

Project: Merger

Type: 2D digital game with an interesting core mechanism.

Project URL: <https://diaosuyidsy.github.io/#portfolioModal1>

Position: Solo

Description: This game attempts to address the relationship between quantity and quality. Pursuing quality wholeheartedly isn't always the best option because of the decrease in quantity, but rather it's best to maintain a dynamic and stable relationship between them. Merger is a tower defense game that features this idea using an interesting mechanic: Merging towers to create better ones. To create stronger towers, players need to merge two existing towers. However, merging will bring side effects so players need to make decisions wisely.

What I learned: Technically I learned how to use software design patterns to better organize code. Design-wise I learned that everything in the game should focus and reinforce the expression of the core idea, how to effectively expand the depth of gameplay and how to better balance numeric values using combat models on excel.

Play Instructions: In the URL on top there is a link - "Play Here", click on it will open up another webpage with the Unity WebGL version of my game in the browser. I do not recommend IE browser and I do recommend Chrome. In the URL webpage there are also two videos, first one is a short trailer I made for the game and the second one is a detailed explanation on almost every design decisions I made, accompanied by an 8 minutes gameplay if you don't have time to play it. Basic interactions are: use Mouse to drag and drop towers. Use 'A' and 'D' to slow and fast forward time. When the game is opened up the first time there is an in-game tutorial for these also.