PROJECT F

Sample Assets from my
2D Platformer game titled
"Project F"

ALCHEMY

Sample Assets from my deckbuilding game called "Alchemy" (more examples attached in separate document

Risen Husk — Creature / Zombie
At the beginning of each Dusk Phase, if a Zombie killed an enemy unit this turn, return Risen Husk from your vault to your hand.
1/2 1/1 1 1

Ricochet Skull — Spell / Projectile
Deal 2 damage to target enemy unit and up to 2 additional target units surrounding it.
Rg 4 2 1

Dark Bolt — Spell / Projectile
Deal 3 damage to target unit.
Rg 4 2 1

VILLAGE VIBES

Sample Asset from my city building strategy game called "Village Vibes"

The game plans include systems for progression to maximize the player experience, resource management, villager AI, diseases, weather, and more.
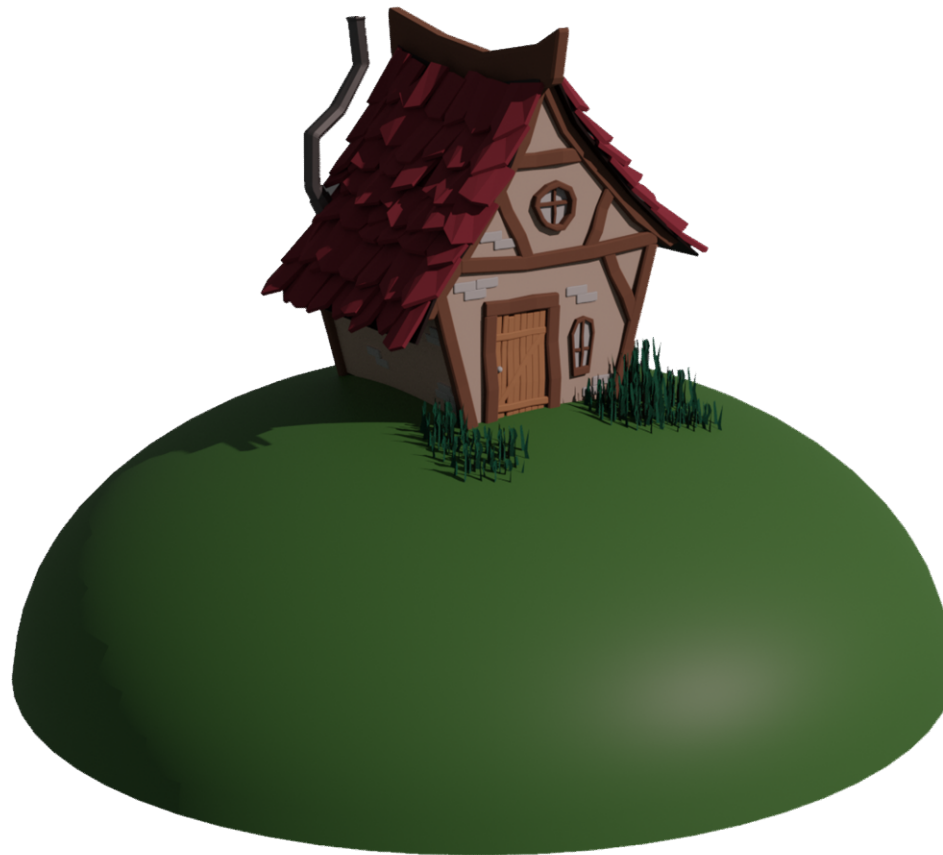
OTHER

- CHNOPS – a Natural Selection simulator. Currently only a generator engine written in C++ with no graphics attached. Includes complicated generation of alien and unique creatures and complex mathematical equations for controlling random distributions