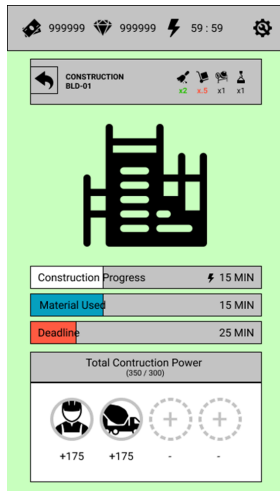# Portofolio

Early gameplay mockup

Idle Management Game

Players manage construction sites, assigning the right combination of workers and equipments, and making sure the process runs smoothly.

- Designed the mockup for the game's user interface
- Designed the gameplay mechanic
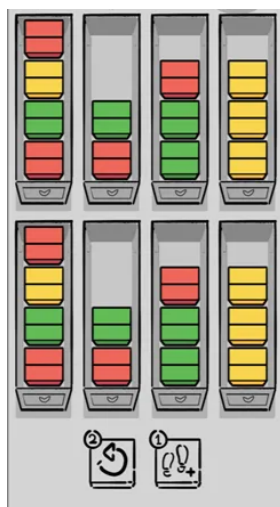- Balancing the unit's parameters & resource flow

Early screenshot

Match-3

Players tap on groups of 3 or more same-colored balls to clear them from the board.

- Designed the mockup for the game's user interface
- Designed the gameplay mechanic
- Balancing the scoring

Early gameplay mockup

Sorting Game

Players sort the boxes by its color

- Designed the mockup for the game's user interface
- Designed the gameplay mechanic
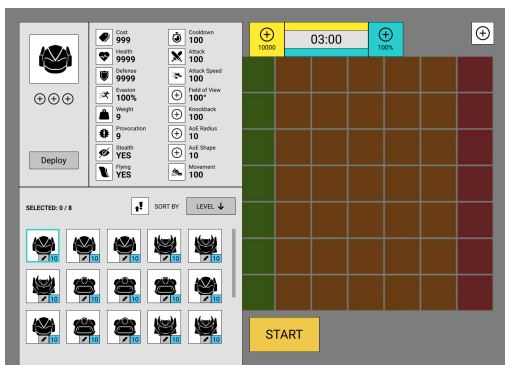- Balancing the level

Early gameplay mockup (polished)

Party Game

Multiple players plays together and compete against each other in a fantasy world

- Designed the mockup for the game's user interface
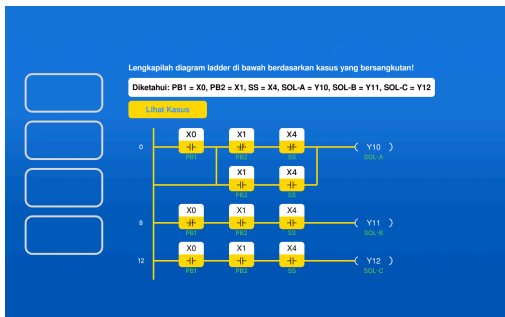- Designed the gameplay mechanic
- Balancing the level

Early gameplay mockup

Strategy Game

Players place tower units to defend their base, while using their soldier units to launch an attack on other player's base.
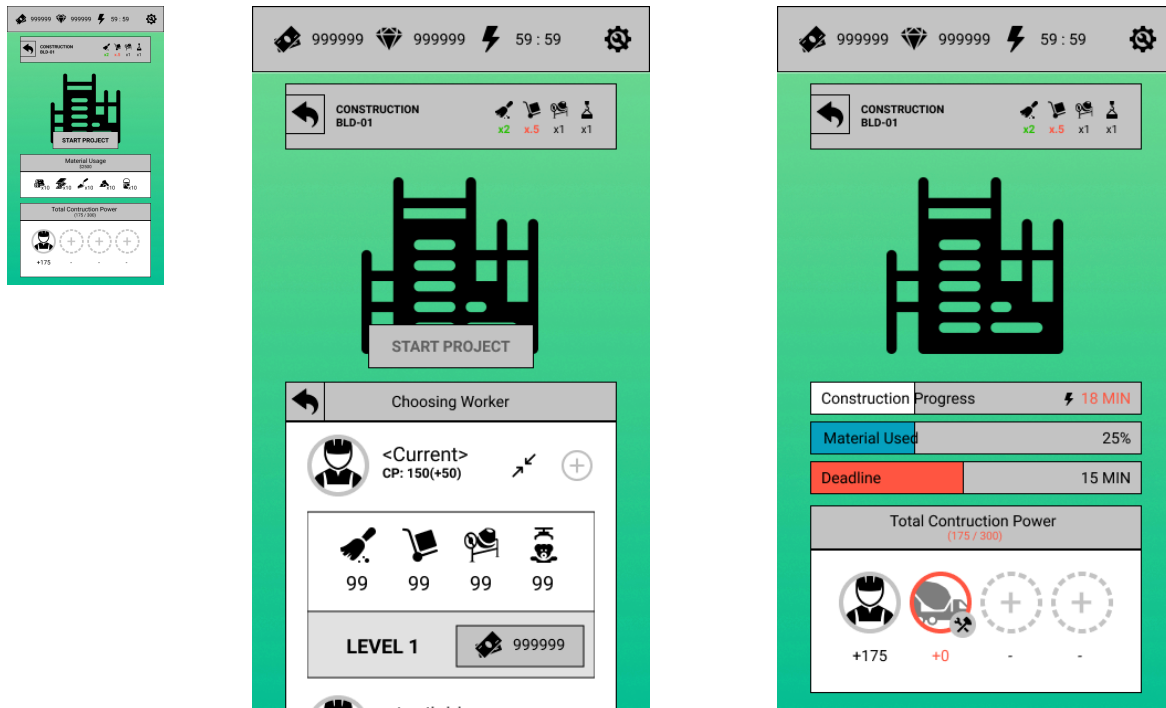
- Designed the mockup for the game's user interface
- Designed the gameplay mechanic
- Balancing the units & resource flow

Educational Game

Players plays a series of minigames based on a certain subject to gain as much score as they can.

- Designed the mockup for the game's user interface
- Designed the gameplay mechanic based on the subject
- Balancing the scoring

Some mockups from the idle management game. From left to right: the project start screen, the unit selection screen, and a screen addressing issues in the unit management scene.

3.1. Moving Items

To move the item from one container to another, players have to tap the container the item belongs to and tap the container destination. How the item moves follows certain rules.

How the item moves from one container to another

3.2. Help

Help can assist players complete the level, in exchange for completing certain tasks outside of the game. Players have limited Help usage in each level.

Name	Function	Requirement
Undo Steps	Return the state of the game a few steps back	Share
Add Steps	Add Steps for players to use	Discover Product

4.1.6. State

While a project is happening, there are numbers of state the project could be in, including:

No	Icon	State
1	BLD-01 Construction	The building haven't built yet
2	BLD-01 Project	The project is going well.
3	BLD-01 Project	The project is going well. However, there are notable event such as: - ~~Positive Random Event~~ - Lacks of CP - Any Equipment broke
4	BLD-01 Project	The project is still going, but it has potential to be stopped. It will overwrite any state above. These state indicate that there are: - Lacks of CP, resulting the project won't be done before Deadline - Equipment breaks, which result in lack of CP. - Lacks of Materials (but not ran out yet) - Negative Random Event appeared
5	BLD-01 Project	The project is totally stopped, and it is caused by lacks of Material. It will overwrite any state above.
6	BLD-01 Project	The project is done. It will wait for the player's confirmation before it starts generating money.
7	BLD-01 Operational	The Building is active, which means it is currently generating money for players.
8	BLD-01 Idle	The Building is no longer active, which means it needs players to renovate it before starting generating money again.

Snippets of game design documents. On the left is the illustration of the block moving mechanic from the sorting game. On the right is the states of the project in the idle management game.