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SELECTED PROJECTS

Chen LI

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Introduction

This little book consists of my three selected projects: two applications and one website.

I hope you would enjoy it and have some pleasure from it.

Thanks for reading.

Yours sinserely, Chen LI

Chapter 1

Dango Girl



This is a two-player PC game based on QT Framework, the aim of players is to defeat another player and avoid being killed by AI monsters.

Dango is a japanese word for the yummy food in the picture.

We use it in our game name since the bomb that characters (girls) in the game ambush looks like it.



Main menu



Choose game modes



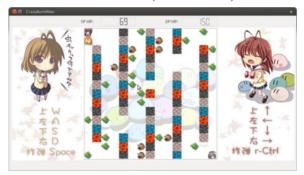
Choose character 1 (Different characters have diverse abilities)



Choose character 2



Leisure mode (No monsters)



Entertainment mode (Some small monsters and ne highly intelligent Boss)



Hell (More monsters and difficult situation)



Ghost (All the monsters are invisible but can be discovered by sound)

Chapter 2

Yi



Yi is a board game of Go involving two players, that originated in ancient China more than 2,500 years ago.

And my game supports playing Go either online or offline based on .Net framework.



Main menu.



Offline play



Notify error when you break the rule of Go



Bug Feedback Via Email



Login in online.



Online game lobby



Online play

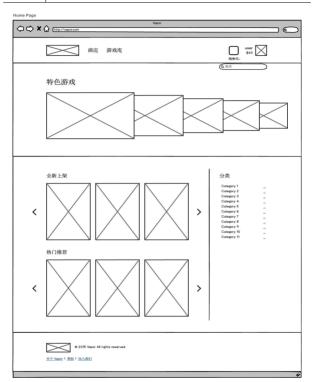


Automatic calculate and report the result of game 19

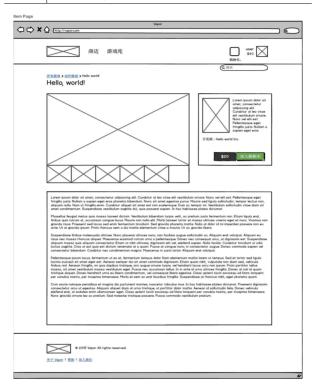
Chapter 3 Vapor

I am interested in all kinds of games since I was a child. So one day I wondered why not build a game website by myself, and I did this, in which both mobile phone and PC can browse.

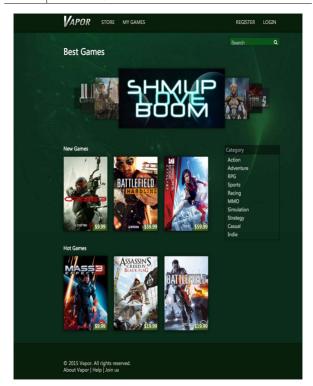
I implement this website based on Html and Django framework



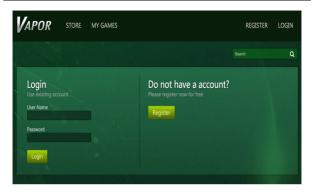
Prototype design - Home Page



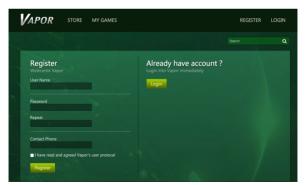
Prototype design - Game Shop Page



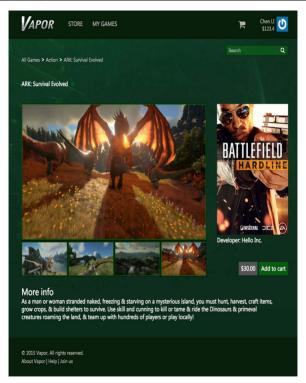
Web page - Home Page



Login (MD5 encryption for background data)



Register (MD5 encryption for background data)



Game Info