



Alternate Portfolios — Clash of Clans Universe

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.



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**.



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**.



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**.

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.

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.

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.

About Me

Manas Shah

UI/UX Designer with a systems mindset

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

Status

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

Feedback, discussions, and thoughtful critiques are welcome.