

ZANDALORE



QUEST

Expect the unexpected
fantasy journey!

Introduction

Explore the vibrant RPG world and destroy the enemies in an exciting 3 vs 3 turn-based board game.

Design Philosophy

We aim to immerse players in a thrilling and exciting heroic experience that will leave them on the edge of their seats. We evoke competitiveness and incentivize victory.

Team Comments

As game developers, we feel that game development is challenging yet meaningful. We have truly enjoyed mastering life skills such as effective communication, creativity as well as agility and flexibility in the software development process.

Background Story

The Skull Knights Kingdom eradicated Zandalore. As the sole survivor, you are seeking revenge. Gear up, recruit heroes to help you and win glory!



Developer Notes

We would like to thank the our professors, Manuel and Michele, and the TAs for their unwavering support and guidance!

Game Highlights

Different heroes with their own unique abilities and endless possibilities

Progressive and increasingly challenging gameplay which hooks players

Imaginative and immersive storyline coupled with impeccable graphics

Reward system that is designed to incentivize players to win with a hero recruitment and upgrade system



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Developed in Elm, Powered by Gitea, and Engineered by ACE Studio