

# Zoo Brawl – Educational Animal Card Game

## Project description

Designed and developed an original, fully functional strategy card game. The overall goal of the project was to provide users with strategic gameplay against a computer opponent and to facilitate learning by teaching players about real-life animals.

<https://github.com/rhwong6/zoo-brawl>

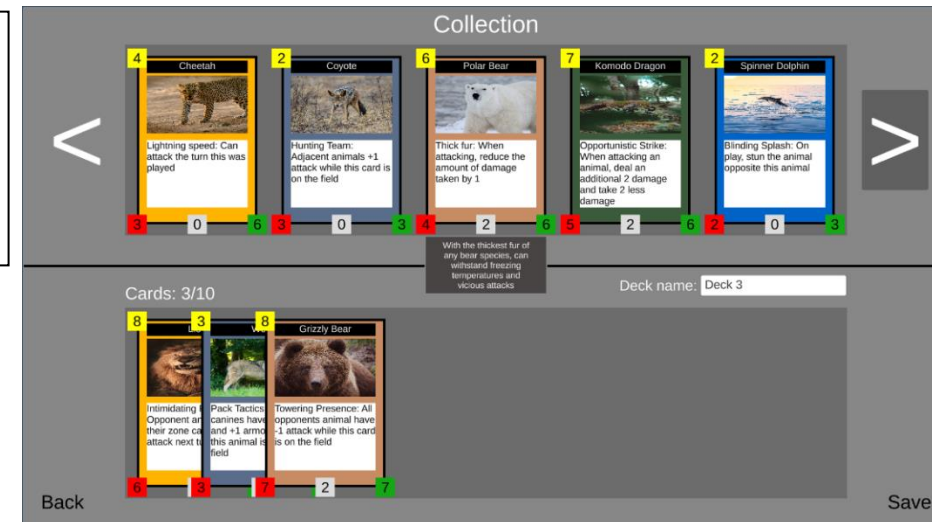
## Card design:

Cards were designed with unique effects to enhance strategic gameplay, drawing inspiration from the real-life characteristics of the animal depicted on the cards to encourage learning.



## Deck building:

Allows users to build and save their own decks, allowing users to personalise their gameplay to their playstyle.

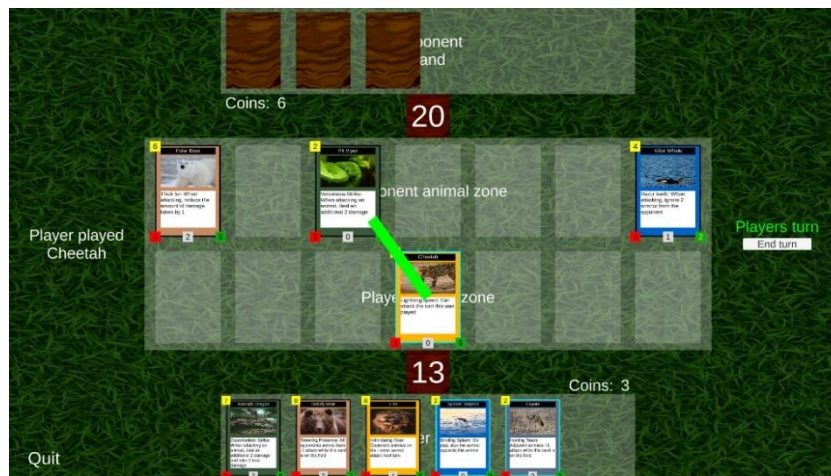


## Animal facts:

Cards provide users with fun facts when interacted with, teaching users more about the animals depicted.

## Computer opponent:

Implemented a computer opponent for the user to play against using a custom-made decision-making algorithm. This opponent achieved a balanced 50% win-rate against testers, achieving the project's goal of strategic depth and an opponent that closely resembles a human player.



## Technologies

- C#
- .NET
- Unity

## Other tools

- Git
- GitHub
- Visual Studio Code

## Development methodologies

- Object-oriented programming
- SOLID principles
- Agile development
- UML diagrams
- UX design
- Unit testing
- Full-stack project