

Aim & Recoil

#Platform-Jumping # Puzzle Game

#Shooting game

Video Link: https://youtu.be/XQh97gIjUuw

Inspiration

When thinking of gameplay, the idea of jump is too simple. Thus I decided to add recoil into the game. After shooting the bullet, the character would be pushed in opposite direction, so that can cross the obstacles that can't get over in normal ways.

Game Design Document

Key Feature

- **Top down shooting game**

Top down view, mouse pointer clicks on the screen to shot fire.

- **Recoil jump**

Player would experience recoil-jump when firing, pushing them backward by a certain distance. Player can also jump normally. So player could combine recoil jump with normal jump in order to move further and quicker in the sky.

Environment Assets



Free assets aquired from Epic Games FAB Store.

Genre

Platform-jumping | Puzzle game | Shooting game

Interaction Buttons

Move: W A S D

Interact: E

shot: L

Space — Jump

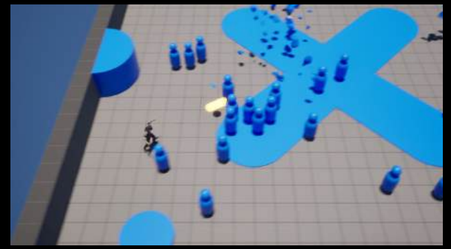
Development Tool

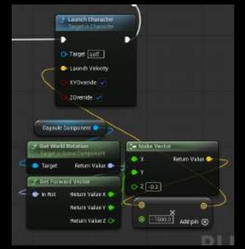
Unreal Engine

*UE 5.6 Top Down twin stick character template

Technical Research

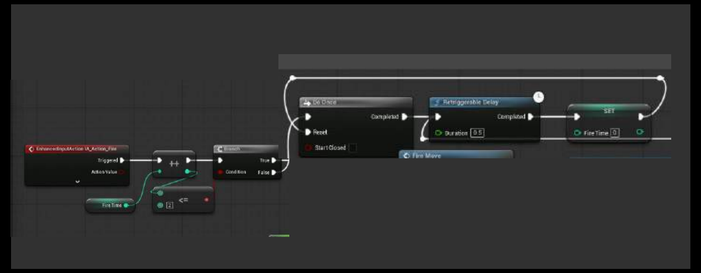
I started the gameplay prototype with UE TopDown template. I use **"launch character"** node after shot to achieve recoil.





Gameplay Review

After several versions of test, I decide to set the max fire time up to 2, with 0.5s cooldown, avoiding infinity jumps.



Player Attribute

HP: 100
Jump: single jump
Attack: shot bullet with recoil (two projectiles with 1s cooldown)
Featu

armored anime character with spiky black hair, black and purple outfit, and metallic shoulder, knee, and gauntlet armor

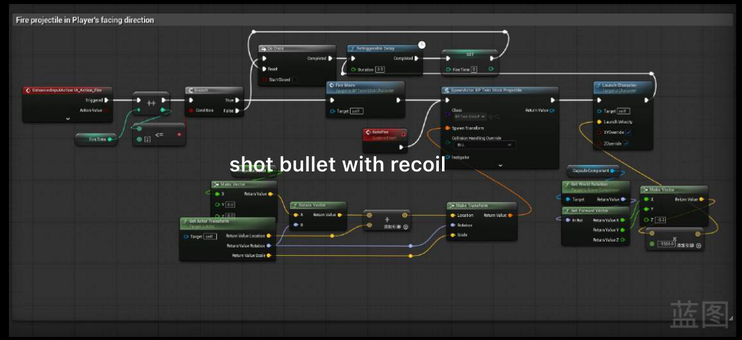
AI Prompt to image



AI image to 3D model



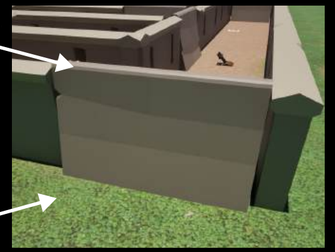
Rigging



Puzzle Design



Switch back and forth 1 or more doors

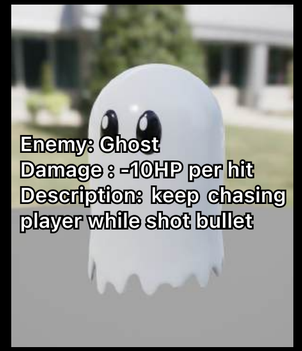


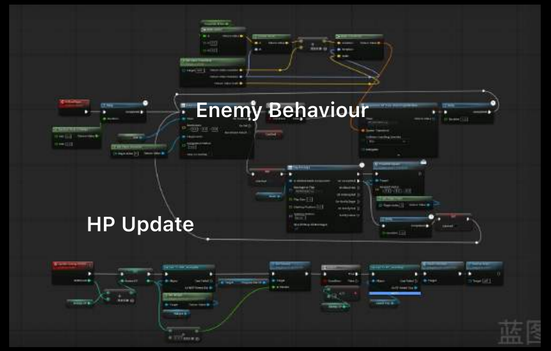




Player shot bullet on it, stepless adjust door

Enemy Design

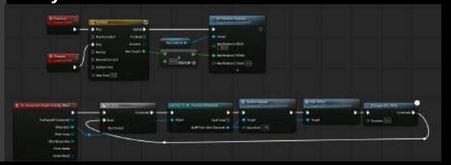




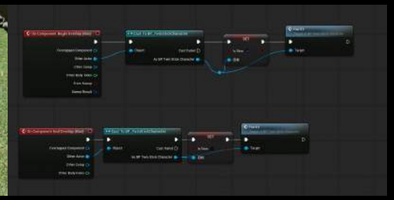
Game Module



Item: Axe
Damage : -30HP per hit
Description: Perform a downward axe slash every 4s.











Level Design



Start Level

Puzzle Maze





Jumping Island

Axe Dungeon





Boss Arena



Corporate Battle

#Board Game # Card Building #Economy

#Symmetrical PvP

This is a deck-building competitive board game set against the backdrop of modern corporate business warfare. Players take on the roles of CEOs of two startup companies. By recruiting talents, arranging workstations, activating synergy bonds, and responding to unexpected incidents, they accumulate capital and credibility over 12 rounds to boost their corporate strength and defeat the opponent.

Inspiration





Inspired by Teamfight Tactics (TFT), I explored its strategic economy, character recruitment, and synergy systems. I adapted these mechanics into a corporate-themed board game, where players manage resources, recruit employees, and build powerful teams to compete against rival companies.





Level Up: Invest gold to expand team capacity and unlock stronger units.

Interest: Save gold to generate additional income and support long-term a growth.

Component List

1. Level Card



Level 1



Level 2



Level 3



Level 4

Five supplied level designs.



Level 5



2.Character Pieces



3.Additional Component

43 Talent cards

5 Global Buffs

7 Runes

Event Cards- Player boards

Financial boards· Coin& credit markers

Gameplay

1. Game Flow

Starting Phase Income form Round 2 resolve event.

Operational Phase Recruit,refresh,upgrade or lay off staff.

Settlement Phase Resolve finances,effects and combat.

2.Players/Up To 12 Rounds

Start → Operate → Settle
Repeat each round.

3.How to Play

Recruit Talent
Pick 1 of 3; pay its cost.

Refresh Shop
Pay 1 Coin to redraw 3 cards.

Upgrade Company
Pay 4 Coin: +1 level, +1 slot.

Lay Off Staff
2+ cost talent: 50% refund.

Workstation Slots
4-cost uses 2 slots; others use 1.

Team Synergy
Match talent types for bonuses.

Battle
Compare total company power.

4.How to Win

Battle Reward
Winner: +1 Coin, +1 Credit.
Loser: lose the power gap in Coin.

Survival
0 Coin means elimination.
First 0 Credit: one-time protection.

Final Victory
If both survive 12 rounds:
Power → Credit → Coin.

5.Game Pace

Early Game
Low-cost recruitment and economy building

Mid Game
Company upgrades and team synergies

Late Game
Lineup optimisation and the final push for victory

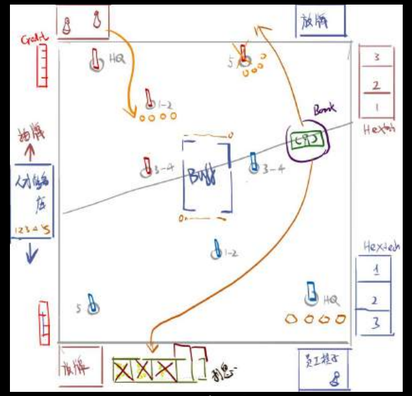
6.Synergy

Studio 1-2 employees (1-2cost)
Outsourced employees generate an additional 1 Coin in total per round.

Elite Workplace 2 employees (3- or 4-cost)
Outsourced employees generate an additional 1 Coin in total per round.

Final Prototype

Design



Map version-1



Map version-2



Final version-3



Chess model



3D Print



Coloring Version







Test & Iteration

BASED ON MANUAL RULE SIMULATIONS

3–4 rounds
Early endings in simulations.

Level 3
Advantage from high-tier talent.

Economy pressure

Companies reached 0 Coin within 3–4 rounds
Spending and combat losses left little recovery time.

Level-3 snowballing

Early access to the advanced pool created a large power gap before the opponent could recover.

PROPOSED REVISIONS

To Be Tested

1. **Cap combat losses**
   Test a Coin-loss cap to improve recovery time.
2. **Rebalance Level 3**
   Review upgrade cost and access to advanced talent.
3. **Clarify edge cases**
   Specify interest, refund rounding and protection timing.
   Next test: survival, recovery and round pacing.

Rule Updates

PROPOSED · TO BE TESTED

PATCH 01
Pools & Recruitment
Split talent pools
1–2 cost: 28 cards
3–5 cost: 15 cards

Levels 1–2: primary pool only
Level 3+: choose a pool
for each of 3 shop slots

PATCH 02
Credit & Cash Flow
Battle win: +1 Coin / +1 Credit
No revenue comparison

Physical settlement panel

PATCH 03
Elimination & Comebacks
Define triggers and outcomes

Set victory-check priority:
Credit vs Round 12 power

Clarify compensation,
money and comeback rules

DETAILS TO DEFINE

NEXT TEST
Survival · Level pacing
Cash flow · Comeback potential

Duality: Alienation



Character/Props Artist: Adam
Gameplay Designer: Mike
Technical Designer: Jimmy (me)

DESCRIPTION

A first-person narrative game centred on an android with two competing personalities. The player relies on a personality suppressant to maintain control, but as its effects gradually fade, the alternate personality begins to interfere with perception, movement and the surrounding environment. Through exploration, puzzle-solving and repeated cycles of suppression and loss of control, the project explores identity, autonomy and the question of which consciousness can truly be considered the "self".

RESEARCH

art style inspiration

RETRO OBJECTS



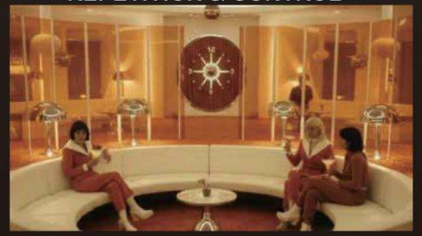
Old technologies are reimagined as objects from an alternative future.

INSTITUTIONAL SPACE



Soft forms and warm colours create comfort within a highly controlled environment.

REPETITION & CONTROL



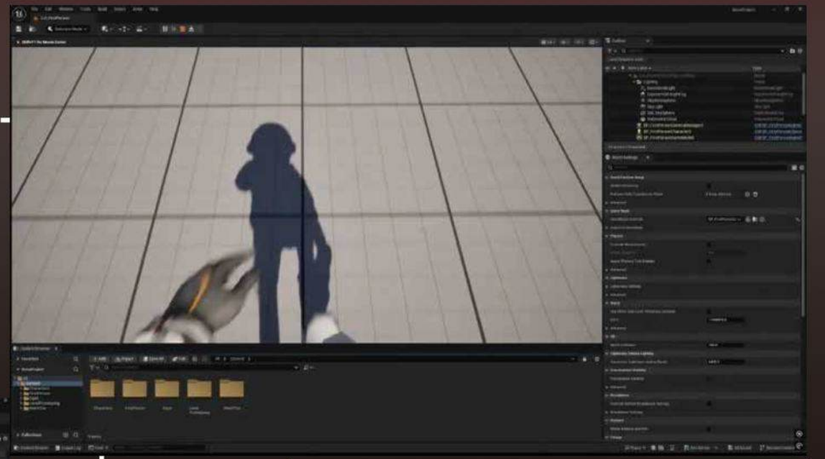
Repetition and symmetry transform the interior into an ordered, institutional system.

PRODUCTION PROCESS



Referenced the game "Mita"
Created this first-person indoor exploration game

Character creation



The initial establishment of assets



The appearance and layout of the envisioned room

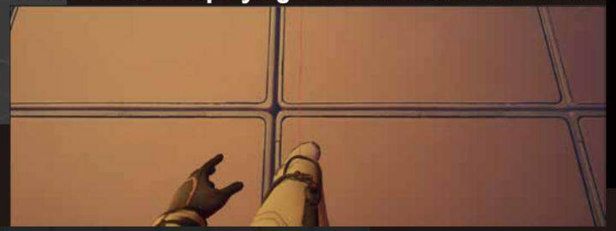


TECHNICAL SYSTEM

Replacement of Character Roles



The effect of displaying the characters on the wall



Wall-climbing system blueprint

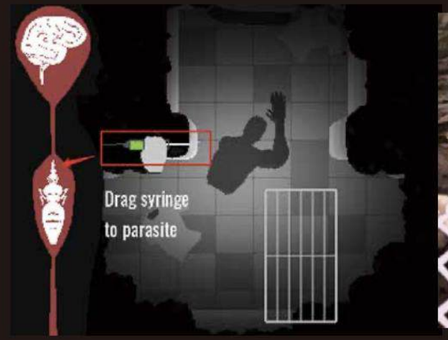


GAMEPLAY RESEARCH

Reference:endoparasitic



Thought: Focusing on the theme "Symbiosis" (such as intelligent agents, intelligent devices, etc.) as something beneficial to humans, we will explore together with humans.As a double-edged sword, the player needs to timely control his presence within the body.If controlled properly, it can be helpful to the player (e.g. automatic control).If not controlled properly, it may cause damage to the player's body.



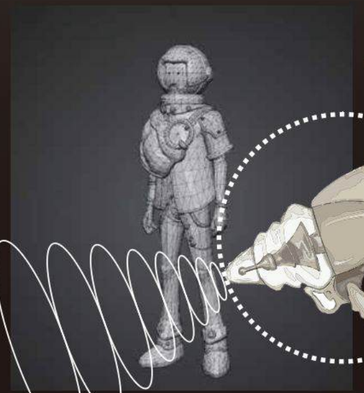
Reference: Working Cells

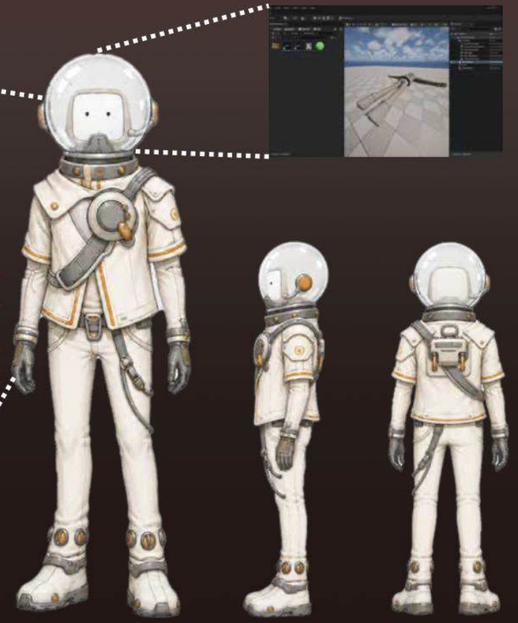


Internal Worldview
The player does not act as an individual but as a certain entity within the human body. Through symbiosis with the human body, they achieve the game goals. For example, as a nanobot, by repairing the body within the body and operating together outside the body (such as administering antibiotics), they complete the game goals.

CHARACTER DESIGN

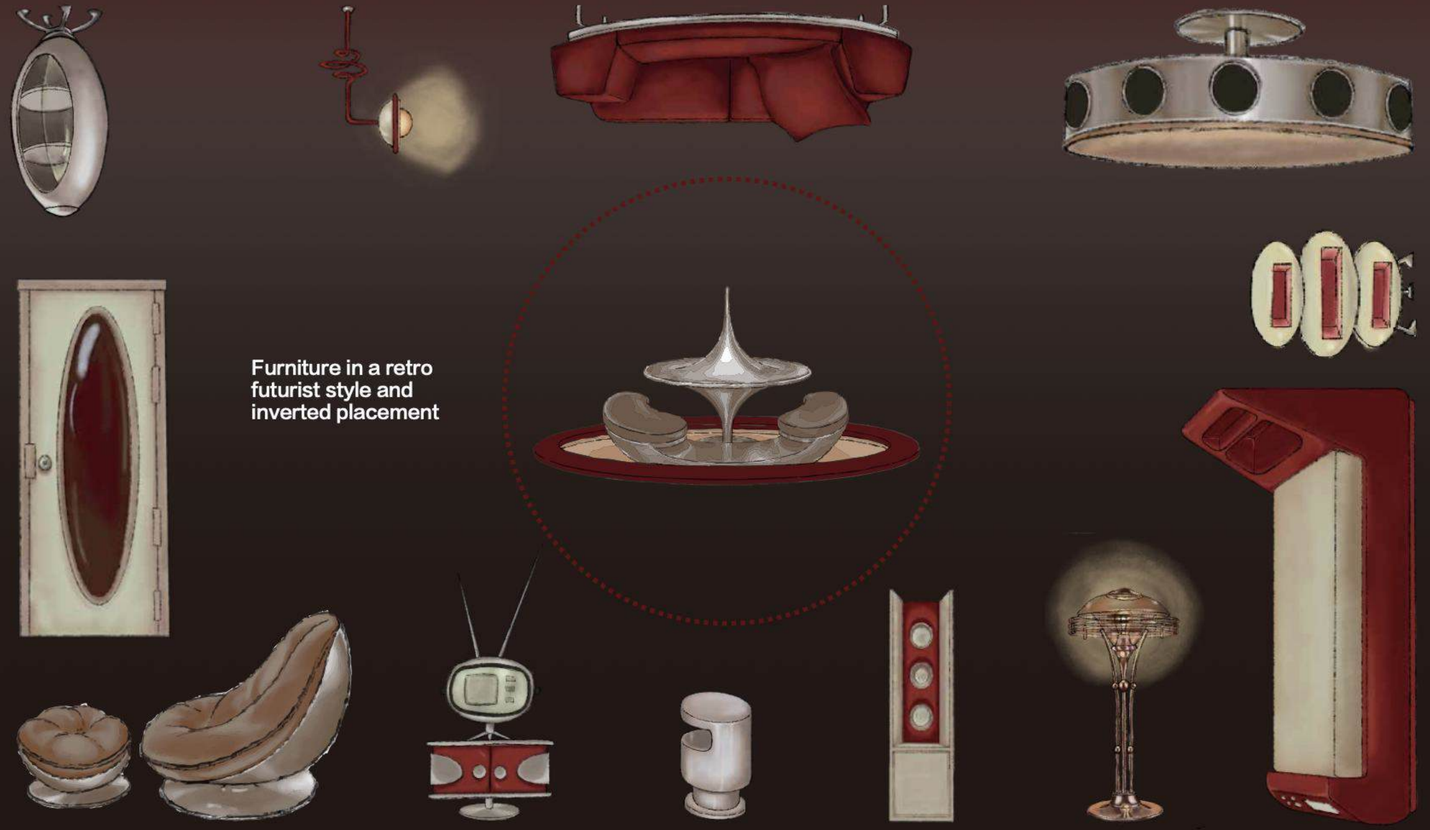






The design of the character was inspired by spacesuits and then combined with a futuristic background to create a biomechanical being.

GAME ASSET DESIGN



Furniture in a retro futurist style and inverted placement

FINAL EFFECT WITH EXHIBITION SITE

ENVIRONMENT, LIGHTING & PLAYER PERSPECTIVE



PRIMARY SPACE

A controlled interior shaped by soft lighting and an enclosed spatial structure.





SPATIAL EXPERIENCE

The environment is designed as an extension of the android’s psychological state. As control weakens, changes in lighting, perspective and spatial orientation gradually transform a familiar room into an unstable perceptual space.

Visual Distortion at Low Sanity

Perceptual changes as the sanity level decreases

As the player’s sanity level decreases, the visual environment gradually becomes unstable. Chromatic aberration, image ghosting, screen noise and colour distortion intensify, suggesting that the alternate personality is beginning to interfere with the android’s perception. The lower the sanity level, the harder it becomes for the player to distinguish between the physical environment and distorted perception. Visual feedback therefore functions not only as an interface indicator, but also as part of the narrative experience.

