



portfolio---

QUINXYART



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MULTITECH

This portfolio includes the author's recent works in game design and concept design, submitted for application to the Carnegie Mellon University ETC program. Please do not reproduce or misuse. Copyright © QuinxyArt.

P1 Game Design

Post Redemption

Star Realm Traveler

P2 Concept Art

2D Designs

3D Designs

P3 The Artist

Illustration

Daily work

WARNING

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ART





Post Redemption Game Design

Main pillars of gameplay are collection, creation, and trade.
in order to create more powerful gears and sick outlook.

POST CHAPTER 1
REDEMPTION

Game Logo @postredemption



SCAN_IT

"Post-apocalyptic survival game"

V-4.0 WEB ≡ GAME DESIGN



S/N 48-1508F



SCAN IT

POST REDEMPTION - R53/a1

"Post-apocalyptic survival game"

V-4.0 WEB GAME DESIGN

Expected player Loop:

Arena Level

Beginning

At this point, players will begin executing actions based on their choices:

End

A well-balanced team composition and effective use of environmental damage and crowd control can significantly shorten the time required to defeat the boss.

Looping

Looting

After successfully defeating the boss, the rescue team will remove the cars blocking the entrance. Players can then collect the boss's loot as rewards and proceed to the next round of battle.

Opening

Each role performs...

- Position 1, the Tank, will use various tools and weapons to draw the boss's attention, taking the most damage and aggro. The Tank should be equipped with heavy armor and high-frequency weapons.
- Position 2 is the team support (or roamer), responsible for healing, adding armor, and providing various buffs. The support should equip the fastest footwear for quick movement across the battlefield, while also taking on the role of team coordinator and healer.
- Position 3 is the damage dealer, equipped with low-frequency, high-power weapons. This role also serves as a versatile backup for the team, stepping in to temporarily fill positions 1, 2, or 4 in times of crisis.
- Position 4 is the control specialist, responsible for scouting and utilizing traps on the map. This role strategically plans the use and timing of control and damage traps. Although operating on the outskirts of the battlefield, every move made by Position 4 has a critical impact on the outcome of the fight.

It will reward players with better loot upon completion. After obtaining superior gear, players are encouraged to repeatedly challenge the boss.

Additionally, excess equipment can be sold in the market for more rewards, while the satisfaction of defeating bosses faster provides players with a strong sense of achievement, creating a positive gameplay loop.

Upon entering the battle zone, players will automatically be assigned to positions 1 through 4 based on their gear.

They will utilize environmental objects on the map, employing detailed actions and teamwork to defeat enemies. The four positions are as follows: main tank for drawing aggro (position 1), support (position 2), damage dealer (position 3), and environment/control specialist (position 4).

- 1 Enter the battle zone
- 2 Team up to defeat the Boss
- 3 Claim rewards

Upon entering the battle zone, players will face the boss head-on. The boss will throw wrecked cars to block the entrance, initiating Level 1.

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POST REDEMPTION - R53/a1
Post-apocalyptic survival game

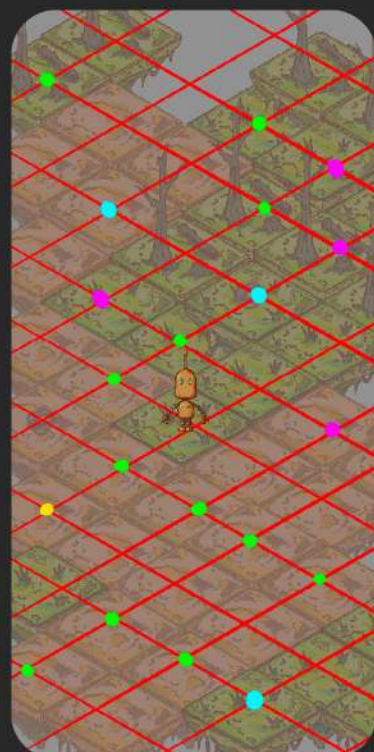
V-4.0 WEB GAME DESIGN

Game ArtDesign

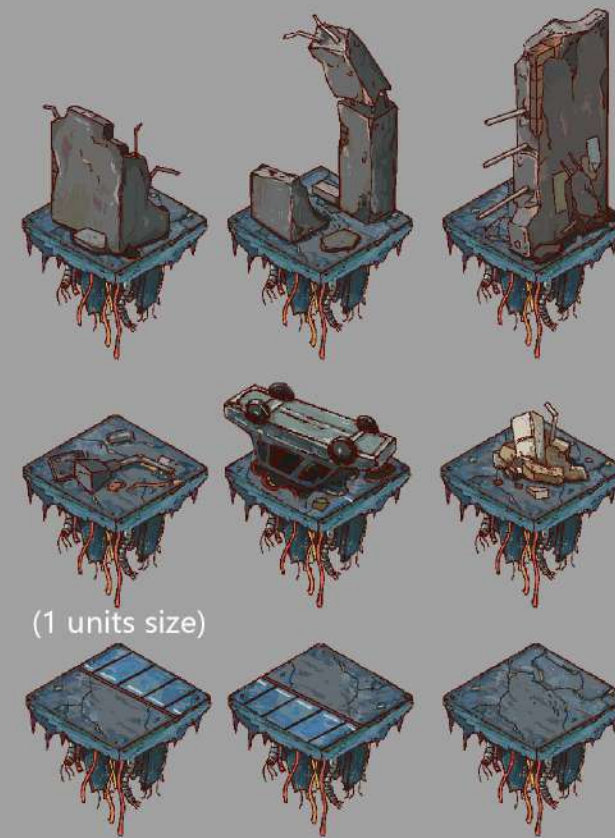


Game testing on Android devices

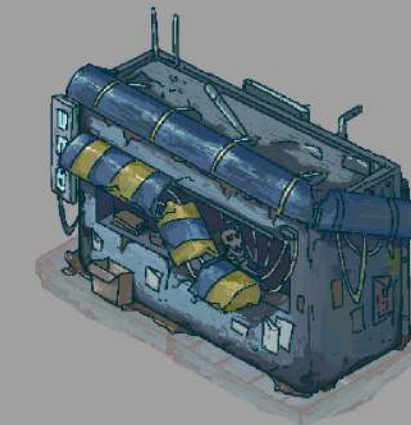
Map resource refresh diagram within the game



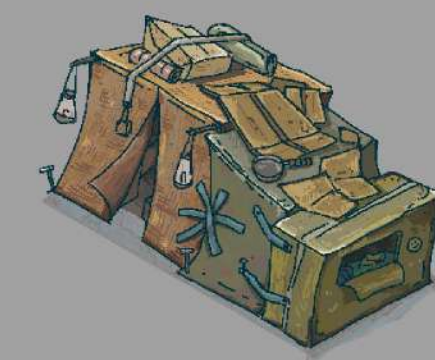
Map generating diagram



Human Store
(4 units size)



Post Office
(2 units size)



Temporary shelter
(2 units size)

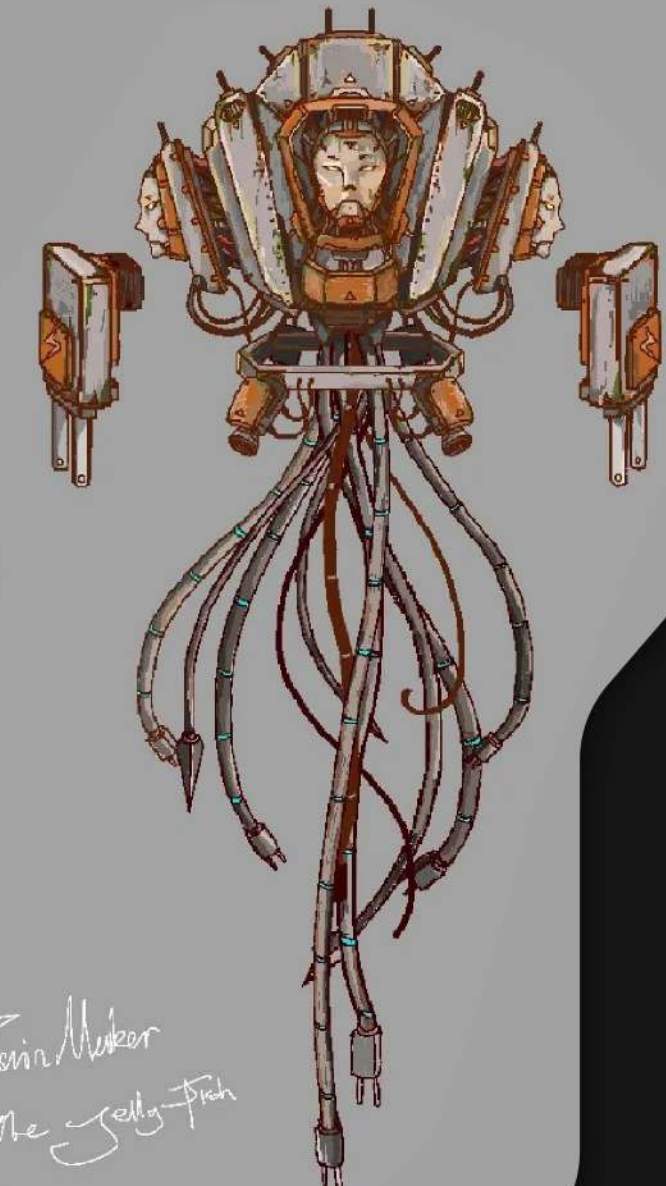
Wasteland style, or Apocalyptic visual style: ruined towns, withered woods, and yellow snow fields.



RainMaker

The RainMaker is a massive engineering robot created by humans at the onset of the apocalypse. Its functions include demolition, clearing, blasting, and dredging, making it fundamentally different in appearance from the robots controlled by players.

-----"Colossal beasts roam the desolate plains, praying for the return of their creators on an unknown day."



RainMaker
The Jellyfish

S/N 48-1508F

POST REDEMPTION - R53/a1

Post-apocalyptic survival game

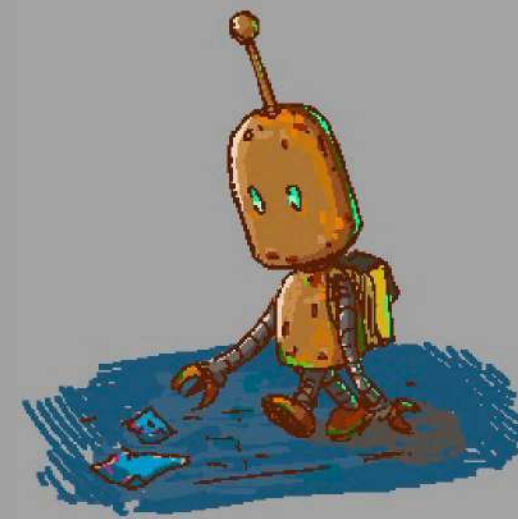
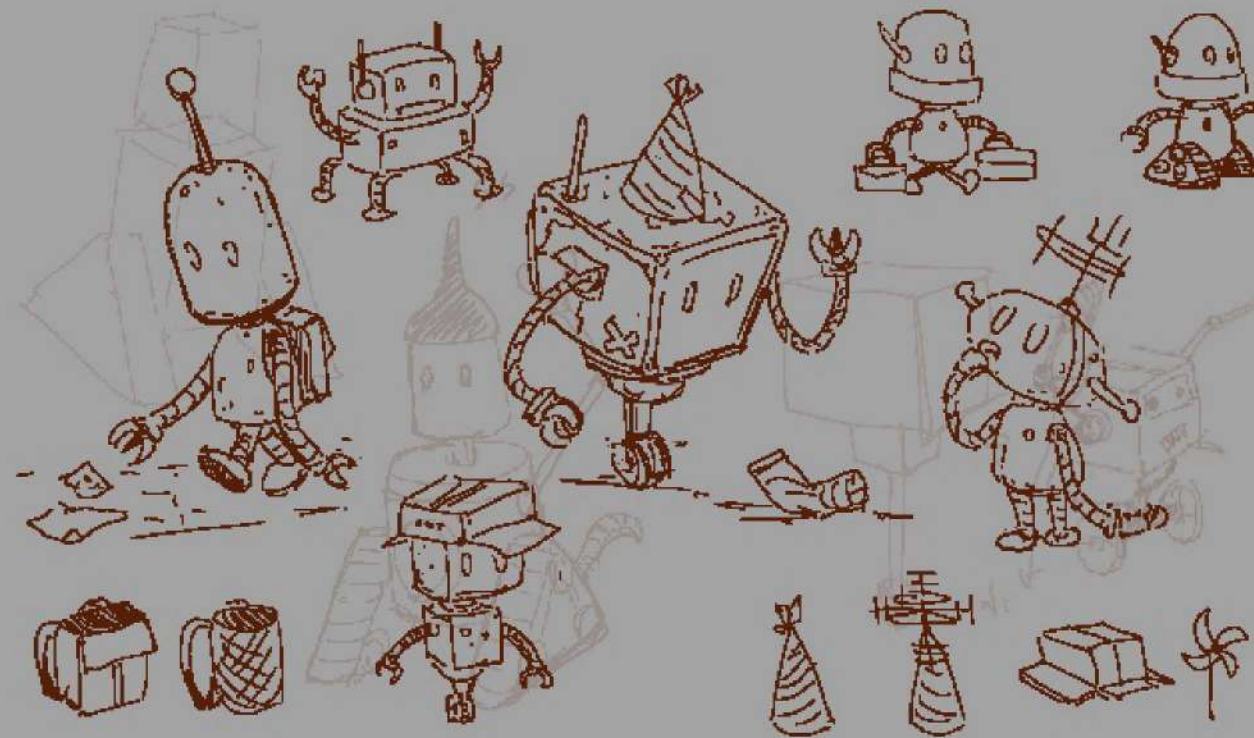
V-4.0 WEB GAME DESIGN

SCAN IT

Game ArtDesign



Characters



-----"The Wanderers of the Wasteland, silently toiling on the horizon for centuries."



The SilkRoad



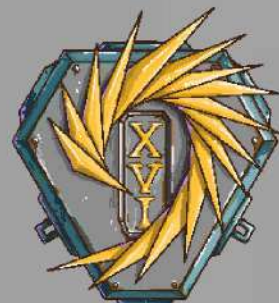
The Silk Road Trading Company is responsible for communication and message transmission with various towns and settlements in the game world.

GearOrder



The Gear Order does not believe in the existence of humanity and claims that metal is the bone of gods. They are dedicated to erasing all traces of human existence.

The HeroicSpirits



The Heroic Spirits faction is led by believers of 16 heroes and has its own understanding and execution of justice.

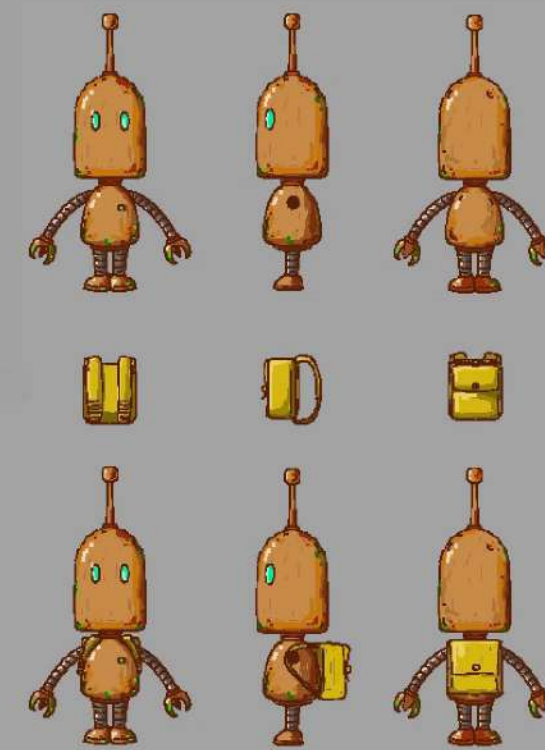
Beastmen



The Beastmen are responsible for the security and defense of towns and settlements. They are a loosely organized mercenary group that also issues missions to the outside world and will train wild beasts as companions.

D.U.S.T robot: The protagonist, the main force of earth transformation, can pick up resources and recycle them, and has the function of detecting the degree of land pollution.

Basic operations include walking, interactive pickup, and dialogue.



In designing this character, I gave a lot of thought to how to make the player's robot feel mass-produced, yet still have subtle distinctions. To achieve this, I provided players with the ability to freely customize and change parts of the robot during gameplay, allowing for a personalized touch while maintaining a uniform core design.

Just like "Uncle Arthur" shown in the image above, players can freely define their own character and abilities. identity.

Types of Garbage and Its effects



- most common material and very handy for multiple-purpose use. Humans made uncountable plastic and never thought about how to degrade it.
- A beautiful creation from centuries ago, it shines under the sunshine and it is perfect for holding water. Love it.
- Some superstitious DUST called "the God's bone", but their rusted CPU can never figure out what made them.



POST REDEMPTION - R53/a1
Post-apocalyptic survival game

V-4.0 WEB GAME DESIGN

Game KeyFrames

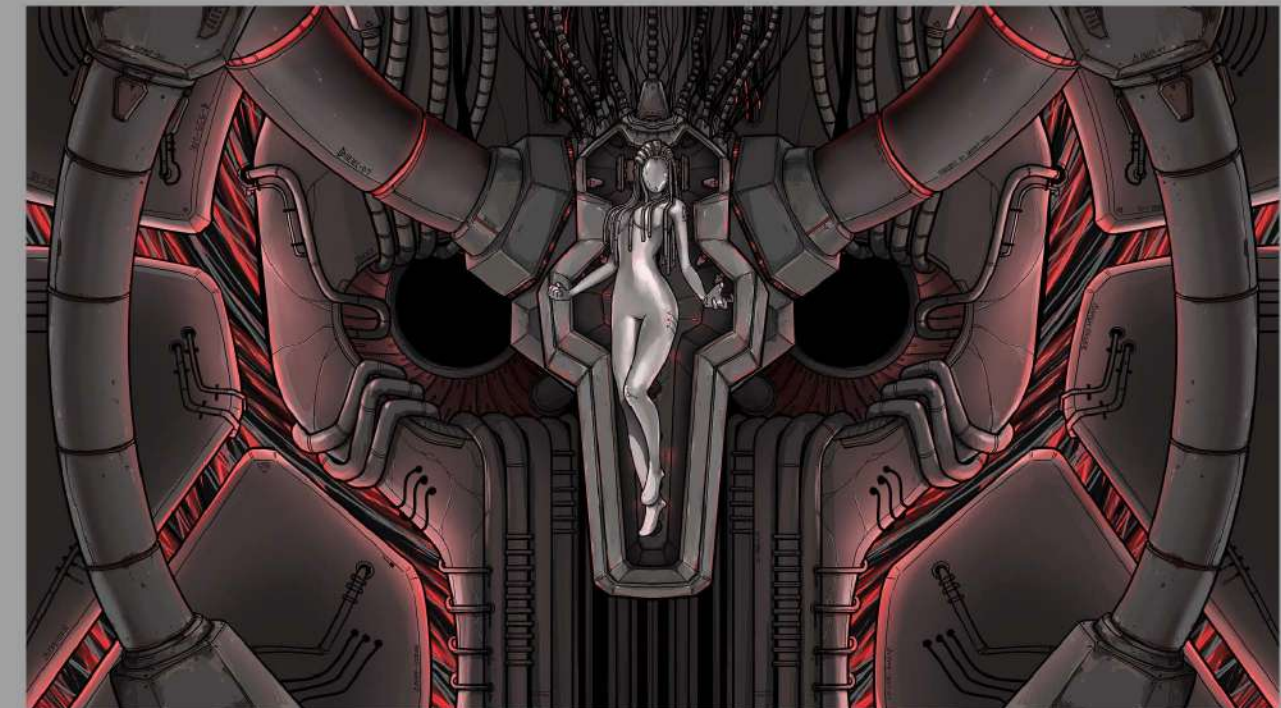
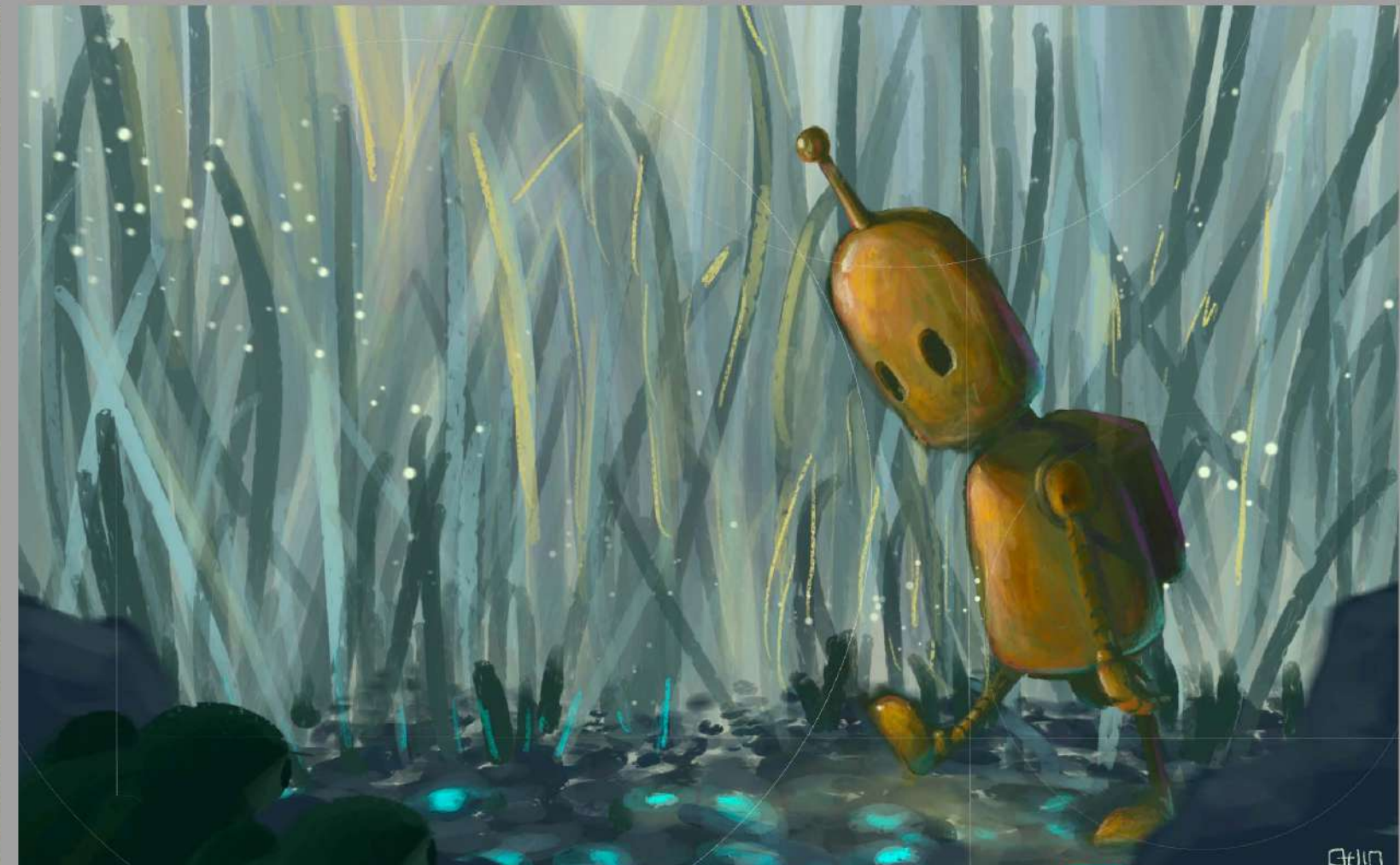
The inspiration for this game came from a college illustration class, where I created a post-apocalyptic-themed piece influenced by playing Fallout 76 and rewatching the movie WALL-E. That illustration received praise from my professor, and it sparked a lot of imaginative discussions in class, with others even coming up with stories I hadn't thought of.

That heartwarming experience has stayed with me, and it encouraged me to expand the concept into a fully realized game world.

"---We traverse mountains and rivers just to catch a glimpse of the stars above, as if old friends are up there waiting for us to call out to them."



and I created a 3D-printed model of the game character and sent it to my mother as a birthday gift.



Star Realm Traveler Game Design

In this game, players are interstellar biologists exploring planets, collecting, and nurturing celestial creatures in a vast universe.



Star Realm
Traveler



Game Logo @STR Game



Star Realm Traveler - R53/a1

"Post-apocalyptic survival game"

S/N 48-1508F



SCAN IT

V-6.2 Mobile GAME DESIGN

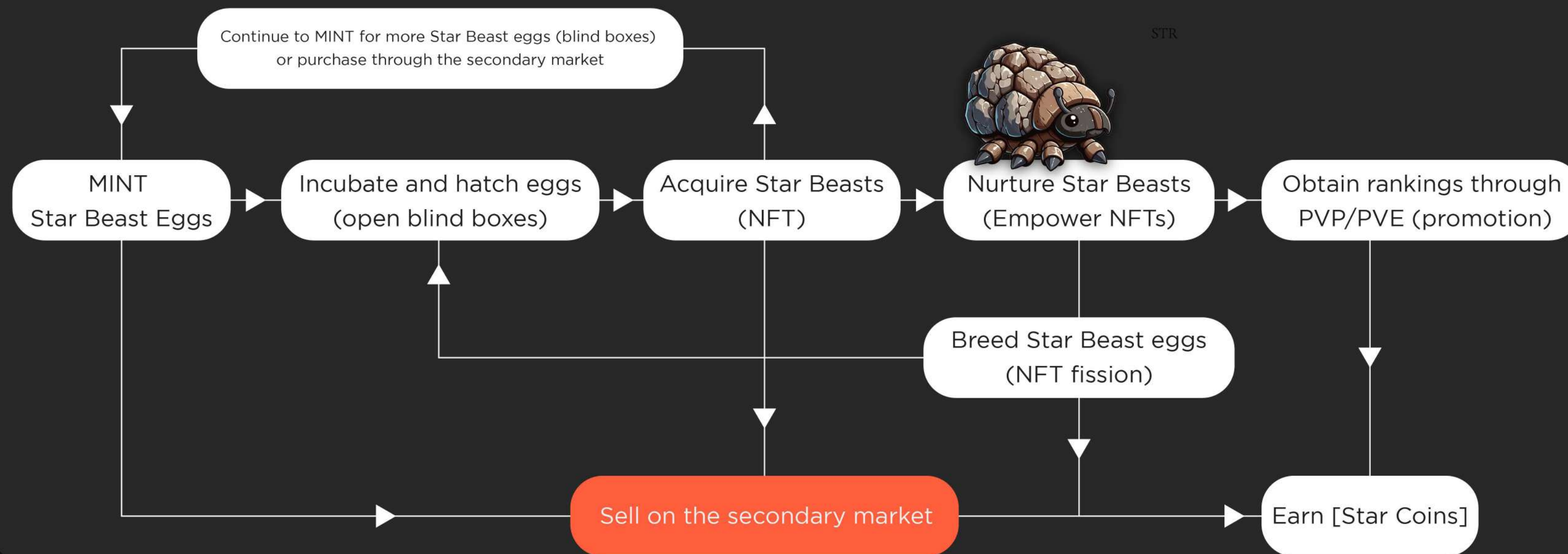
Game Overview

Name: Star Realm Traveler

Genre: Pet Blind Box Collection Blockchain Game

Platform: Mobile platform

Target Audience: Card game enthusiasts, sci-fi fans, Web3 gamers.



Game Intro

"Star Realm Traveler" is a pet-collecting blockchain game, featuring gameplay elements such as blind boxes, strategy, and auto chess.

Players first need to mint a Star Egg, hatch Star Beasts, and then earn the in-game currency [Star Coins] through combat and trading with these beasts. Upon meeting certain conditions, Star Coins can be exchanged for "Cosmic Coins," which can circulate in the secondary market.

Background

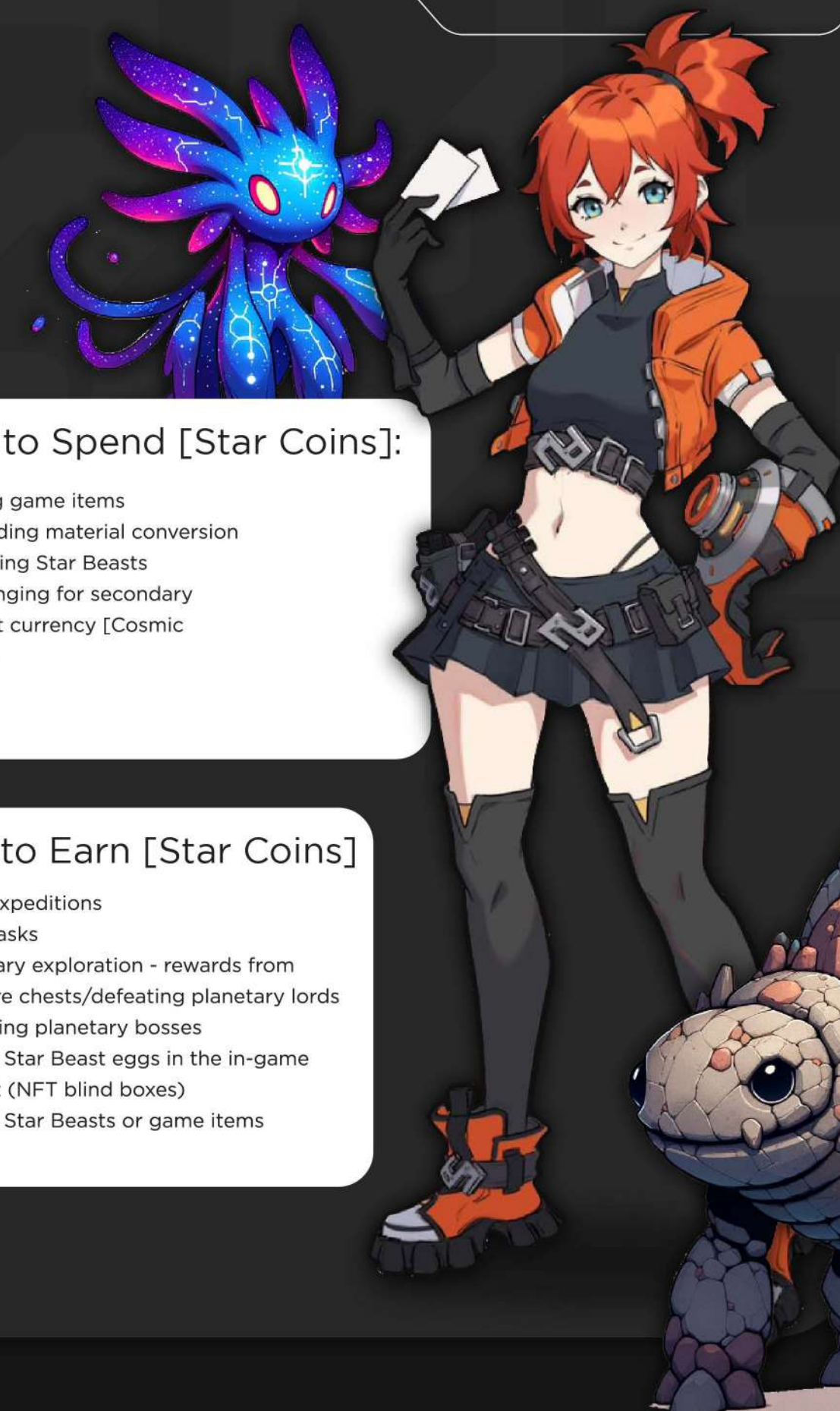
In "Star Realm Traveler," players step into a vast sci-fi universe to explore numerous mysterious and unique planets.

This universe is filled with strange alien creatures born from meteorites—Star Realm creatures. Each planet possesses its own unique ecosystem and secrets yet to be unveiled. The player's main mission is to act as a courageous astrobiologist, traveling between planets, discovering, studying, and collecting these Star Realm creatures.

Gameplay

In the game, players engage by capturing, breeding, and trading Star Beasts. Each Star Beast will be a unique NFT with different attributes, abilities, and rarity levels.

Upgrading through combat can enhance the NFT's battle value within the game. The [Star Eggs] produced by the Star Beasts can also be traded on the secondary market.



Ways to Spend [Star Coins]:

1. Buying game items
2. Upgrading material conversion
3. Nurturing Star Beasts
4. Exchanging for secondary market currency [Cosmic Coins]
5. ...

Ways to Earn [Star Coins]

1. Daily expeditions
2. Daily tasks
3. Planetary exploration - rewards from treasure chests/defeating planetary lords
4. Defeating planetary bosses
5. Selling Star Beast eggs in the in-game market (NFT blind boxes)
6. Selling Star Beasts or game items
7. ...



Star Realm Traveler - R53/a1
Post-apocalyptic survival game

V-6.2 Mobile GAME DESIGN

Game Features:

Star Realm Creatures:

The magical creatures existing within the game are known as [Star Beasts], which serve as NFT pets. We employ a novel method of evolution and cultivation to address the issue of excessive homogeneity found in traditional NFT pets.

Cultivation and Evolution:

Collect mysterious Star Realm creatures. Players nurture and train them by purchasing and hatching Star Realm creature eggs (NFT blind boxes), evolving them into stronger forms. They can also cultivate and evolve personalized development through in-game activities and tasks.

Compared to the completely random development of traditional NFT pets, in "Star Realm Traveler," players have the opportunity to dramatically alter the fate of some mediocre NFTs---Evolution will change 50% of the pet's [traits], and through specific cultivation methods (by special items), players have a chance to obtain one of these [traits].

Strategic Combat:

Offers a variety of PVP / PVE battle modes, emphasizing strategy and team composition. Create unbeatable miracles by matching and combining Star Beasts of different attributes!

Dungeon Gameplay: Each map will feature a lord-level powerful Star Beast. Players need to battle alongside allies from various regions, and only by defeating the lord can they receive substantial rewards or even rare lord eggs.

Diverse Gameplay:

Expedition System: Players can obtain additional resources through daily idle gameplay.
Interactive Personal Space: Players can decorate and share their own exclusive space.

Community and Trading: A complete player community, supporting NFT trading and Star Beast displays.

Story-Driven: Tightly integrates the main storyline with gameplay to enhance immersion.

Combat Process

Battle Trigger:

Players click level button on the map, move towards it, and enter combat.

Setup Round:

Players select up to three cards from the battle wheel, and summon it on the battlefield.

Buff Round:

After clicking start battle, calculate buff effects and apply them to the creatures in play.

Combat Round:

After buff settlement, automatic combat begins.

Victory:

Enter the settlement phase.

Defeat:

The battle restarts/exits.

Settlement Round:

Settle and record the battle results.

ECO SYSTEM

Game Assets

NFT: Star Beasts, Star Beast Eggs

Star Realm Coin (STR coin): In-game currency used for purchasing in-game items, nurturing Star Beasts.

Cosmic Coin (COSM coin): Secondary market currency.

Game Items: Non-virtual currency assets (game's own assets).

DEFI

Staking & Borrow: NFT, STR, COSM

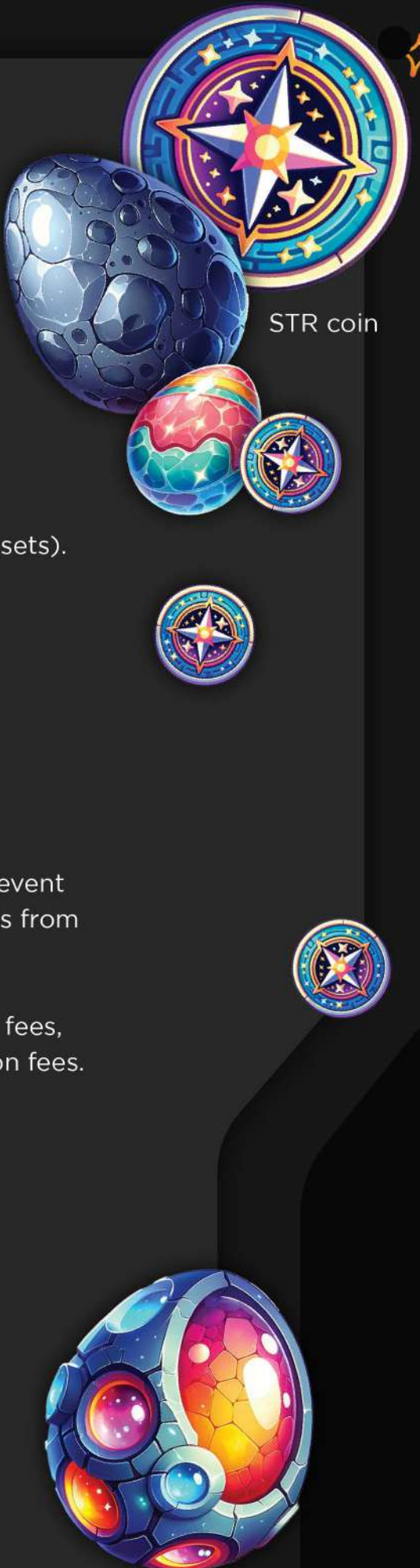
Revenue Sources

Players: Sales of Star Beasts and Star Beast Eggs, game event rewards, converting Cosmic Coins to real currency, profits from DEFI investments.

Project Side: Selling NFTs, secondary market transaction fees, Cosmic Coins, sales of in-game items, in-game transaction fees.

Player Incentives

Intellectually stimulating strategy battles and an exciting ranking system,
Daily tasks and expeditions,
Discovering/breeding rare Star Beasts, etc.



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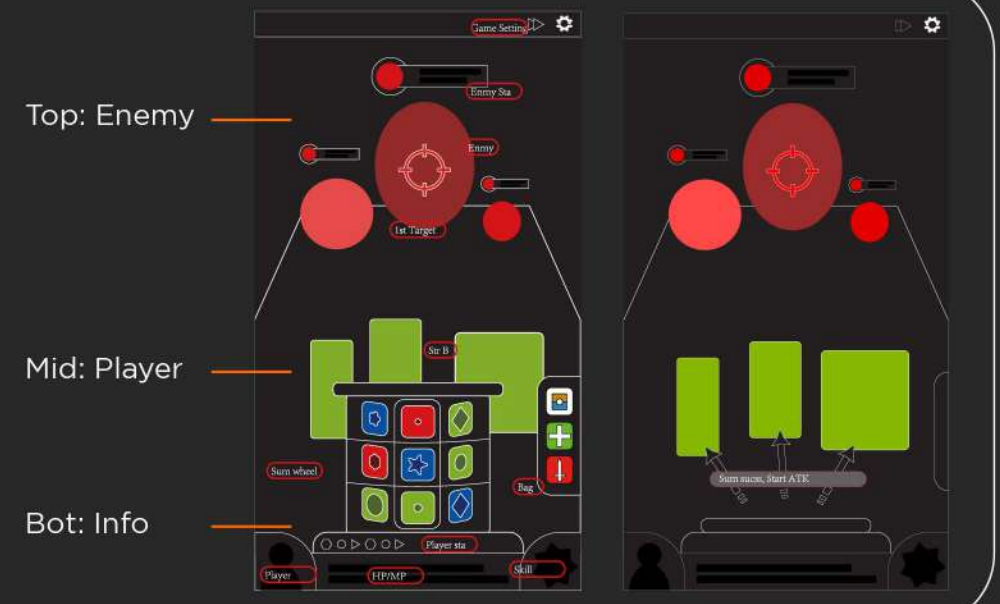
Star Realm Traveler - R53/a1

Post-apocalyptic survival game

V-6.2 Mobile GAME DESIGN

Game White box+Demo

The game is divided into three sections: the top for enemies, the middle for our combat resources, and the bottom for information display. This layout makes it convenient for players to operate the game with one hand while holding their phone.



Star Realm Traveler

Start

Setting

Quit

Coin Time Enrg

Map:X

Boss

1-6

1-7

1-5

1-4

1-3

1-2

1-1

Bag Sum StrB

Menu 2X Speed Auto

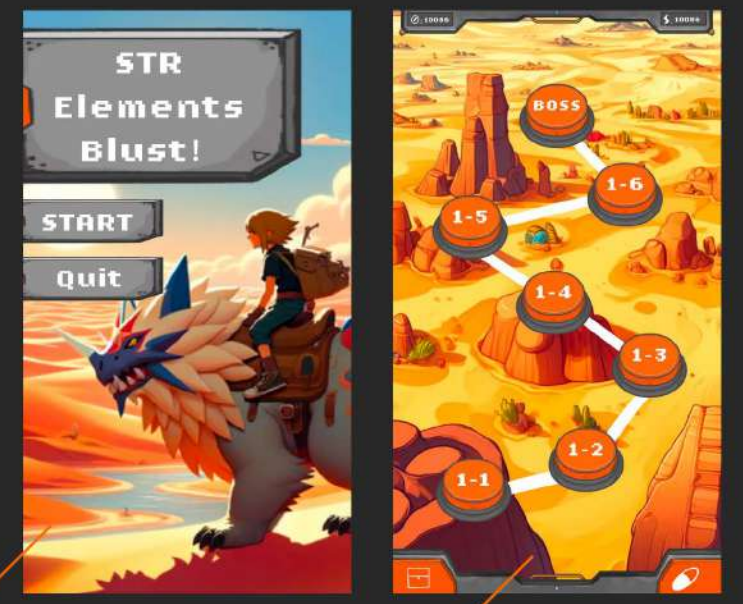
Fight on!

Damage Window

Menu 2X Speed Auto

Damage Window

White Box Graphic



The combat wheel on the player's arm can store various resources and creatures, allowing for quick deployment during battles.



UI Concept Design



Battle Logetic:

Star Beasts have different base attributes: water, fire, and wood, which counter each other in a rock-paper-scissors fashion. They also possess distinct combat styles: defensive, balanced, and aggressive. During battles, players can strategically choose Star Beasts with either matching or differing attributes and styles to form combos, delivering powerful, potentially fatal blows to the enemy.



Run by Unity



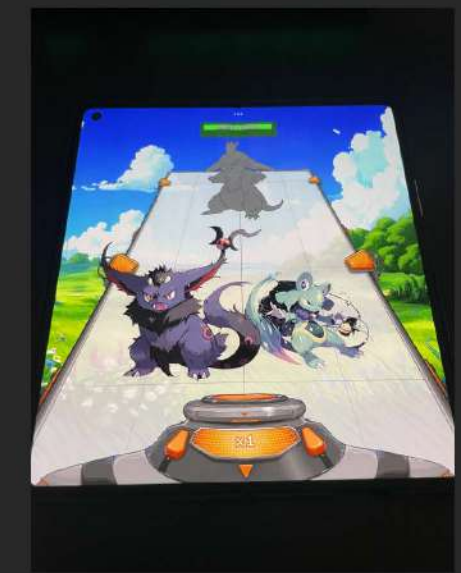
The demo battlefield takes place on a plant-covered planet, where players encounter enemies. At this moment, the player deploys their combat resources by selecting from the arm armor's resource wheel.



Select from the resource wheel to strategically choose the combo we want.



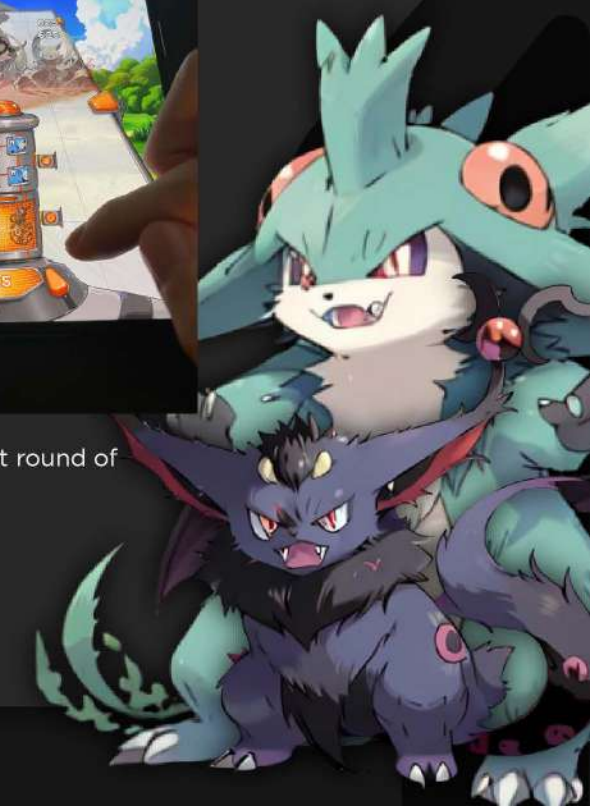
Summon



"Attack" and "Take damage from enemies"



Begin the next round of selection





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Game ArtDesign



Star Realm Traveler - R53/a1

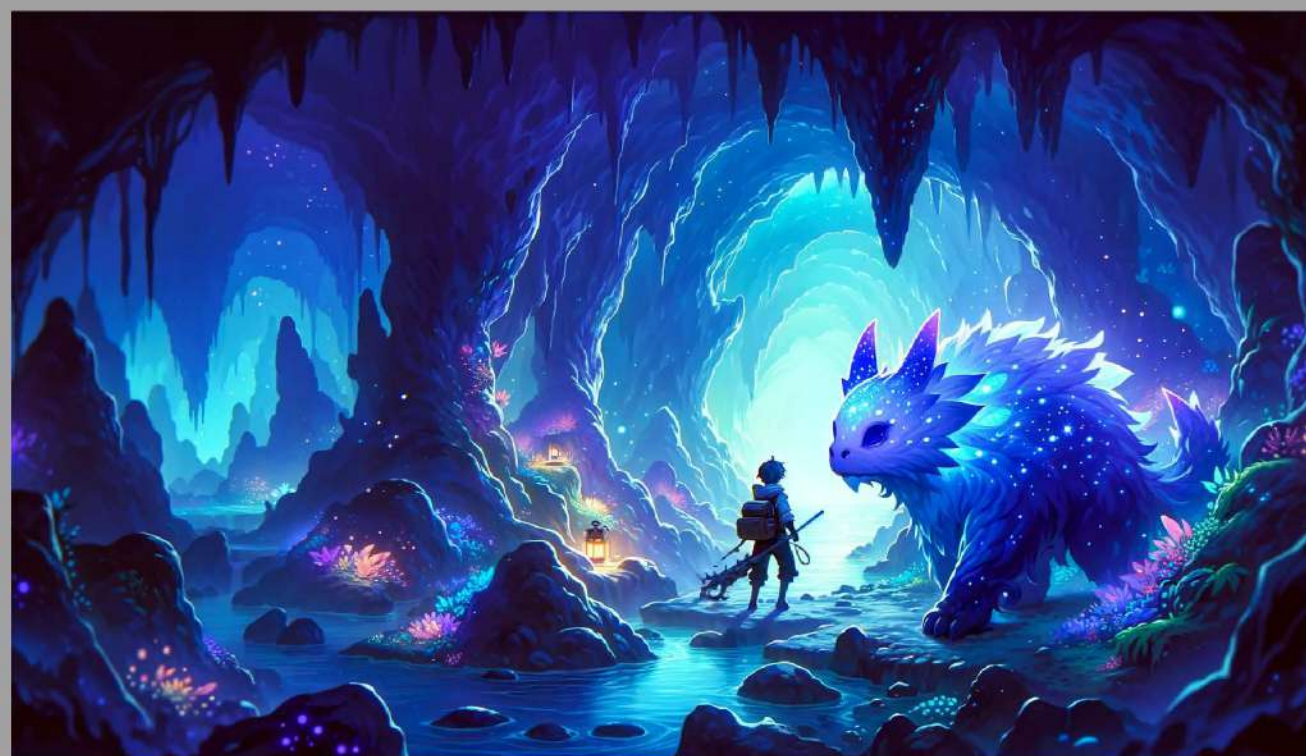
Post-apocalyptic survival game

V-6.2 mobile GAME DESIGN

Base Artist: Quinx

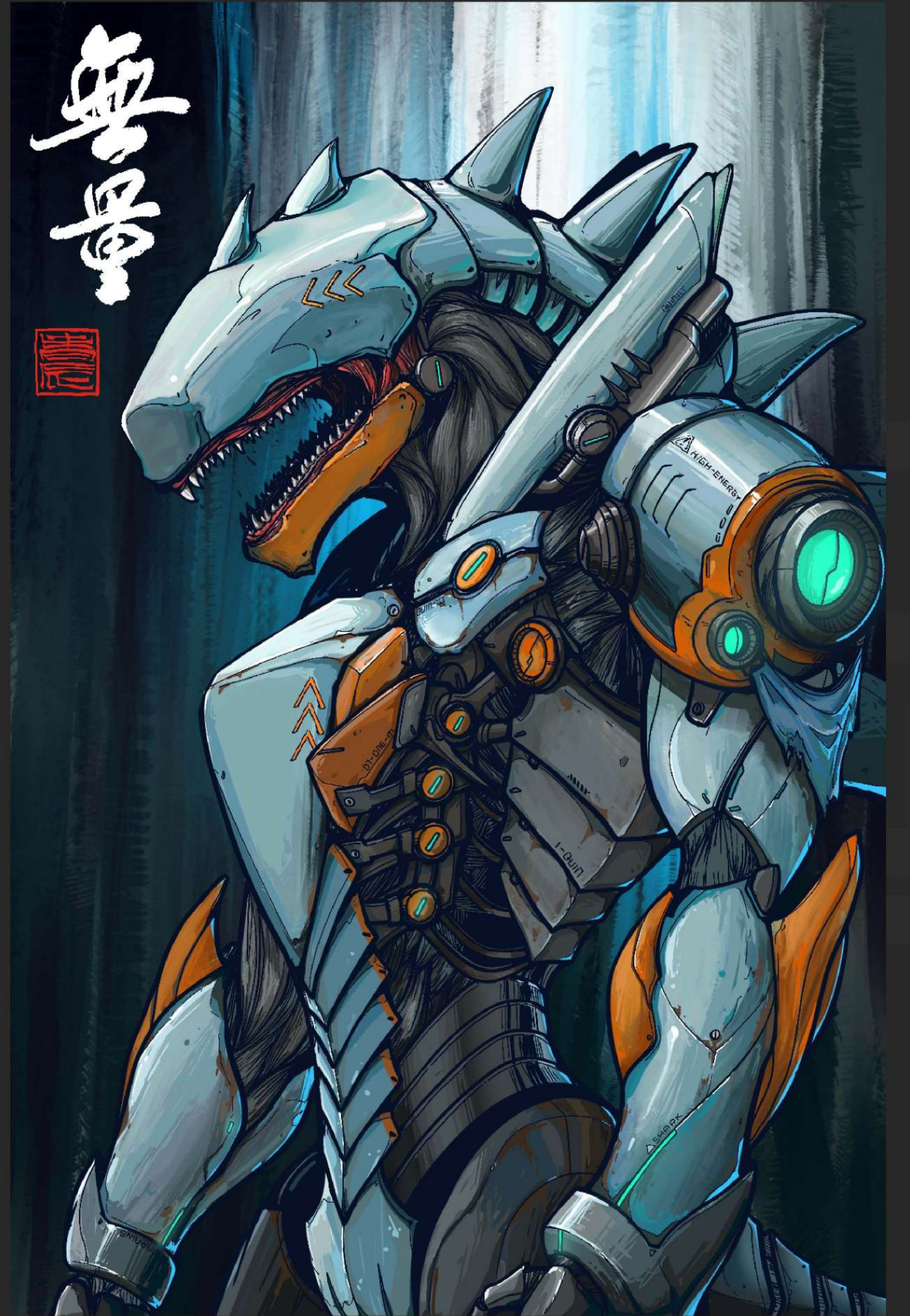
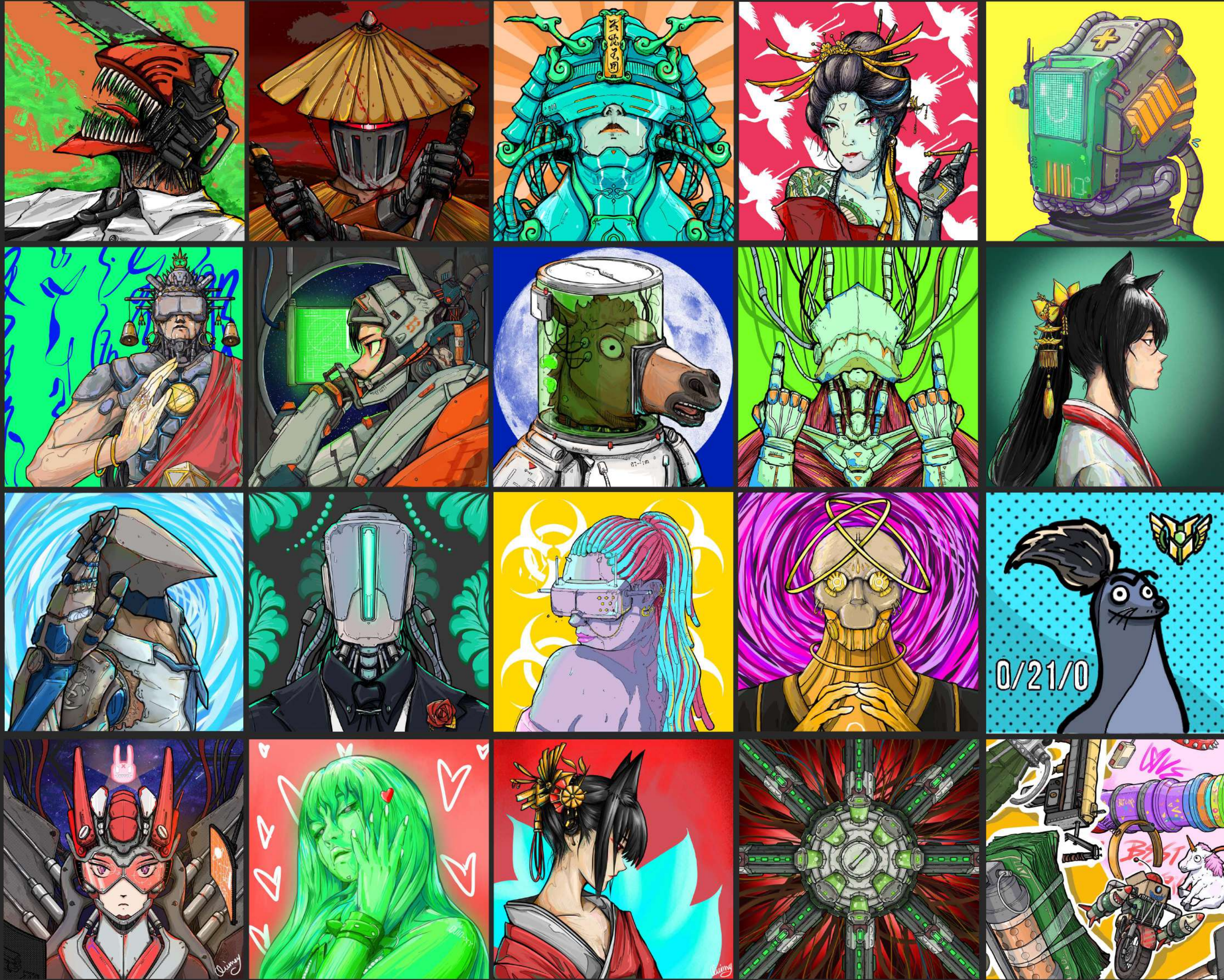
Coloring: Chatgpt

Final Render: Stable Diffusion





Concept Arts Character Environment

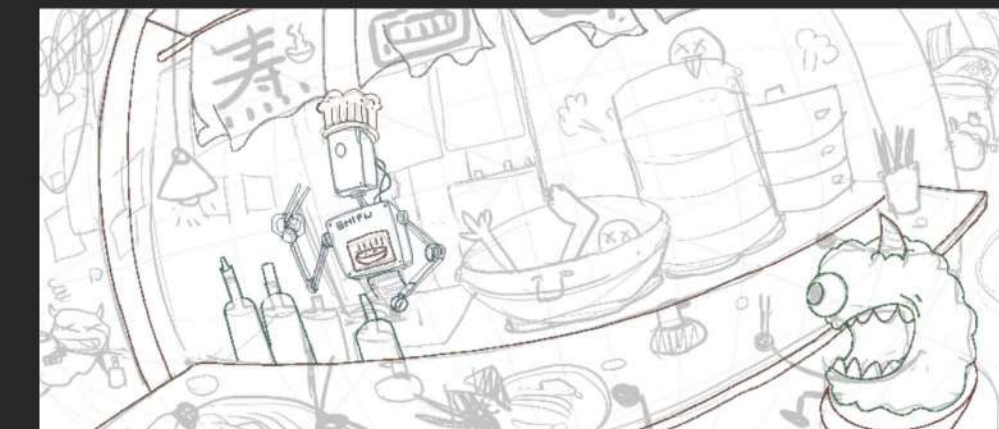




Stellan Colt, The nova ryder

Exploring harsh and challenging yet exhilarating environments, embarking on adventures and overcoming trials to uphold one's sense of justice.

Trekant: HexaDeath

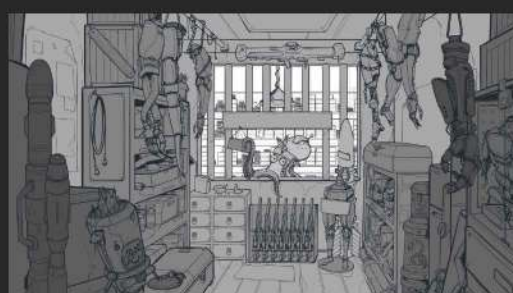
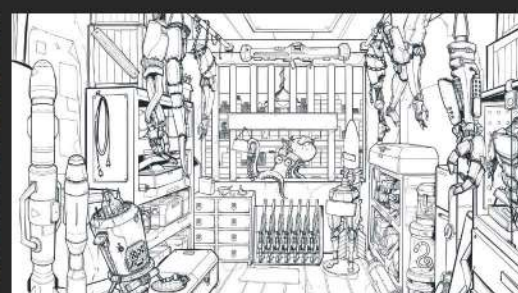
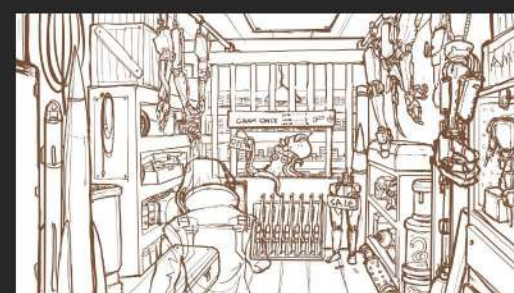


Yokai Noodle Shop

If you visit late at night, be sure to make some noise—after all, lively chatter is one of the best seasonings for ramen!

"Hot rental opportunity!"
"bullet sales agency available."

Dr. Octopus' Bullet Shop



2D Drawing

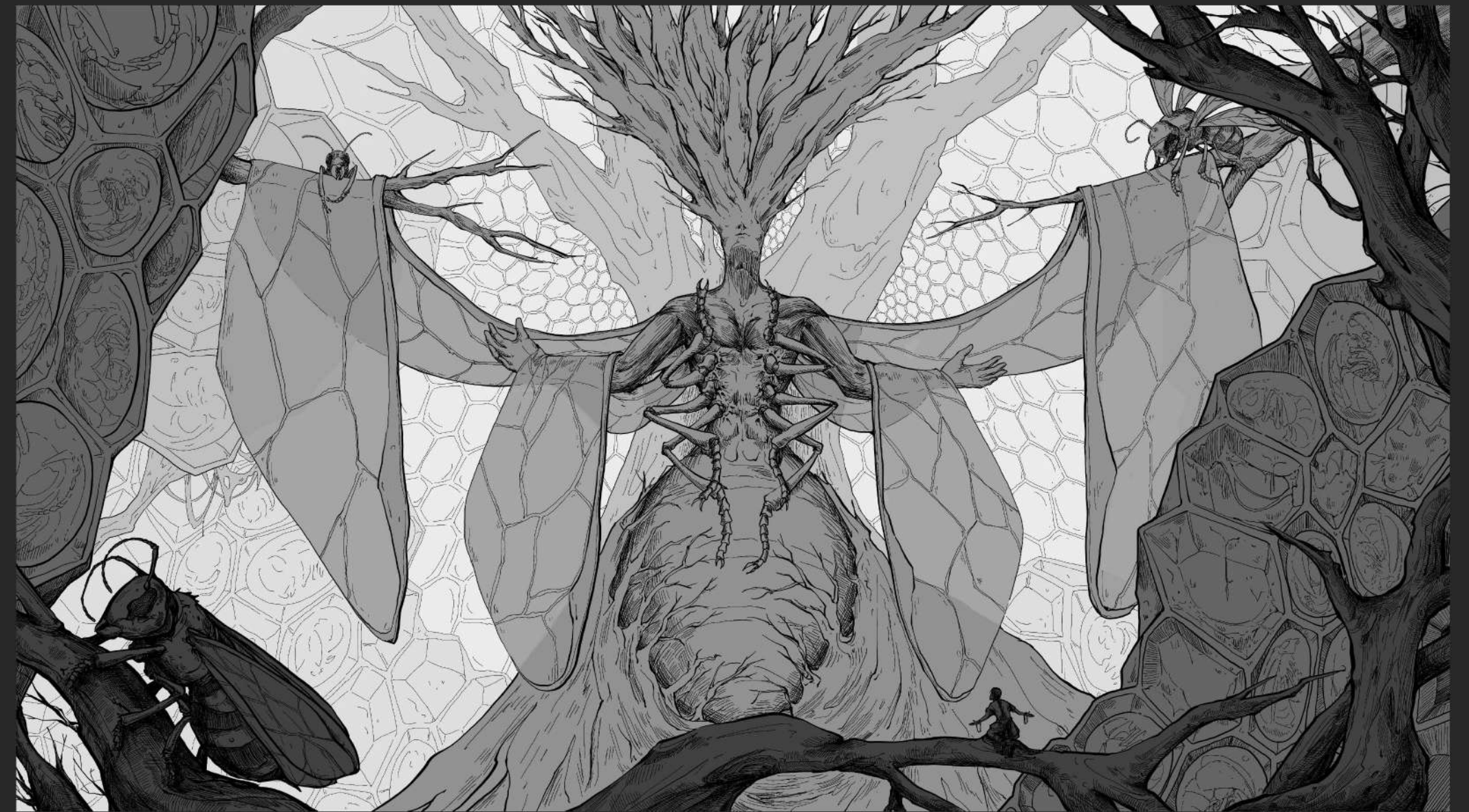
1 Fanart. 2 Keyframe. 3 Manga. 4 Illustration

Digital Media: Procreate, Adobe

Traditional Media: Ink pen on paper

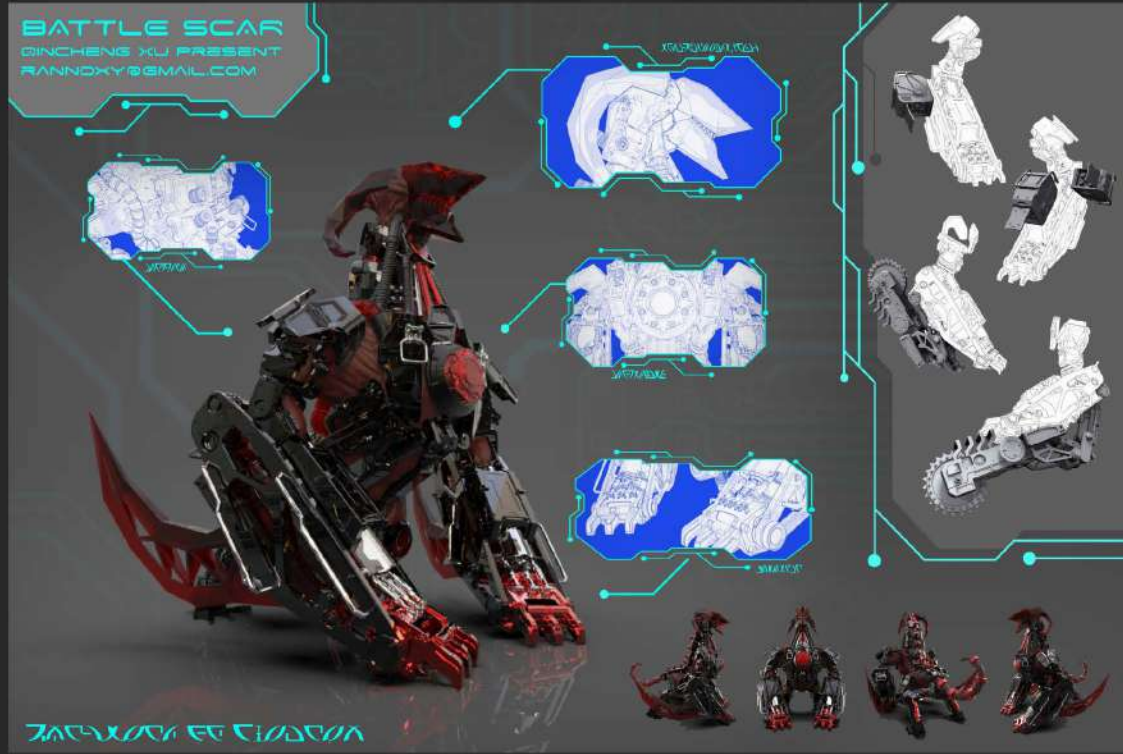


1
2
3
4



3D WorldBuilding

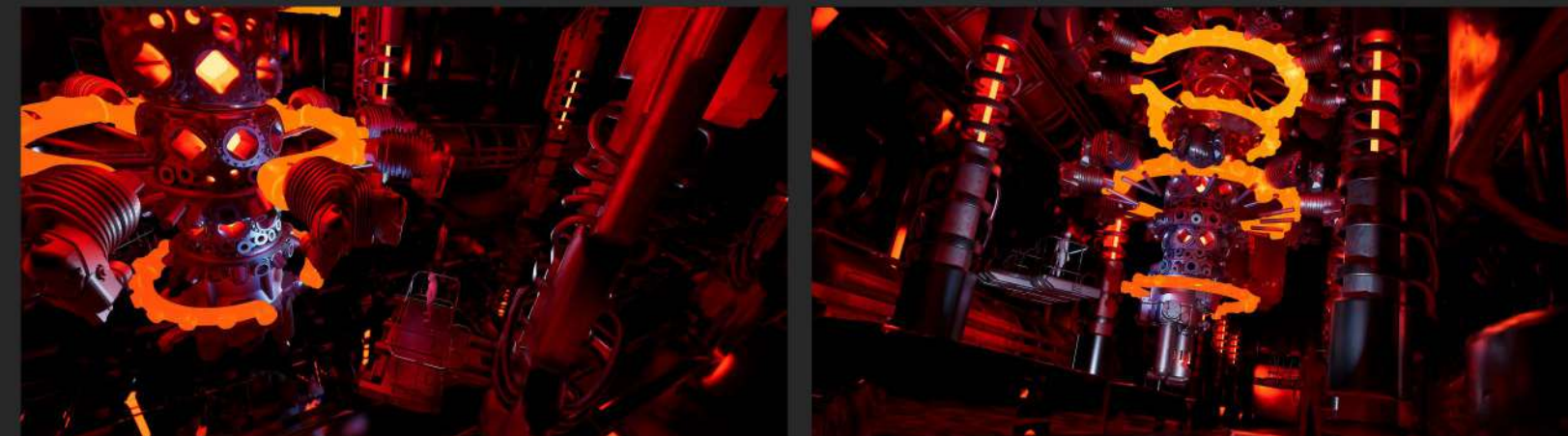
Unreal Engine, Blender, Maya, Keyshot



War Scars

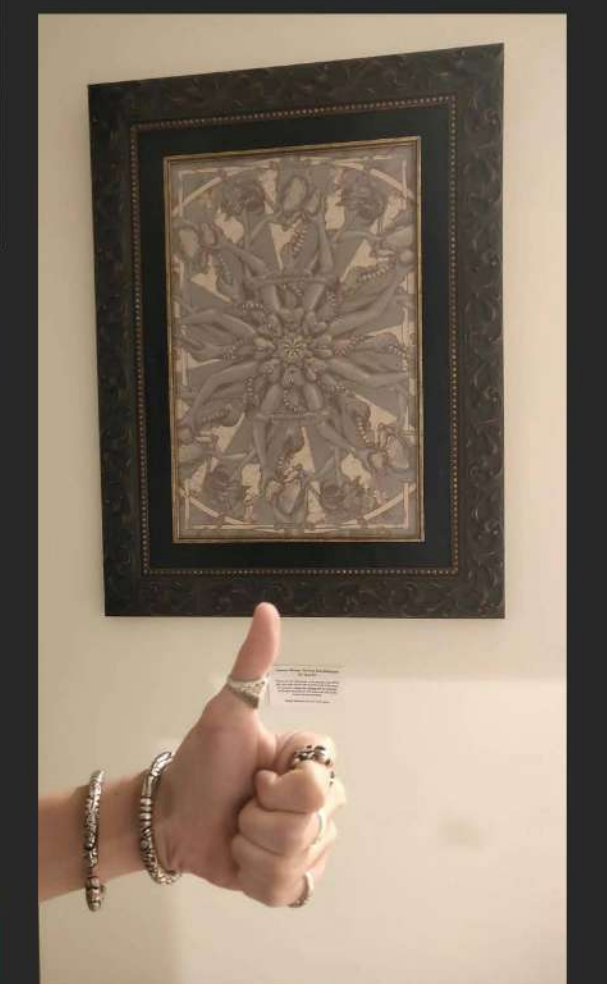
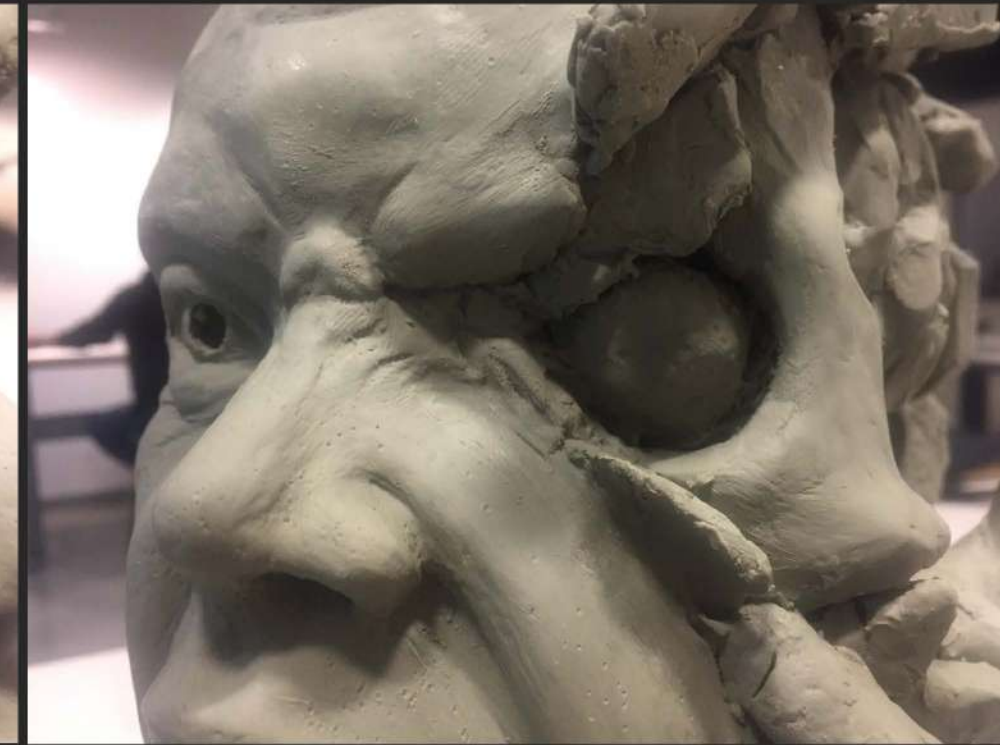
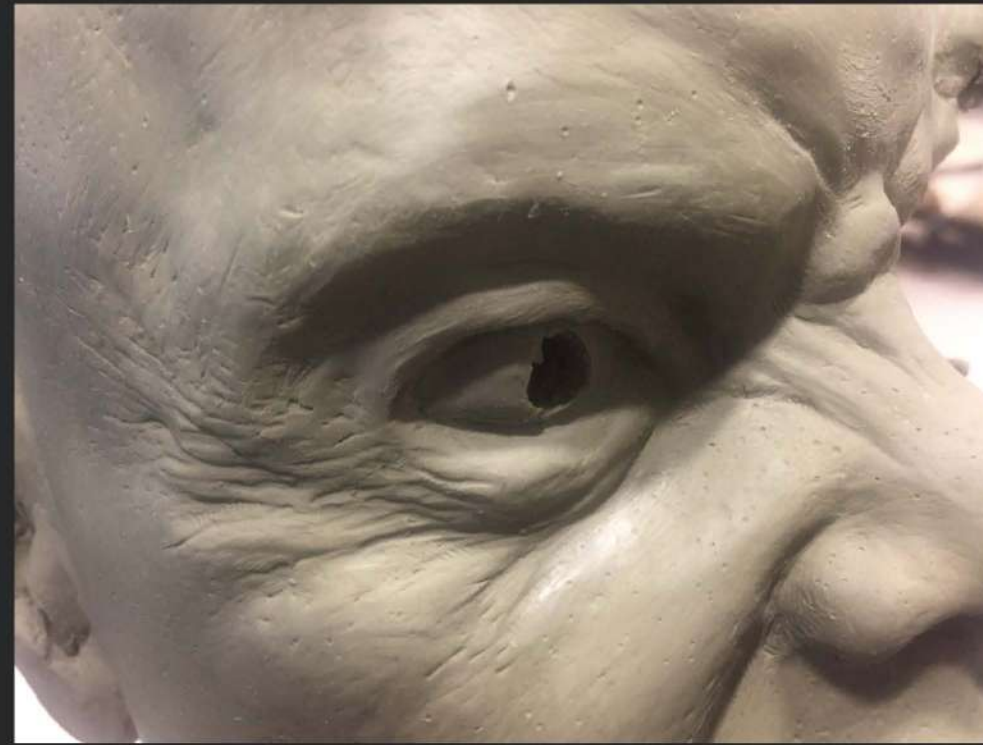


Treasure Island



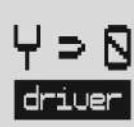
Artist Life

Sculpting, Oil painting, Digital illustration, Gallery show



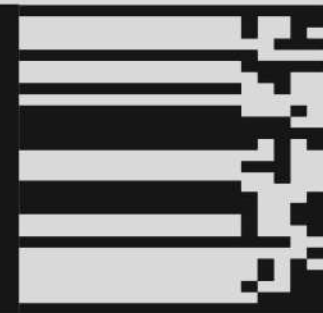
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Thank-you



Call-8189431751



quinxyart.com



(818)943-1751



rannoxy@gmail.com



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The portfolio is created by Quinxy, aka
Qincheng Xu. If you have any questions,
please feel free to contact the author.

