SHENCHENG FU

GAME PORTFOLIO

Content

Asian Style Dating

Dragon Treasure

Demon of Nature

Other Work

Shencheng Fu

EDUCATION

Rochester Institute of Technology | Rochester, NY
Bachelor of Science in New Media Interactive
Development
Dean's List: Fall 2021, Spring 2021
Scholarship: The RIT Founders Scholarship for
International Students
Georgetown University | Washington, D.C.
09/2019–05/2021
Bachelor of Arts in Liberal Studies

SKILLS

BOARD GAME DESIGN

ASIAN STYLE DATING

ASIAN STYLE DATING

For 2 - 6 players

Clients Card * 6
Matches Card * 6
Condition Card * 40
Tarot * 22

Drawing Board & Pen * 1
Reward Card * 12
Reward Token * 30
Record Board * 10

REFER TO A PERSON AT THE SCENE

CHOOSE A CONDITION CARD TO AND USE IT IMMEDIATELY (NOT INCLUDED IN THE CONDITION CARD LIMIT)

ASIAN STYLE DATING

This is a board game for 2-6 players.
Help your client to find her other half!
By communicing with your client, understand her reuqirement and find a best match for her
Inspired by TV dating show and board game Paranormal Detectives.
I want to make a party game which focused more on interactivity between players.

OVERVIEW

In the game, one player will play the role of the client, and the other players will play the role of the agency of a blind date company. The agency will try to get the client's needs from the client through a series of methods, and cooperate to find the best match for the client. If the best match is not found after 5 matches, the blind date company will lose the client, which also means that the player loses the game.

INSPIRATION

Last summer, my parents pushed my sister to get married, and I was together when my sister meet the agent recommendation. I was interested on how they find that guy so I asked my parents, and I heard that they were looking for a person who has a master degree. So I started with an idea of making a game to reflect this phenomenon

KEYWORDS: **PARTY**

SOCIAL   **MATCH**

COMPONENTS:

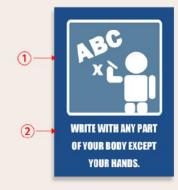Client card*6   Match card*6   Condition card*40   Reward card*12   Tarot card*22   Drawing board & pen   Reward tokens*30   Record card*10

FIONA 1

SOCIAL CLASS
Middle Class

PERSONAL CONDITION
28 years old, 163cm, 51kg, Aries, has an ex, middle school teacher, Bachelor Degree

PERSONAL PREFERENCE
Higher than 172cm, at least middle class, bachelor degree, younger than 33

LIFESTYLE
Like music, like to go to concerts

EMOTIONAL NEEDS
Hope the other half can spend enough time with me, and his work is not too busy

BEST MATCH:KEVIN

① Client Name: The name of the client, can be told everyone directly.

② Reward Point: The initial reward points.

③ Client needs: The clients needs for the males. Cannot be told to others directly.

④ Client picture.: The picture of the client.

⑤ Best Match: The best Match of the client. The players win the game when they get the match correctly.

SHAWN

SOCIAL CLASS
Middle Class

PERSONAL CONDITION
27 years old, 172cm, 72kg, Libra, no relationship history, Designer, Bachelor Degree

PERSONAL PREFERENCE
Higher than 150cm, at least middle class, younger than 30

LIFESTYLE
Unstable work hours, like to play guitar, watch anime

EMOTIONAL NEEDS
Hope the other half has dominant personality

① Match Name: The name of the Match.

② Match picuture: The picture of the Match.

③ Match card quality: The qualities that the Match has. The main part that the clients are looking for.

① Reward Point: place to put the reward tokens.

② Match Record: place to record the matchs, 5 at most. After 5 matchs, the players lose the game.

③ Record Area: place for the user to record the information they get from the client.

ABC
x

WRITE WITH ANY PART OF YOUR BODY EXCEPT YOUR HANDS.
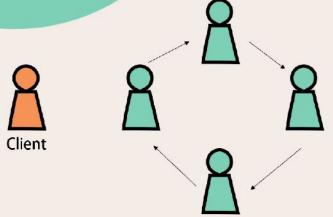
① Graph: The graphy of the Condition Card

② Method of answer: The client will answer the question of other players by the method descibed on the Condition Card

2

DRAW THE TOP THREE CARD FROM THE CONDITION CARD DECK AND CHOOSE ON OF THEM TO USE.

① Reward Point: how many reward point this card will take

② Reward Method: The player can do what the reward method says by using the Reward Card

1. Put the Record Board in front of the player

2. Put the Reward Token next to the scoreboard

3. Put the Tarot on the outside

4. Put the Drawing Board and pen on the outside

5. Put the Match Cards in the center

6. Put the Reward Cards in the center

7. Shuffle the Condition Cards and place them in the center

8. Shuffle the Client Cards and place them in the center

9. Choose a player to play the role of Client and draw a Client card randomly

10. The Client tells the other players the name and reward point of the Client Card.

11. The other plays grab Reward Tokens according to the reward point of the Client Card.

GAMEPLAY

The player can take one of two actions:

Game Begins: A player plays the role of the client. The client decides which player will act first, after that, act in a clockwise order.

1. Draw a Condition Card and use it to ask questions to customers.

2. Make a match: In the Match Card, select a card that the player thinks is the best match and confirm with the Client: If the match is successful, the players win the game. If the match fails, the game continues, and the player gets one reward point.

Players on their turn can also consume reward points to exchange for Reward Cards at any time of their own turn, but the Reward Cards exchanged can only be used after the next time the player acts.

Additional rules:

All players share 5 matching chances.

After all players have used 15 Condition Cards, they cannot use Condition Cards again, and they can only matchmaking or use Reward Cards.

All players can check Match Cards and reward Cards at anytime during the game.

Clients cannot give information by any method other than the method on the Condition Card used by the player.

GAME TEST & EVALUATION

CARD DESIGN

CARD MODEL

During test the game with my sister and cousin, we found that the initial design of the game is too easy since all requirement of the client is scale-based. We won the round in the first match before using 10 Condition cards for all three rounds. And we didn't even need to use the reward cards. So I decided to change the information of both the client and the match to more detailed description.

DRAFT DESIGN

FINAL DESIGN

CARD DISPLAY

CLIENT CARD& MATCH CARD

SARAH 3	JESSICA 2	EMILY 3	EMMA 4	SOPHIE 3	FIONA 1
SOCIAL CLASS	SOCIAL CLASS	SOCIAL CLASS	SOCIAL CLASS	SOCIAL CLASS	SOCIAL CLASS
Bourgeoisie	Middle Class	Bourgeoisie	Bourgeoisie	Bourgeoisie	Middle Class
PERSONAL CONDITION	PERSONAL CONDITION	PERSONAL CONDITION	PERSONAL CONDITION	PERSONAL CONDITION	PERSONAL CONDITION
PERSONAL PREFERENCE	PERSONAL PREFERENCE	PERSONAL PREFERENCE	PERSONAL PREFERENCE	PERSONAL PREFERENCE	PERSONAL PREFERENCE
LIFESTYLE	LIFESTYLE	LIFESTYLE	LIFESTYLE	LIFESTYLE	LIFESTYLE
EMOTIONAL NEEDS	EMOTIONAL NEEDS	EMOTIONAL NEEDS	EMOTIONAL NEEDS	EMOTIONAL NEEDS	EMOTIONAL NEEDS
BEST MATCH:DANIEL	BEST MATCH:MICHAEL	BEST MATCH:DANIEL	BEST MATCH:DAVID	BEST MATCH:SHAWN	BEST MATCH:KEVIN

JOSHUA	MICHAEL	DANIEL	DAVID	KEVIN	SHAWN
SOCIAL CLASS	SOCIAL CLASS	SOCIAL CLASS	SOCIAL CLASS	SOCIAL CLASS	SOCIAL CLASS
Bourgeoisie	Middle Class	Bourgeoisie	Bourgeoisie	Middle Class	Middle Class
PERSONAL CONDITION	PERSONAL CONDITION	PERSONAL CONDITION	PERSONAL CONDITION	PERSONAL CONDITION	PERSONAL CONDITION
PERSONAL PREFERENCE	PERSONAL PREFERENCE	PERSONAL PREFERENCE	PERSONAL PREFERENCE	PERSONAL PREFERENCE	PERSONAL PREFERENCE
LIFESTYLE	LIFESTYLE	LIFESTYLE	LIFESTYLE	LIFESTYLE	LIFESTYLE
EMOTIONAL NEEDS	EMOTIONAL NEEDS	EMOTIONAL NEEDS	EMOTIONAL NEEDS	EMOTIONAL NEEDS	EMOTIONAL NEEDS

REWARD CARD

2 DRAW THE TOP THREE CARD FROM THE CONDITION CARD DECK AND CHOOSE ON OF THEM TO USE.

3 CHOOSE A CONDITION CARD TO AND USE IT IMMEDIATELY (NOT INCLUDED IN THE CONDITION CARD LIMIT)

2 THE CLIENT CAN KICK A MATCH CARD FROM THE CANDIDATE
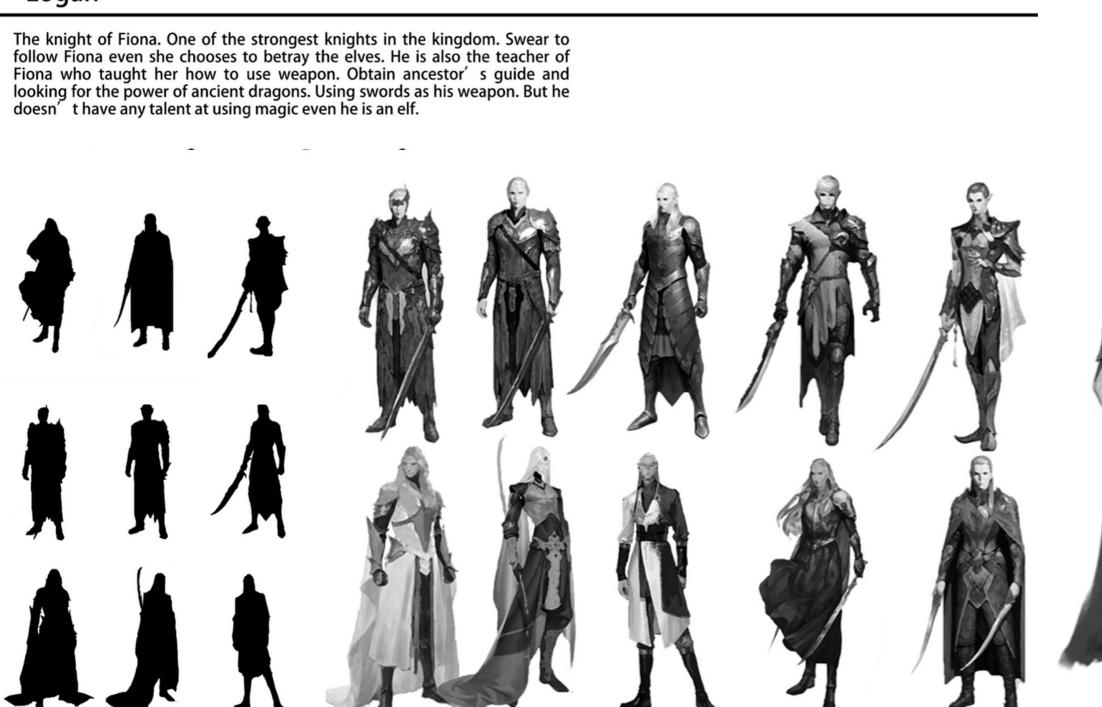
4 MAKE A MATCH IMMEDIATELY (WILL NOT COST A MATCH CHANCE)

CONDITION CARD

WRITE WITH ANY PART OF YOUR BODY EXCEPT YOUR HANDS.	ANSWER WITH THE NAME OF A SONG	LIP READING	SHOW 1-3 TAROT CARDS	ANSWER WITH NUMBERS 1-10	PERFORM FOR 10 SECONDS	REFER TO A PERSON AT THE SCENE	TEAR NAPKINS INTO PATTERNS

Dragon Treasure

Logan

The knight of Fiona. One of the strongest knights in the kingdom. Swear to follow Fiona even she chooses to betray the elves. He is also the teacher of Fiona who taught her how to use weapon. Obtain ancestor's guide and looking for the power of ancient dragons. Using swords as his weapon. But he doesn't have any talent at using magic even he is an elf.

Logan

Fiona

Pontus

The capital of elves. As the winners of the Ancient War, elves dominate the world and controls all resources. As the ruler of the world, the elves also slave the dragons by using spells. And with the power of the dragons, they build cities in lands, oceans and even skies. The water around the city form a natural barrier for the outcomer. Since it's the capital of elves, I want to build a magnificent and bustling city.

Uranus

Uranus
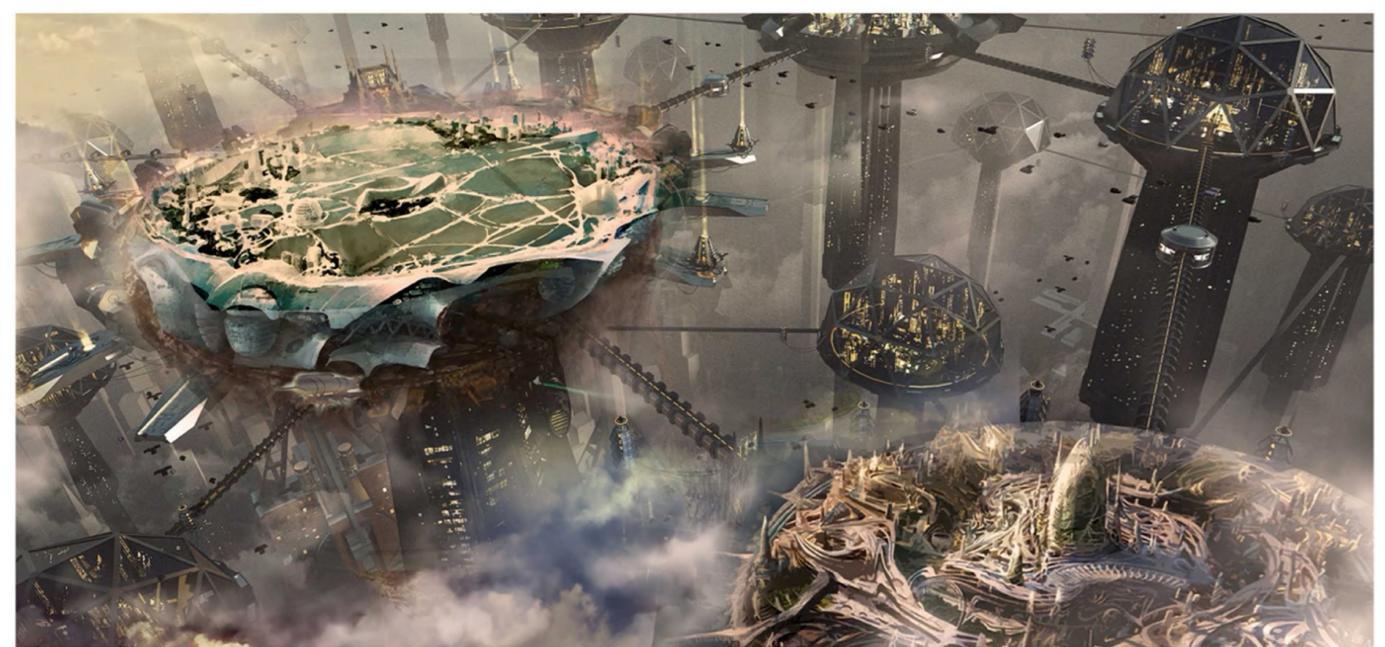
One of the main cities of the elves. After slaving the dragons, the elves obtain the power to control the sky, and they use this power to build a whole city in the sky. Because the city is new, it combines all the new technologies that elves developed including the weapons. The city is also a mobile fortress for the elves to threat the humans on the ground.

Dryad

Before the Ancient War, most of elves lived in the forest cities and Dryad was one of the biggest ones. After winning the Ancient War, most of the elves moved to other cities in the land and only a few of them choose to stay in the forest. I tried to combine some residential buildings with the trees in the forest to form a harmony between the elves lived here and the nature. To illuminate the vitality in the forest, I also add some animals in the scene such as the deer.

Seth

Nidhogg

Seth

According to the tale, the desert is the hometown of the ancient dragons, but no one lives here after the ancient dragons were extinct until the elves expel the humans to this remoted place.
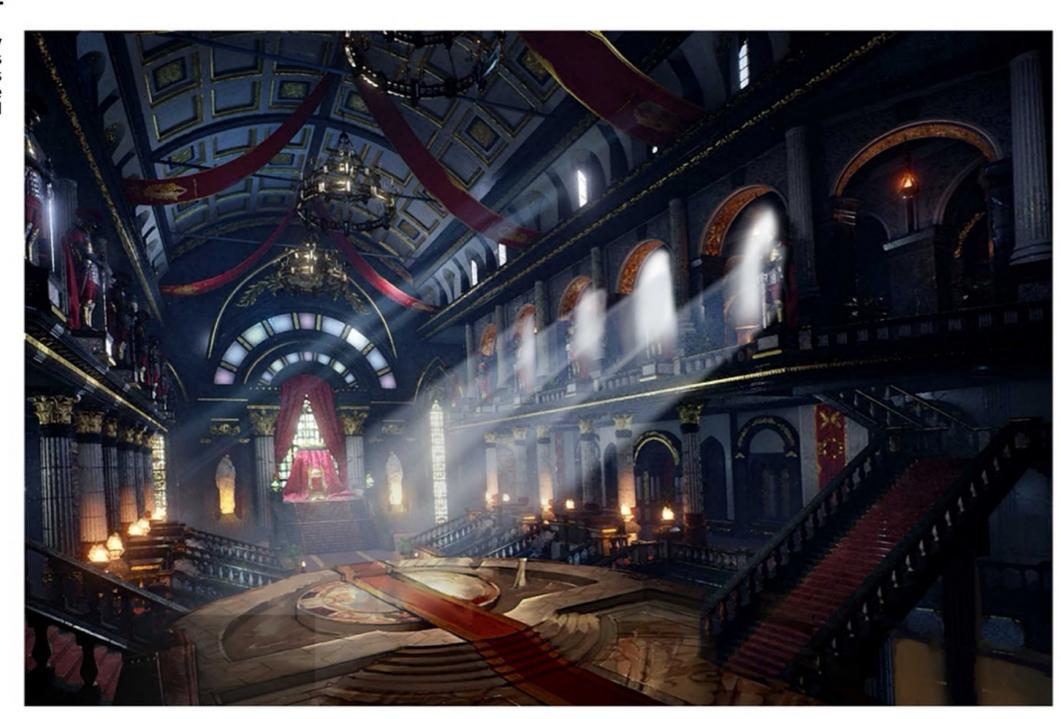
Uranus
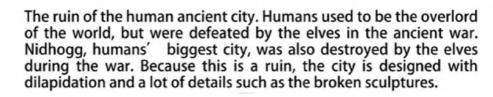
The parliament hall in Uranus. Usually is used by the elves' officials to discuss important events including the founding ceremony of the elves empire. Also, the console of the weapon in the city is also in the building, so it is guarded twenty-four hours.

Nidhogg

The ruin of the human ancient city. Humans used to be the overlord of the world, but were defeated by the elves in the ancient war. Nidhogg, humans' biggest city, was also destroyed by the elves during the war. Because this is a ruin, the city is designed with dilapidation and a lot of details such as the broken sculptures.
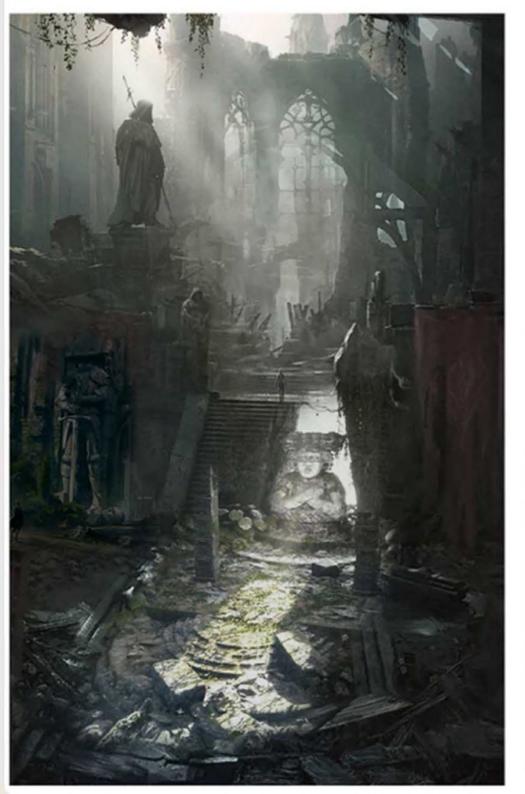
DEMON OF NATURE
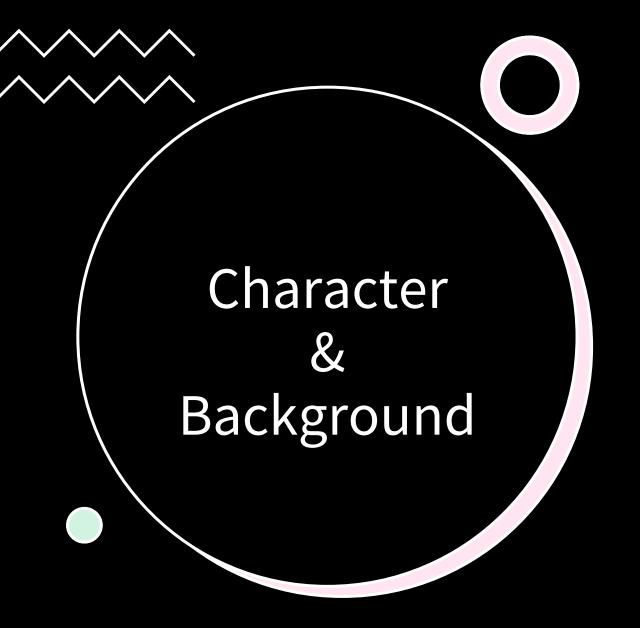
UNITY3D PROJECT

Overview

- A unity3D Role-play game demo.

- As the daughter of the chief int the tribe, challenge the temple to become the next chief.

Character & Background

- Olivia:
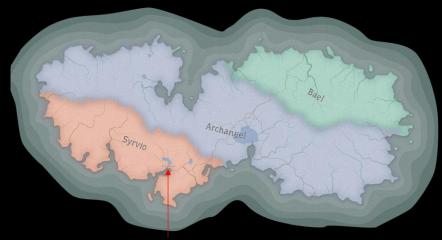
- The main character of the game. She is the son of the chief of a tribe. She just turned 18 and is about to take up the challenge to be the next chief. She is the tall and strong. The deep dark of her eyes and hair is just like the bonfire burning in the night. Her smile is warm and makes people around her get peace of mind.

- She never rejects to help. As the daughter of the chief, she always provides help when any member in the tribe need, because her father- the chief of the tribe, told her that the tribe is a whole family. And being the chief of the tribe is the same as being the father of this family.

- She is warmhearted, which means she can be easily used by others. But she is also determined and brave and is willing to take up all the challenges coming to her.

- As part of the challenge of becoming the chief, she needs to go to the temple in the forest to receive power from their ancestors.

Game World

- A world occupied by the elf – follower of the angels. Humans normally live in the remote regions such as forests.

- Humans are offsprings of dragons. In the Ancient War between dragons and demons, the angels betrayed the dragons which caused the extinction of dragons. After the War, the humans were expelled to the forest and the elfs occupied the center of the world and built a city in the sky.

- The forest is where the tribes and temples are. The city is where the elf lives.

Bael

Archangel

Syrvio

Game start here

Game Scene

- The temple where Olivia take the challenge.

Gameplay

The player can use the power of wind to raise objects or herself. All the puzzles in the game require the player to use this power.

There are three types of buttons that can be triggered by the player or other objects such as barrels:

Move	Sprint	Jump	Create Wind	Destroy Wind
W A S D	SHIFT	SPACE	Q	E

1. Open the gate

2. Reset the room
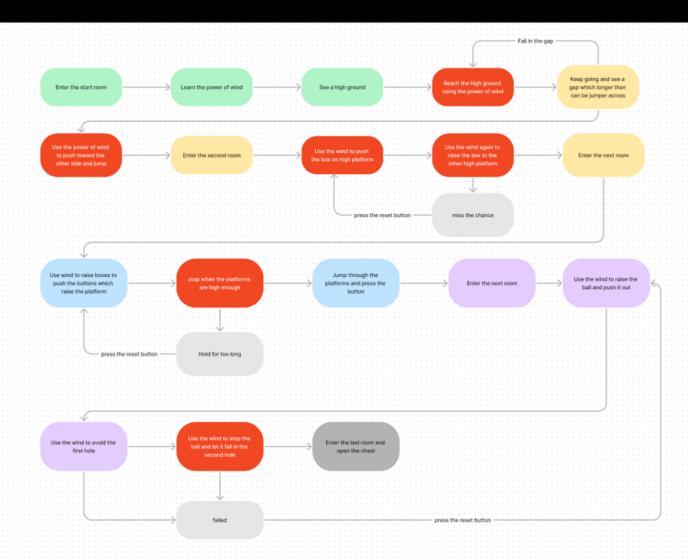
3. Raise platforms

Game flow

- Solve the puzzles

Enter the start room → Learn the power of wind → See a high ground → Reach the high ground using the power of wind → Keep going and see a gap which longer than can be jumper across

Fall in the gap

Use the power of wind to push toward the other side and jump → Enter the second room → Use the wind to push the box on high platform → Use the wind again to raise the box to the other high platform → Enter the next room

press the reset button — miss the chance

Use wind to raise boxes to push the buttons which raise the platform → stop when the platforms are high enough → Jump through the platforms and press the button → Enter the next room → Use the wind to raise the ball and push it out

press the reset button — Hold for too long

Use the wind to avoid the first hole → Use the wind to stop the ball and let it fall in the second hole → Enter the last room and open the chest

failed — press the reset button

Game flow

1. Use the wind to reach the high ground.

2. Use the wind on the pillar horizontally to push the character across the gap.

3. Use the wind to push the barrel down from the platform, then use the wind again to raise the barrel to another platform with the button

4. Use the wind to raise two barrels with different duration to raise the platforms to different height, then jump through the platforms and press the button

5. Use the wind to raise the ball and avoid it to fall into the first gap.

Game logic

- PlayerController: All controls of the player

- TriggerManager: Manage the events after triggering the buttons

- WindManager: Manger the behavior of the wind after the player create one
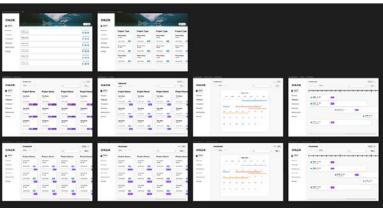
Other Work

MODELING

ANIMATION
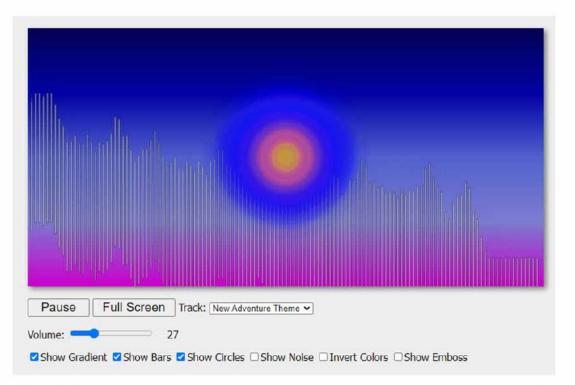
An audio visualizer
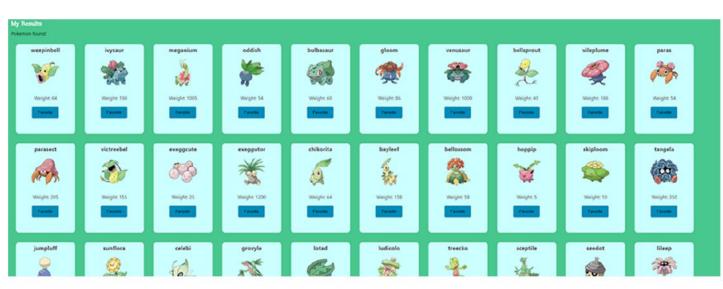
A map that allow the user to find coffee shop in an area.

A screensaver that allow the user to customize the content.

WEBSITE

UI & UX DESIGN