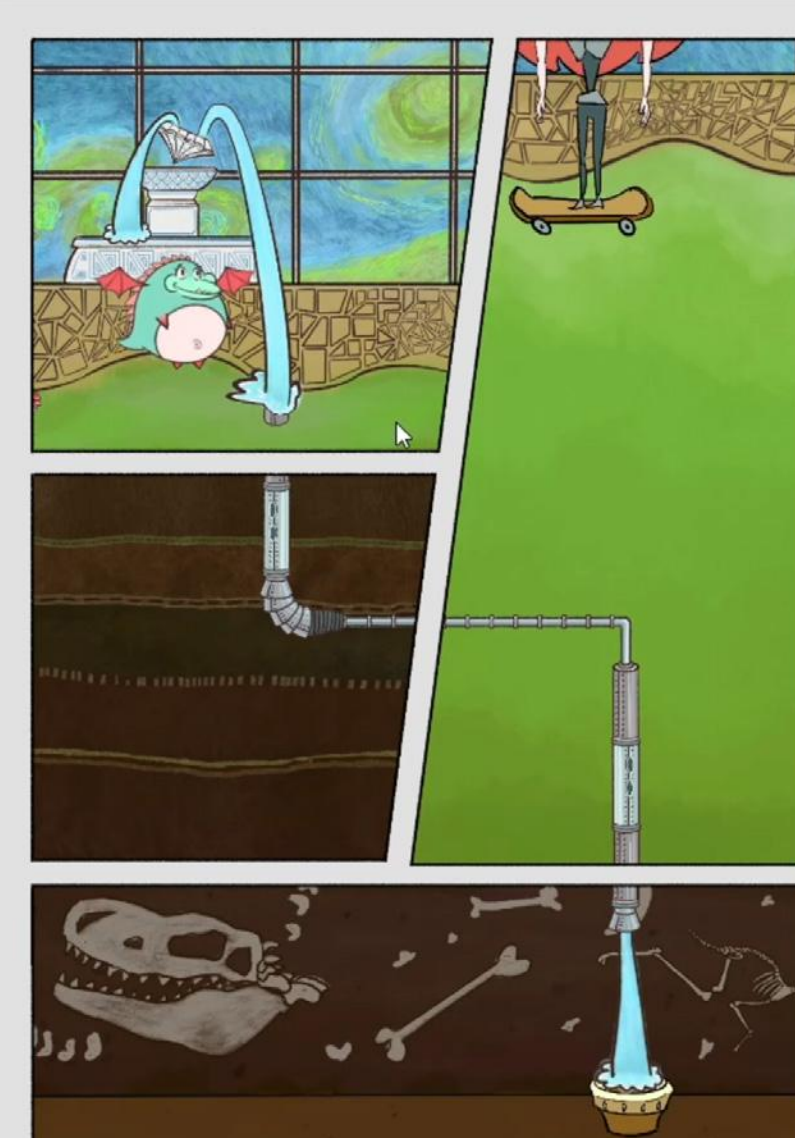
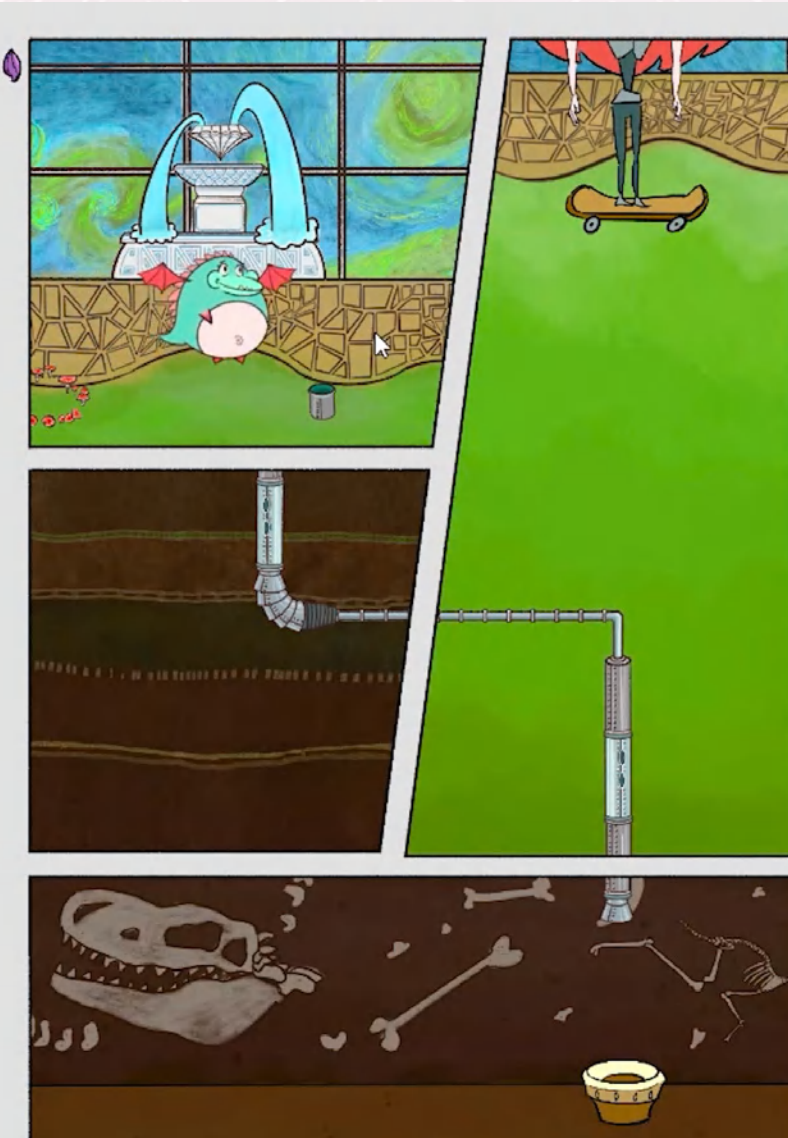
```

public class InteractableObj : MonoBehaviour, IPointerClickHandler
{
    13个引用
    public enum InteractableType { Curtain, Drawer, Diary, Carpet, Light, Dark, Portal1, Portal2, Fountain };
    public InteractableType interactableType;
    private bool isClicked = false;
    0个引用
    public void OnPointerClick(PointerEventData eventData)
    {
        if (isClicked)
        {
            switch (interactableType)
            {
                case InteractableType.Curtain:
                    transform.DOMoveX(transform.position.x - 0.25f, 0.5f);
                    transform.DOMoveY(transform.position.y + 0.25f, 0.5f);
                    curtainLight.DOMoveX(curtainRight.position.x + 0.25f, 0.5f);
                    curtainLight.DOMoveY(curtainRight.position.y + 0.25f, 0.5f);
                    transform.DOScale(0.6f, 0.5f);
                    break;
                case InteractableType.Drawer:
                    transform.DOMoveY(transform.position.y - 0.1f, 0.5f);
                    break;
                case InteractableType.Diary:
                    //skin.color = new Color(220/255, 142/255, 255/255);
                    skin.color = Color.black;
                    break;
                case InteractableType.Dark:
                    transform.parent.Find("Dark").gameObject.SetActive(false);
                    transform.gameObject.SetActive(true);
                    SpriteRenderer[] skins = transform.parent.Find("Dragon").GetComponentInChildren<SpriteRenderer>();
                    foreach (var skin in skins)
                    {
                        skin.color = Color.white;
                    }
                    break;
                case InteractableType.Portal1:
                    Level2Datas.instance.character.position = Level2Datas.instance.portal2.position;
                    break;
                case InteractableType.Portal2:
                    Level2Datas.instance.character.position = Level2Datas.instance.portal1.position;
                    break;
                case InteractableType.Fountain:
                    Level2Datas.instance.water1.SetActive(false);
                    Level2Datas.instance.water2.SetActive(true);
                    Level2Datas.instance.DoVineGrow();
                    break;
                case InteractableType.PipeIn:
                    Level2Datas.instance.DoUseSeed();
                    break;
                case InteractableType.Chest:
                    Sequence s = DOTween.Sequence();
                    s.Append(transform.DOScale(1.25f, 0.25f));
                    s.Append(transform.DOScale(0.5f, 0.5f));
                    s.Append(Level2Datas.instance.seed.DOScale(1.25f, 0.45f));
                    s.Append(Level2Datas.instance.seed.DOScale(0.5f, 0.25f));
                    break;
                case InteractableType.Seed:
                    transform.SetParent(GameObject.Find("Canvas").transform);
                    Level2Datas.instance.seed.DOMove(Level2Datas.instance.seedPivots[0].position, 1.25f);
                    break;
            }
            isClicked = true;
        }
    }
}
    
```

```

public void DoVineGrow()
{
    Sequence s = DOTween.Sequence();
    s.AppendInterval(2f);
    s.AppendCallback(() => waterOut.SetActive(true));
    s.AppendInterval(1f);
    s.AppendCallback(() => water1.SetActive(true));
    s.AppendCallback(() => water2.SetActive(false));
    s.AppendInterval(1f);
    s.AppendCallback(() => waterOut.SetActive(false));
    s.AppendInterval(1f);
    s.AppendCallback(() => vines[0].gameObject.SetActive(true));
    s.AppendInterval(1f);
    s.AppendCallback(() => vines[1].gameObject.SetActive(true));
    s.AppendInterval(1f);
    s.AppendCallback(() => vines[2].gameObject.SetActive(true));
    s.AppendInterval(1f);
    s.AppendCallback(() => vines[3].gameObject.SetActive(true));
}
1个引用
public void DoUseSeed()
{
    StartCoroutine(SeedMove());
}
1个引用
IEnumerator SeedMove()
{
    seed.DOMove(seedPivots[1].position, 1.2f);
    yield return new WaitForSeconds(1.2f);
    seed.DOMoveY(seed.transform.position.y + 0.3f, 0.4f);
    yield return new WaitForSeconds(0.4f);
    seed.DOMove(seedPivots[2].position, 0.6f);
    yield return new WaitForSeconds(0.3f);
    seed.DOScale(0, 0.3f);
    yield return new WaitForSeconds(1.2f);
    seed.position = seedPivots[3].position;
    seed.SetParent(GameObject.Find("Canvas").transform);
    seed.SetAsFirstSibling();
    seed.localScale = Vector3.one;
    yield return new WaitForSeconds(1f);
    seed.DOMove(seedPivots[4].position, 0.7f);
    yield return new WaitForSeconds(0.4f);
    seed.DOScale(0, 0.3f);
}
    
```


Gameplay Screenshots



Little Monster Cafe Project Proposal

Summary

Little Monster Cafe is a casual and lovely group fighting game for parties. Players can play as cute little monsters, fighting for food and crowding out other little monsters in a warm and safe cafe. This proposal introduces the core mechanics and visual aesthetics that I developed and planned the direction of further research and execution.

Genre

Group Fighting, Party Game, Casual Game

Target Audience

Female Players, Party Attendees

Inspiration

As a female gamer and game designer, I can count on one hand the number of games out there that are designed to appeal to a female aesthetic and user habit. At parties with my friends, I often see guys guilding girls "how to play games," blaming them for not being familiar with the male-dominated "hardcore operation." In my conversations with female friends, I found that girls also don't enjoy games with a masculine, realistic aesthetic, or high-intensity fighting and killing as the core gameplay. Therefore in this proposal, I hope to design a casual and joyful game which girls enjoy playing; and with cute and warm appearance and relaxed playing experience to meet their real demands for games.



Game Reference

Reference games are Party Animals, Mario Party, Animal Crossing, etc. I think these games have done a good job of appealing to women in terms of their aesthetic, worldview and playability.



Research Plan

In order to better explore the user habit and game preferences of female players and compare the differences in game preferences between male and female players, I have sorted out some relevant literature, books and videos that need to be researched.



Abstract

Stereotypes in game culture are still inhibiting the freedom of female players. This survey study aims to gain insight into these practices by looking at gaming stereotypes on two different, yet interrelated, levels. First, we inquire into perceptions of gamers regarding gender-related and general gamer stereotypes and how these relate to playing frequency. Second, genre choice is investigated in light of player's gender and how this is associated with play motivations. Results

Articles

1. "I Play So I Am?" A Gender Study into Stereotype Perception and Genre Choice of Digital Game Players <https://doi.org/10.1080/08838151.2016.1164169>
2. Playing under threat. Examining stereotype threat in female game players <https://doi.org/10.1016/j.chb.2015.12.042>
3. Girls/Women Just Want to Have Fun - A Study of Adult Female Players of Digital Games. http://www.digra.org/dl/order_by_author?publication=Level%20Up%20Conference%20Proceedings
4. Contexts, gaming pleasures, and gendered preferences <https://doi.org/10.1177/1046878105282160>



'Feminism In Play' by Kishonna L. Gray, Gerald Voorhees, and Emma Vossen

Amazon

"Feminism in Play" discusses the female gaming experience in three key ways, looking at women "as they are depicted in vid games, as participants in games culture, and as contributors to the games industry." It dissects the connections between game and society (including the role that violence plays), looking at women have been "silenced and marginalised" for so long. An enlightening read.



'Gaming Representation: Gender, and Sexuality in Games' by Jennifer Mall and TreaAndrea M. Rus

Amazon

"Gaming Representation" casts a light on the discrimin by female, queer, and people of colour in gaming. M Russworm examine "portrayals of race, gender, and range of games like Binding of Isaac, Grand Theft A Payne, and The Last Of Us. Through this lens, the a for stronger representation and identity function in while also pushing "gaming scholarship to new level



'Women in Gaming: 100 Professionals of Play' by Meagan Marie

Amazon

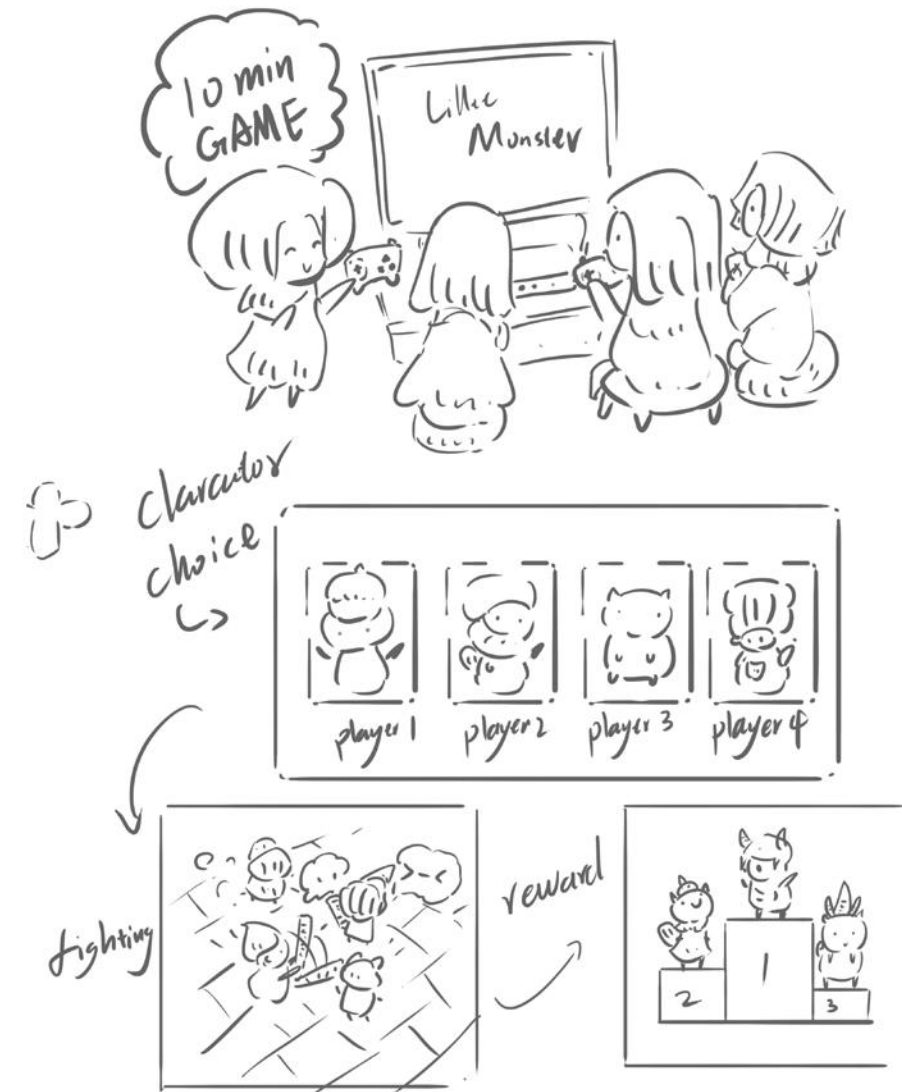
A compendium of women in gaming, this book will certainly push you in the right direction whether you're looking for a streamer to follow or advice on how to get into a career as a developer or programmer. Celebrating women who helped establish the industry and who fought for their right to diversify it, "100 Professionals of Play" will become your gaming bible.

Books

1. 'Feminism In Play' by Kishonna L. Gray, Gerald Voorhees, and Emma Vossen
2. 'Gaming Representation: Race, Gender, and Sexuality in Video Games' by Jennifer Mallowski and TreaAndrea M. Russworm
3. 'Women in Gaming: 100 Professionals of Play' by Meagan Marie

Ideation

At the beginning of the design, the core experience that Little Monster Cafe wanted to express was a game where players, as cute little monsters, rob each other of food and crowd out other little monsters in a warm and safe cafe. The overall art style of the game should be soft, warm, and lovely. I want to design a contrasting and cute feeling of cute little animals fighting with each other.



Game Flow

This page shows the basic game flow. Players will choose their favorite characters and fight with other players or computer players. The right side is a mixed overlay of game blueprints and design effects.



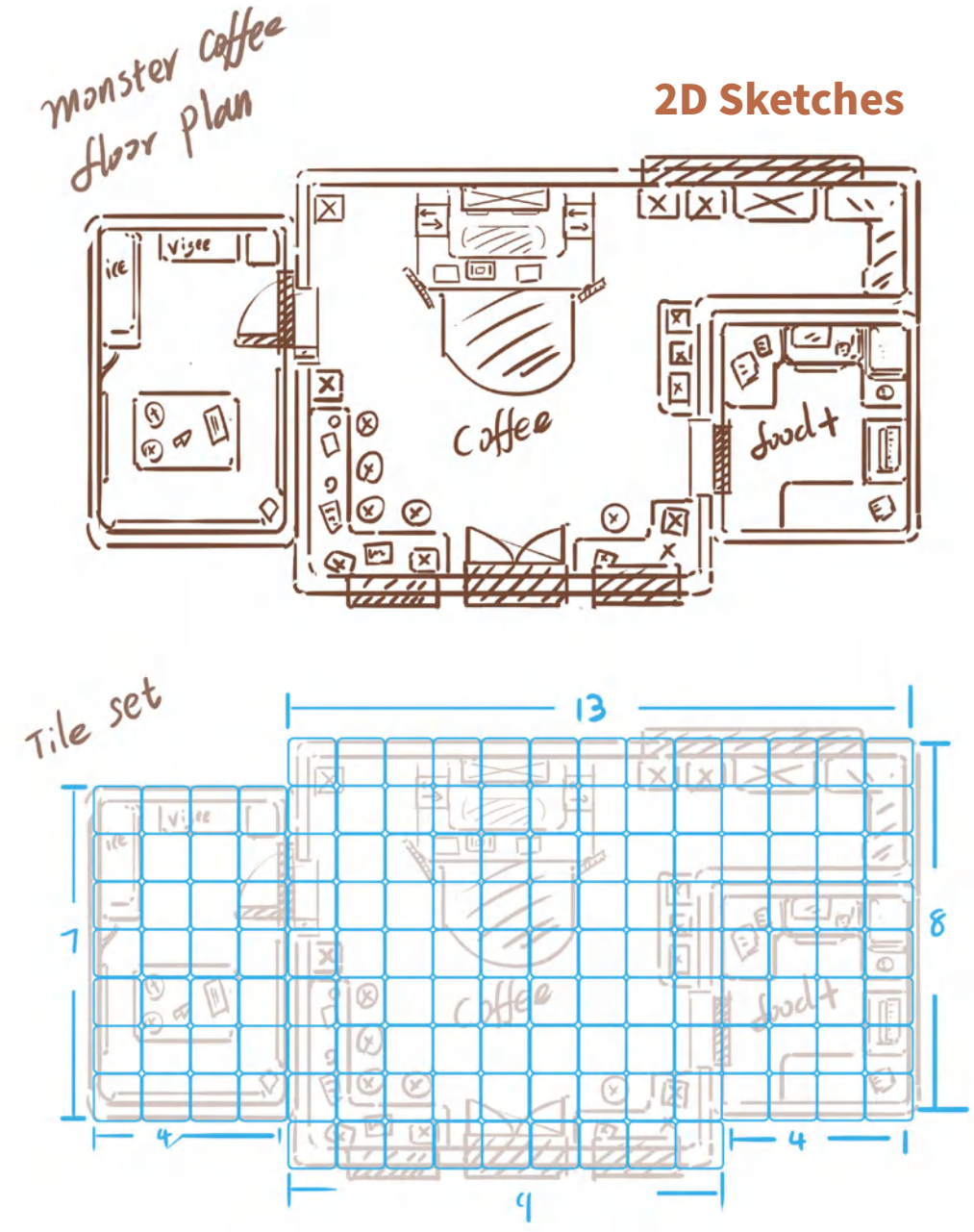
Visual Aesthetic

Based on the warm and lovely feeling, the overall art color system tends to be soft. The character design of the little monster will also be proportionally positioned with a three-headed body, a circular outline, and a relatively strange setting. The proportions of the weapons used by the little monsters are also exaggerated, making them appear larger and softer than ordinary props.

At the same time, it also refers to the furnishings and interiors of coffee shops in reality, such as characters and floor tiles, so that it is easier to design rest areas and combat areas when designing scenes. The player's moving line will also be better laid and designed through square floor tiles.

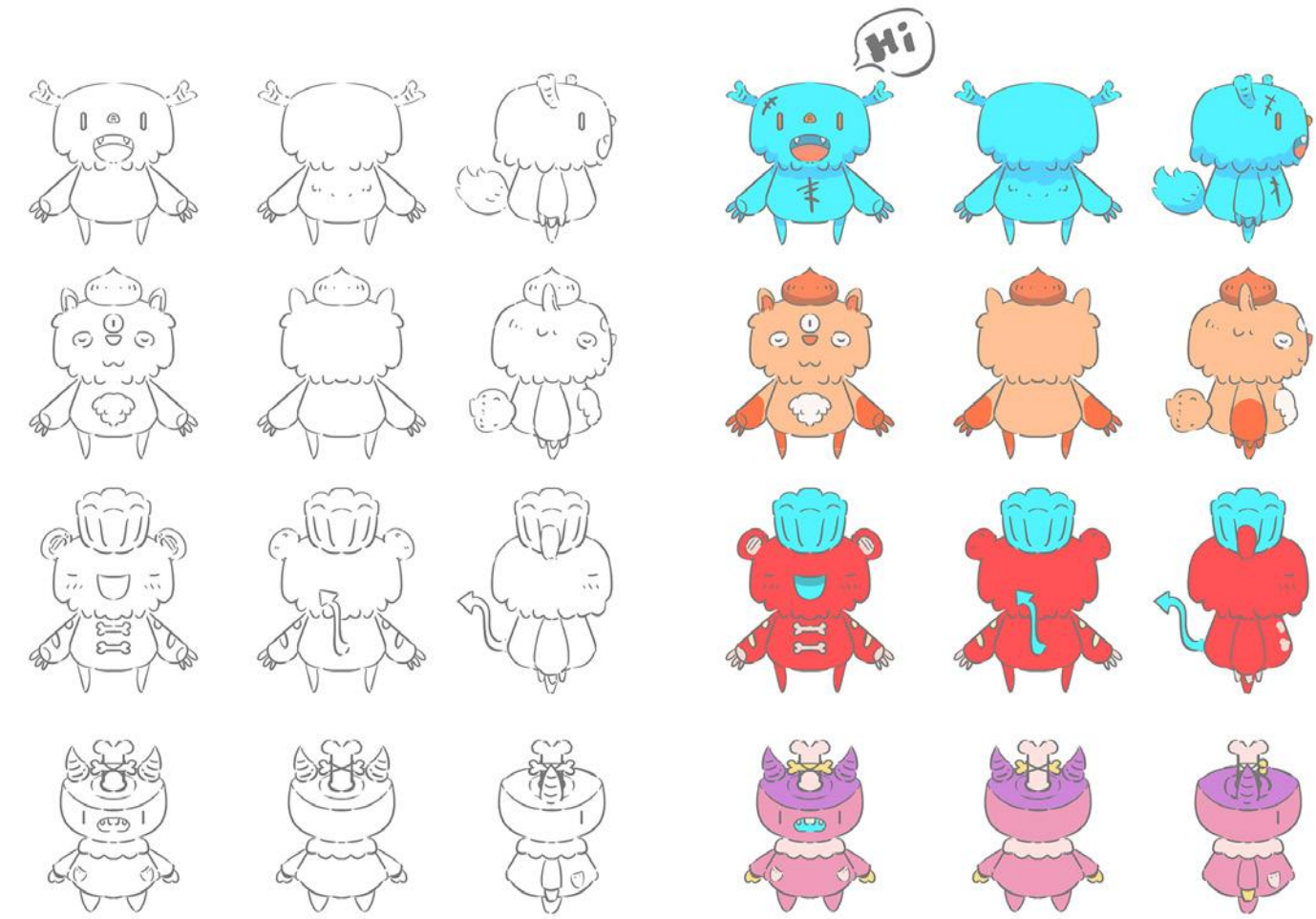


Visual Reference

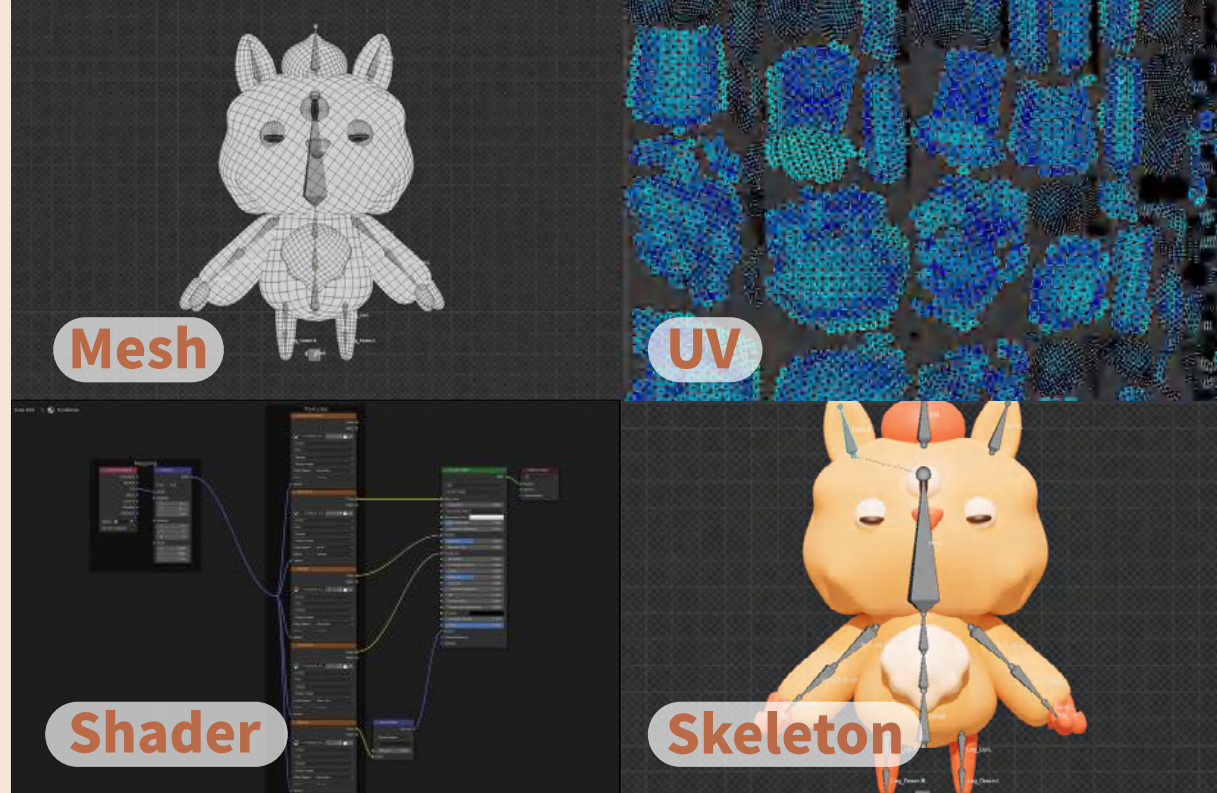
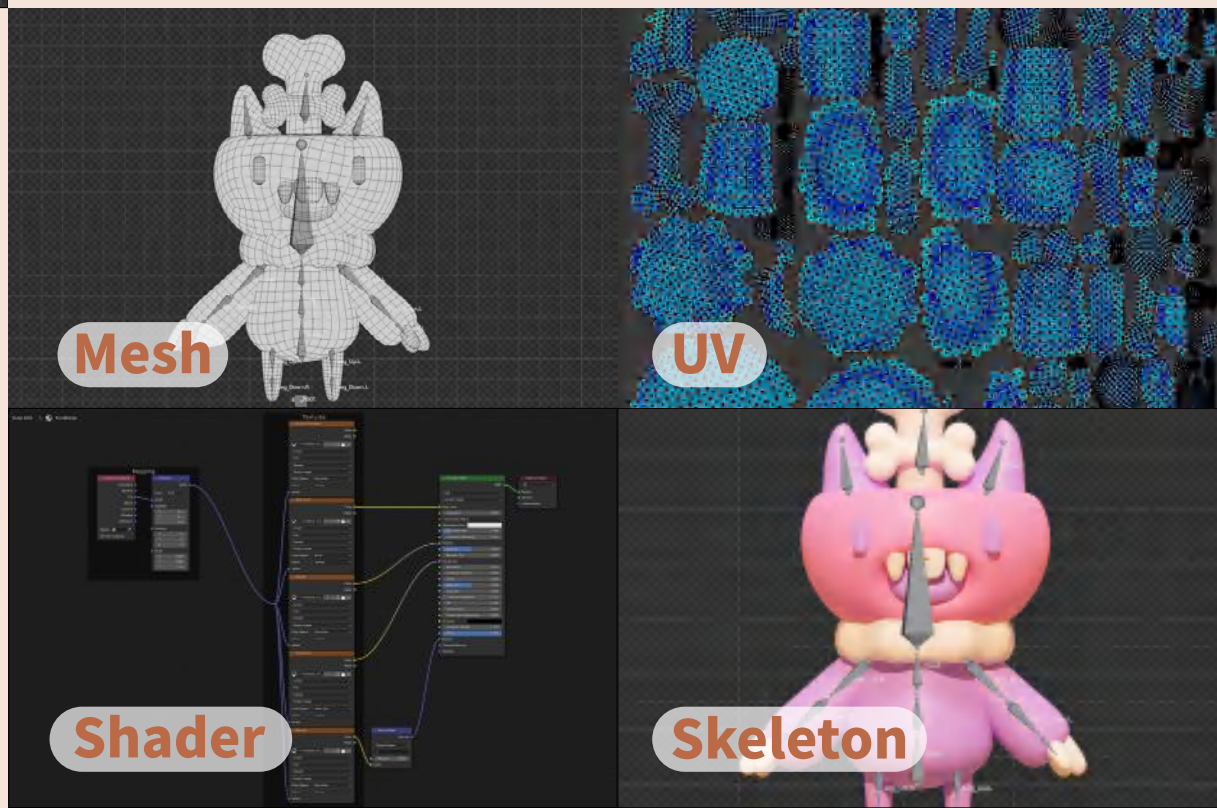
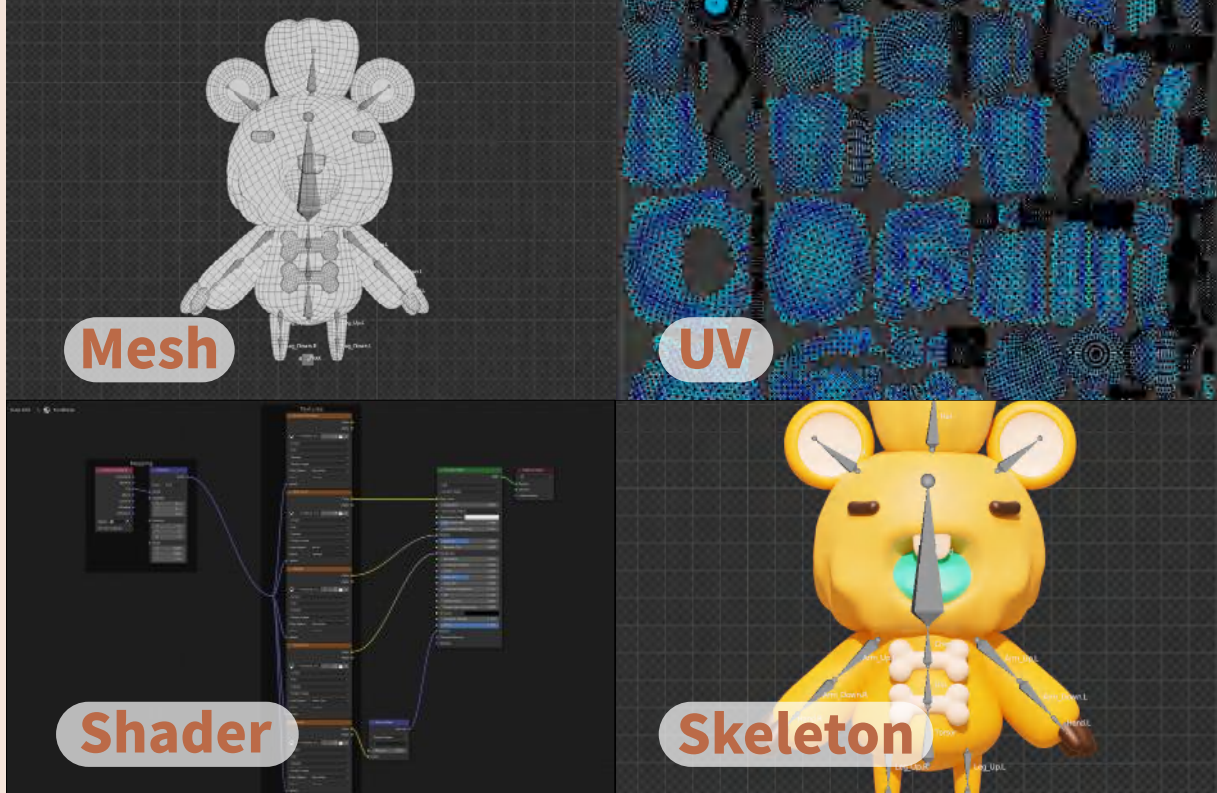
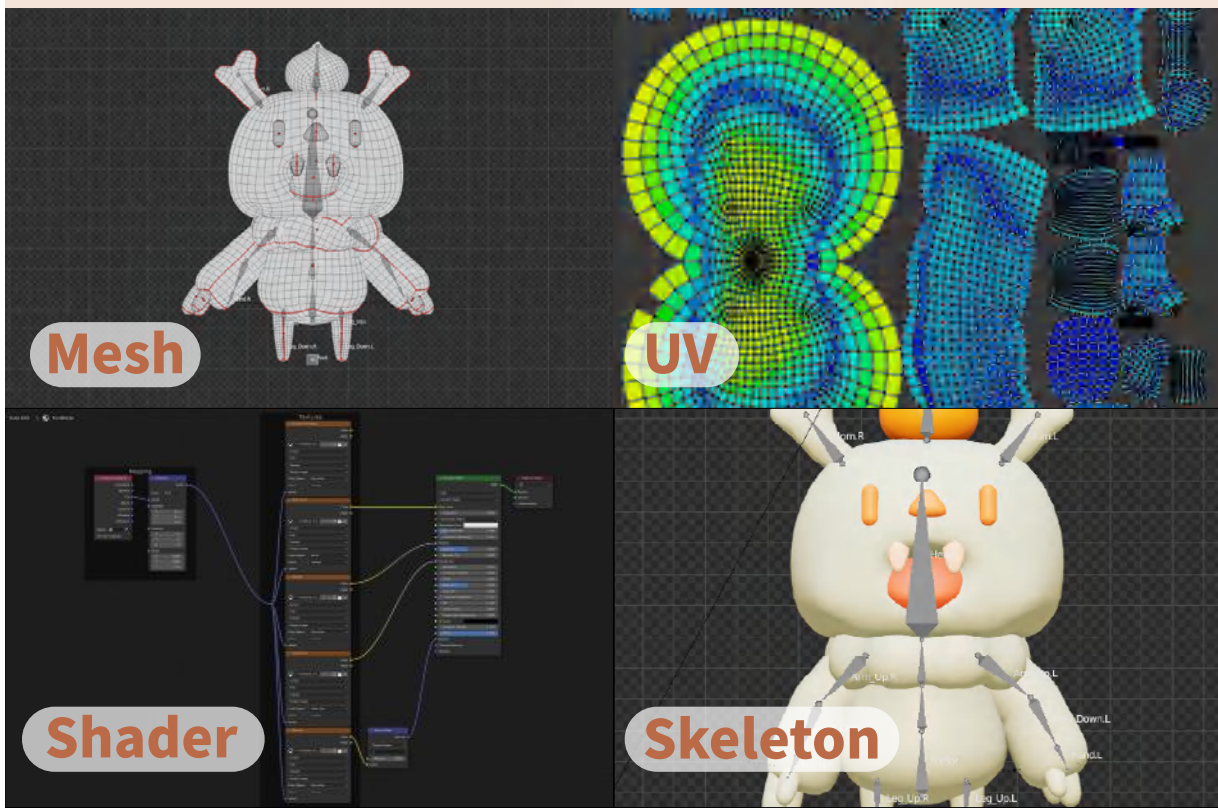


Visual Development

I selected four characters from the draft: Fluffy, Kiki, Pinky, and Blythe, and finished three-view diagram and coloring of them, then built their 3D vision in Blender. I also built the game's scenes and props in blender from the Cafe floor Plan and tile set. In future game, I would like to add more maps and characters, and more interactive weapons and items.



2D Visualization



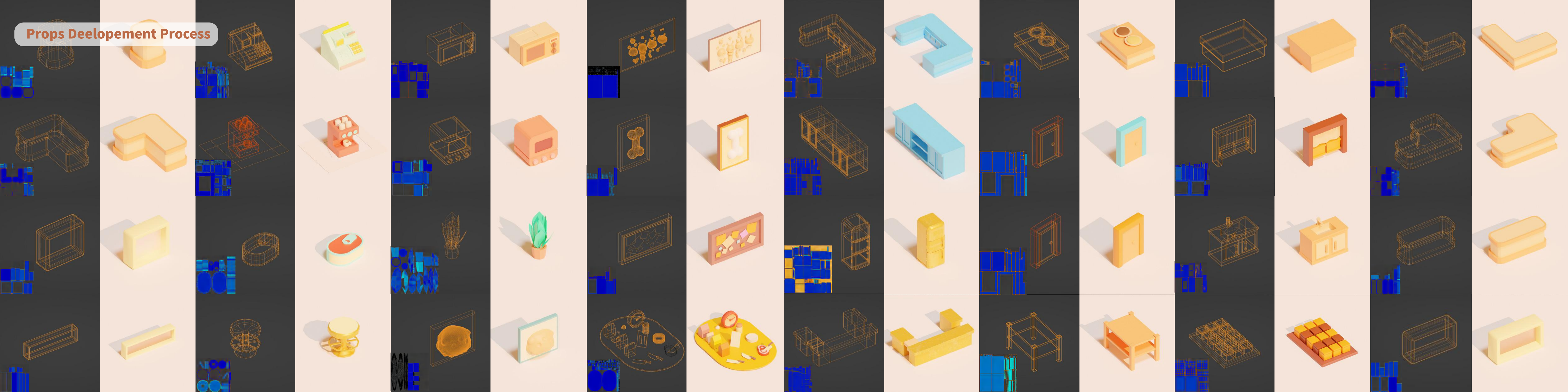
Blythe

Kiki

Pinky

Fluffy

Props Deelopment Process



Gameplay Preview



Scene & Props Preview

