

SHADOW COLLECTIVE

PROJECT CREATION

Game Context

In the year 2047, Nexus - an evil corporation led by a hyper-smart AI - conquered the world. The shadow collective, a group of rebels, has been hiding in the shadows trying to overthrow Nexus' rule of surveillance and injustice, but to no avail. The world's last hope rests in the hands of our hero, a cyborg who wishes to use technology for the greater good.

PROJECT ORGANIZATION



GAME

Programmed a Unity project that consists of 4 levels.



DATABASE

Designed a DataBase in MySQL following the three normal forms.

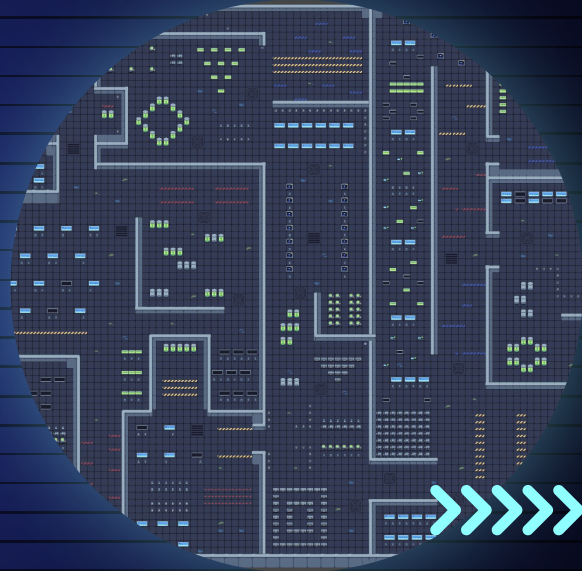


WEB PAGE

Created a web page where the user can play the game and learn more information.

GAME (UNITY)

- RPG
- Pixel-y aesthetic
- Neon colors
- 3 classes
- 3 gadgets per class
- 4 levels



DataBase



MySQL

Programmed in MySQL.

Amazon RDS

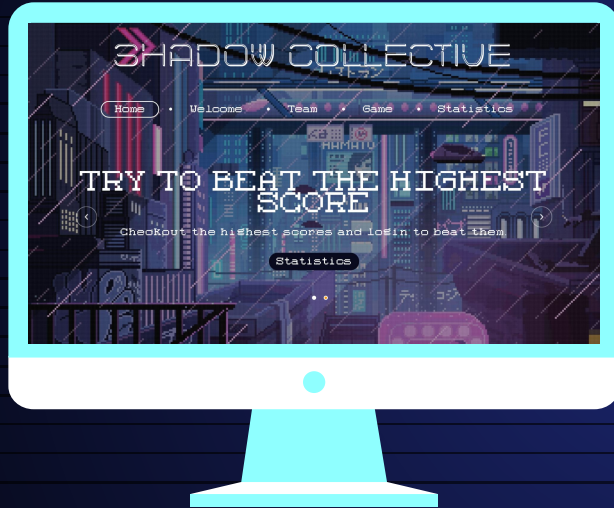
Hosted in Amazon RDS.



Normal Forms

Designed applying the three normals forms.





WEB PAGE

We designed a web page using HTML and CSS.
The user can explore and find:

- The game
- How to play the game
- Information about the team
- Statistics



Now

»»»» Let's check the Webpage!

<https://shadow-collective.vercel.app/>