

# Alternate Portfolios — Clash of Clans Universe

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This project is part of **Alternate Portfolios**, a personal UI/UX design series where my real portfolio is reimaged through different design systems and visual languages.

Each project in the series explores a single question:

***What if my portfolio existed in an alternate universe?***

This edition translates my portfolio into a **Clash of Clans-inspired interface**, using game UI metaphors such as cards, progression, upgrades, and quests — while still functioning as a real, usable portfolio.

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## Project Overview

This is a **single-page UI/UX portfolio website** designed as a **system**, not a collection of screens.

Instead of traditional sections, information is structured using familiar game mechanics:

- Skills are represented as upgradeable abilities
- Projects appear as completed battles or artifacts
- Experience and education follow a progression path
- Certifications are treated as achievements

The goal is not to recreate the game, but to **adapt proven game UI patterns into a professional web context**.

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## Why Clash of Clans?

Clash of Clans is a strong reference because it manages:

- High information density
- Clear visual hierarchy
- Immediate affordances
- Strong feedback loops

Despite being visually rich, its interface remains intuitive.

This project uses that design philosophy as a **stress test for UX clarity on the web**.

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## Design Intent

This project was built to demonstrate:

- System-based design thinking
- Translation of non-web interfaces to web UX
- Visual hierarchy under heavy theming
- Interaction design beyond minimal SaaS patterns

It is intentionally **playful in presentation** but **structured in logic**.

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## Tech Stack

- **Next.js** — framework for performance and structure
- **React** — component-driven UI
- **CSS / Tailwind / Custom styling** — for detailed card-based visuals
- **Game-inspired motion & interaction patterns**

The focus of this project is UI/UX design and system thinking.

Code is used as a medium, not the final goal.

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## Series Context

This project is **one universe** in the **Alternate Portfolios** series.

Planned / ongoing universes include:

- Clash of Clans (this project)
- Tetris (constraint-driven minimal system)
- Additional design systems explored through different metaphors

Each universe uses the **same core portfolio data**, reinterpreted through a different design lens.

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## Disclaimer

This is a **fan-made, non-commercial design experiment** created for learning and portfolio purposes only.

All original game assets, references, and IP belong to their respective owners.

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## About Me

### **Manas Shah**

UI/UX Designer with a systems mindset

Exploring how interaction, structure, and play can coexist in digital experiences.

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## Status

This project is actively iterated on and may evolve as part of the larger series.

Feedback, discussions, and thoughtful critiques are welcome.

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