



MONSTER

2022.11-12

ECE Project/ Design, 2D Art

MONSTER

- ECE Final Project

Basic Information

Title: Monster

Platform: Windows

Engine: Unity2D

Feature List: roguelike, card game, cyber punk

Introduction

Monster is a unity assignment completed by a team of 3. It is about how an electronic rabbit fights against with the higher class in the cyber city.



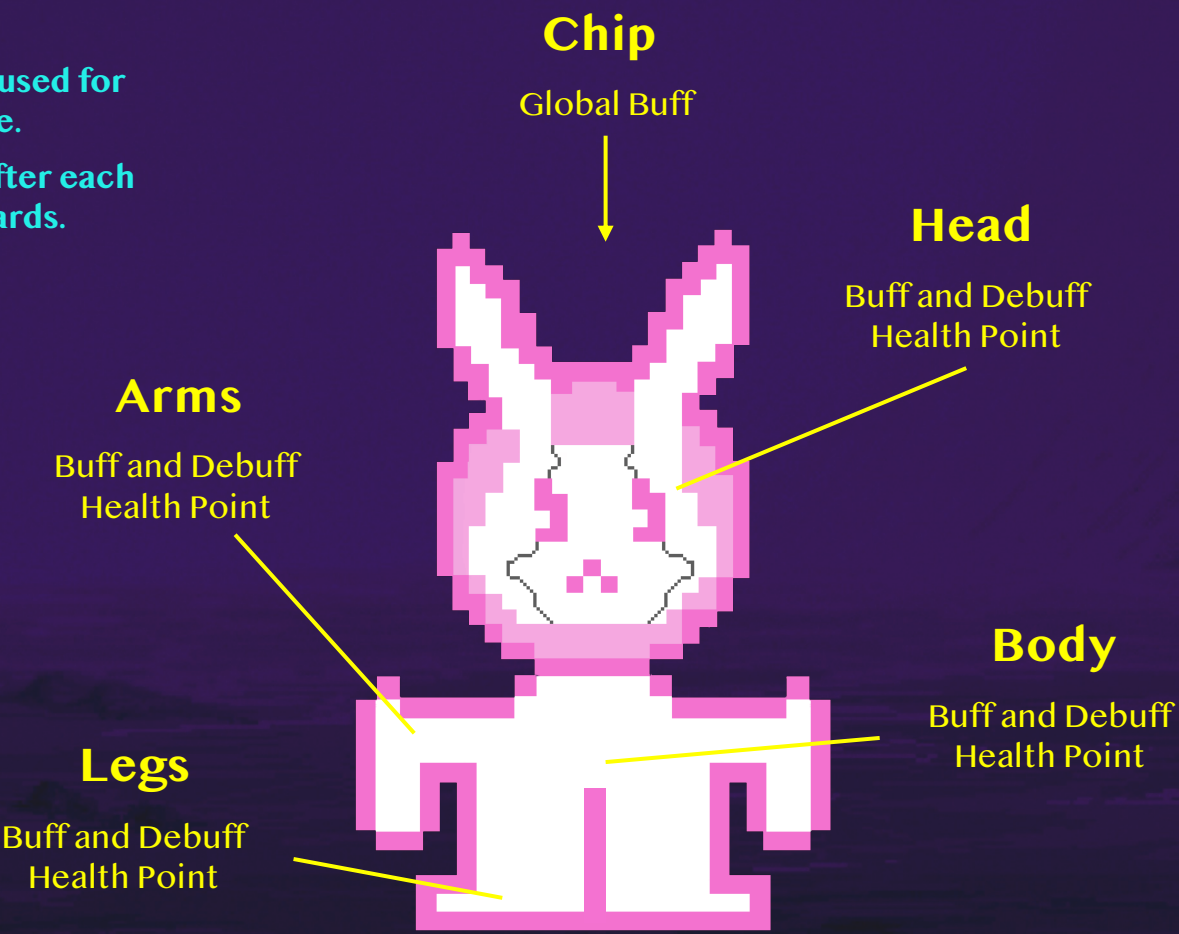
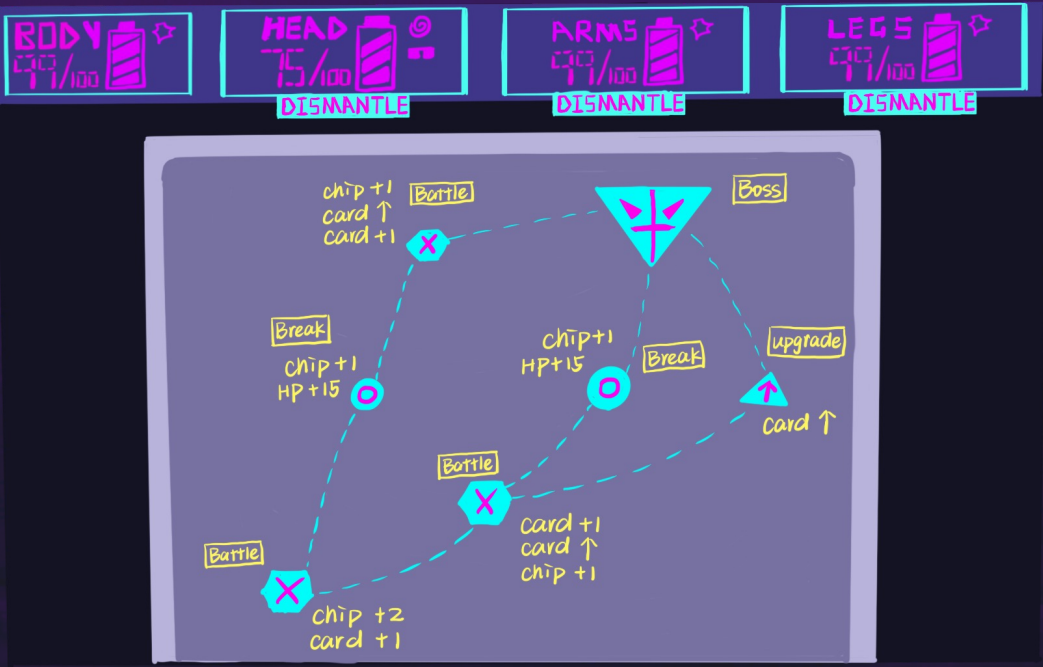
Gameplay

Combat Mode

The player is divided into four parts: main body, two legs, two arms and a head. All the parts can be used for defense or attack. And the player can choose whether to keep the body part or not during the battle.

The battle is turn-based. The player has to choose at most 3 cards from randomly selected cards. After each battle, the player will get a chance to choose either to gain a new card, or to upgrade the current cards.

Map Draft



Health Points: Total HP = Body HP + Arms HP + Legs HP + Head HP

Total attack/defense = Arms buff + Body buff + Legs buff + Head buff + Card attack/defense

Card Design

All the art materials are in a pixel style. And the elements we chose like whiskey, boxing glove and the balance, are showing different aspects of this cyber city.

In this project, I designed the function of the card and completed the graphic creation by Photoshop and Procreate.

