PORTFOLIO

Shencheng Fu

Game Design

01

Stay On The Line

Telephone operator simulation

02

Asian Style Dating

Cooperative matchmaking game

03

Dread

First-person horror escape

UNITY 3D / RESCUE SIMULATION

Stay On The Line

A single-player game about taking emergency calls and passing information between services.



My work: game design, case progression and onboarding. Team: Jason and Wendy. Image: current office study.

ABOUT THE GAME

Listen to callers, select details from their dialogue, and save them in a notebook. Call the relevant services and share the information they need.

OBJECTIVE

Arrange help, then report the result to the original caller.

DIALOGUE & NOTEBOOK

Collecting and relaying information



01 / SELECT DIALOGUE

Drag across spoken text to save it. Any passage can be selected.

02 / KEEP NOTES

The notebook keeps the words and speaker. Notes can be reused.

03 / SHARE A NOTE

During a call, choose a note to pass its information to that person.

The player decides which details to keep, who needs them, and what information is still missing.

MARA / LOCATION DETAILS

Sharing an incomplete address



SAVED SEPARATELY

East Underpass and Mercer Road are two reusable notes.

FIRST DETAIL SHARED

Hospital acknowledges the landmark and asks for the road.

ADDRESS COMPLETED

Share the road too. Police must be informed separately.

This example shows recipient-specific information: saving a note does not automatically inform every service.

MARA / EAST UNDERPASS

Complete demo walkthrough

One valid route through Mara's rescue. Keep her call connected while using the other two lines.

01 Answer Mara

Learn about the injured cyclist and rising water.

02 Save the details

Keep the landmark, road and cabinet number E-17.

03 Call Police

Share both parts of the location.

04 Call Utilities

Share E-17 so Utilities can isolate power.

05 Connect the services

Join Police and Utilities; listen and save road clearance.

06 Free a line

Hang up Utilities, then call Hospital.

07 Arrange an ambulance

Share the address and clearance; request dispatch and save the reply.

08 Report to Mara

Share the dispatch confirmation to complete the case.

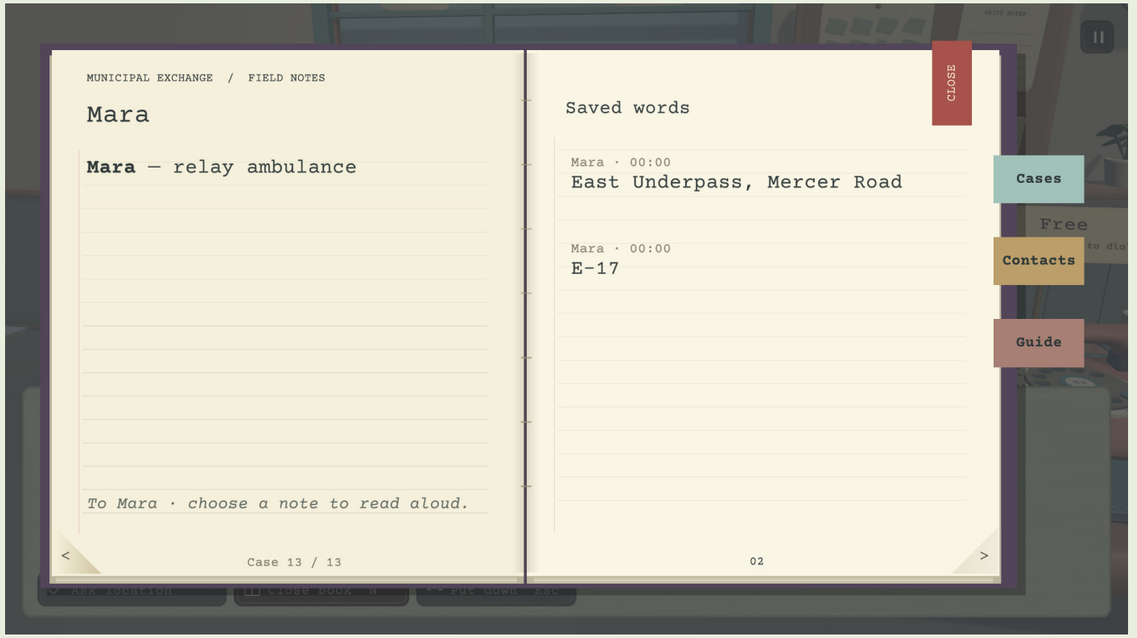
The full rehearsal teaches this sequence before the four-case campaign. Mara has a 12-minute deadline.

PLAYTEST FEEDBACK & DEVELOPMENT

Changes to recording and reference tools



Earlier recording interface



Current notebook

RECORDING

Removed recording mode and cassette loading. Dragging dialogue now saves it directly.

REFERENCE TOOLS

Combined notes, contact numbers and instructions into one notebook.

READABILITY

Separated dialogue from guidance and added scrolling for long notes.

TABLETOP / 2-6 PLAYERS

Asian Style Dating

A cooperative card game in which players act as a matchmaking agency.

ABOUT THE GAME

One player is the client; the others are matchmakers. The client's preferences are hidden. Matchmakers ask questions, interpret restricted answers and choose a candidate together.



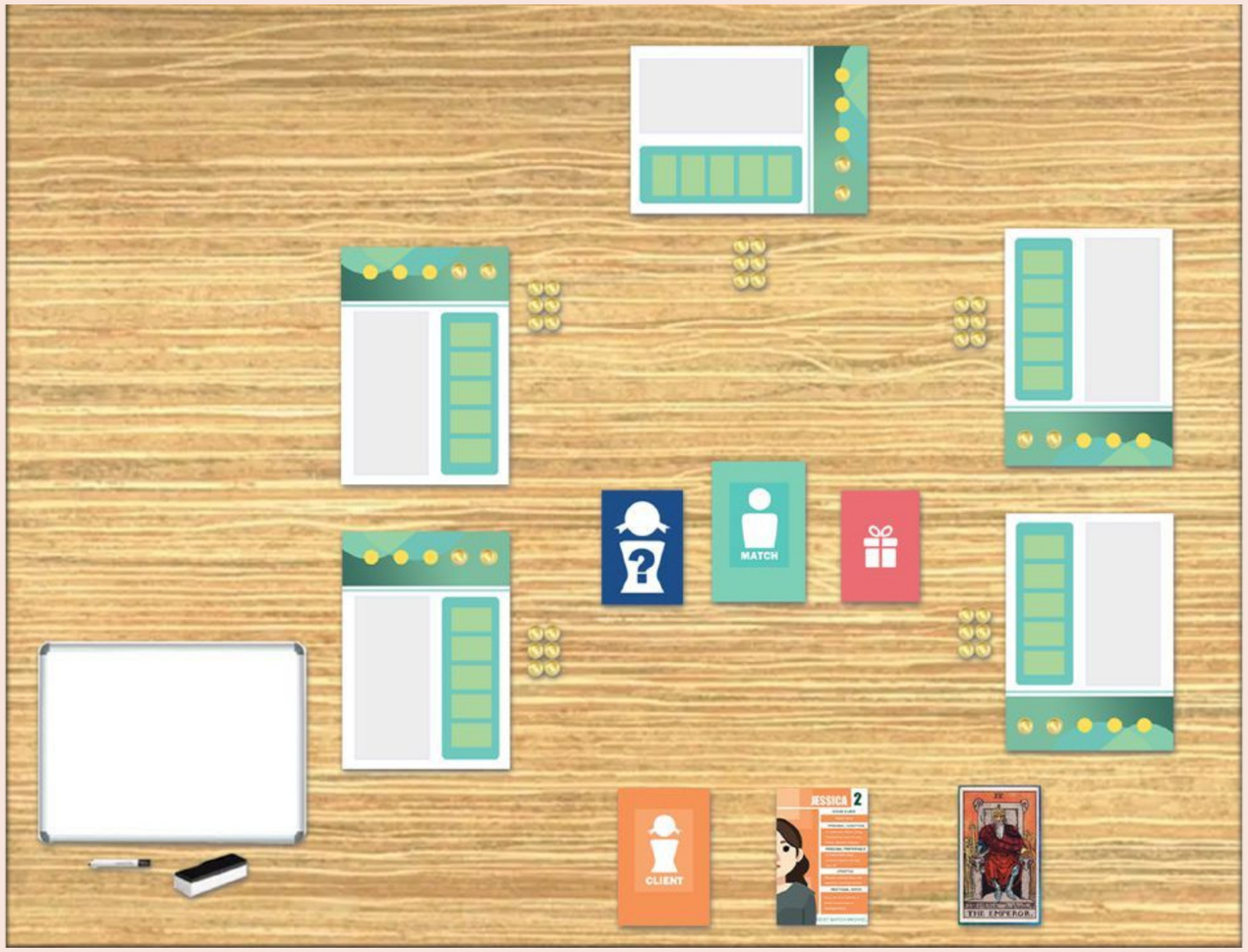
OBJECTIVE

Find the correct match within five shared attempts.

My work: rules, card design and paper-prototype testing.

RULES & PLAYER ACTIONS

Playing a round



01 / SET UP

The client reads their private profile. The group reviews the candidates.

02 / ASK

Use a Condition Card. The client must answer in its specified form.

03 / PROPOSE

On a turn, choose between another question and proposing a candidate.

04 / RESOLVE

A correct match wins. A wrong match spends a chance and earns a reward point.

Limits: 5 matching attempts and 15 Condition Cards. Reward Cards bought this turn are usable from the next turn.

PAPER-PROTOTYPE TEST

Card changes after playtesting

EARLIER DESIGN

The paper prototype used numeric scales in its character profiles.

PLAYTEST RESULT

3 / 3

Rounds won on the first match. Reward Cards went unused.

An informal test with two family members.



Revised profiles

REVISION

Replaced numeric scales with descriptions of lifestyle, preferences and emotional needs.

FOLLOW-UP

The revised profiles still need a follow-up playtest.

PC / FIRST-PERSON HORROR

DREAD

Lab Escape

ABOUT THE GAME

Explore a dark laboratory with a sonar device. Its pulses reveal the environment but also attract a sound-sensitive creature. Find an ID card, unlock the exit and escape the chase.

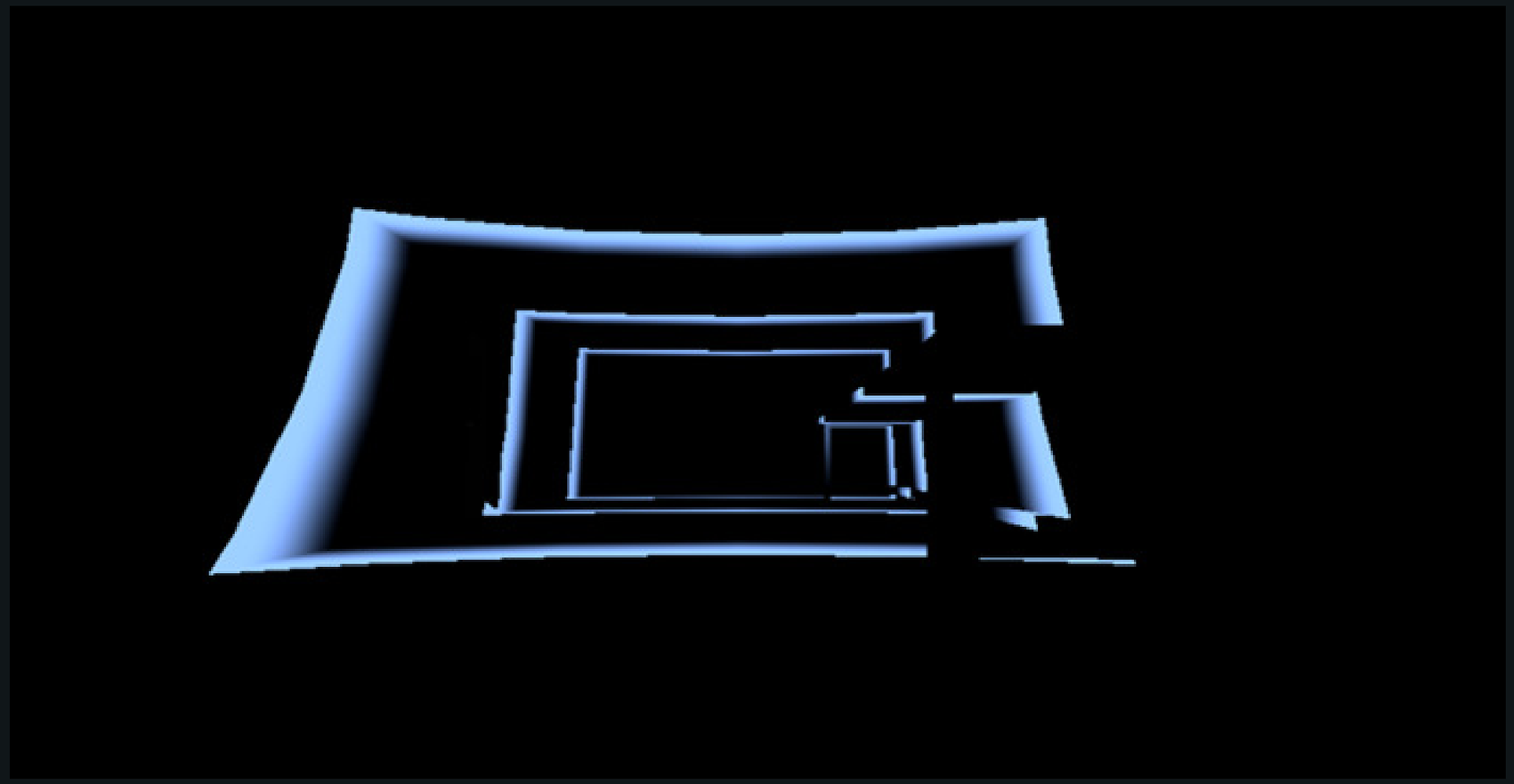
PROJECT DETAILS

Four-person team.
My credited role: gameplay programmer.



MOVEMENT & DETECTION

Sonar and sound tracking



Use sonar

Press E to reveal nearby geometry briefly.

Manage noise

Sonar and doors make sounds that the creature can track.

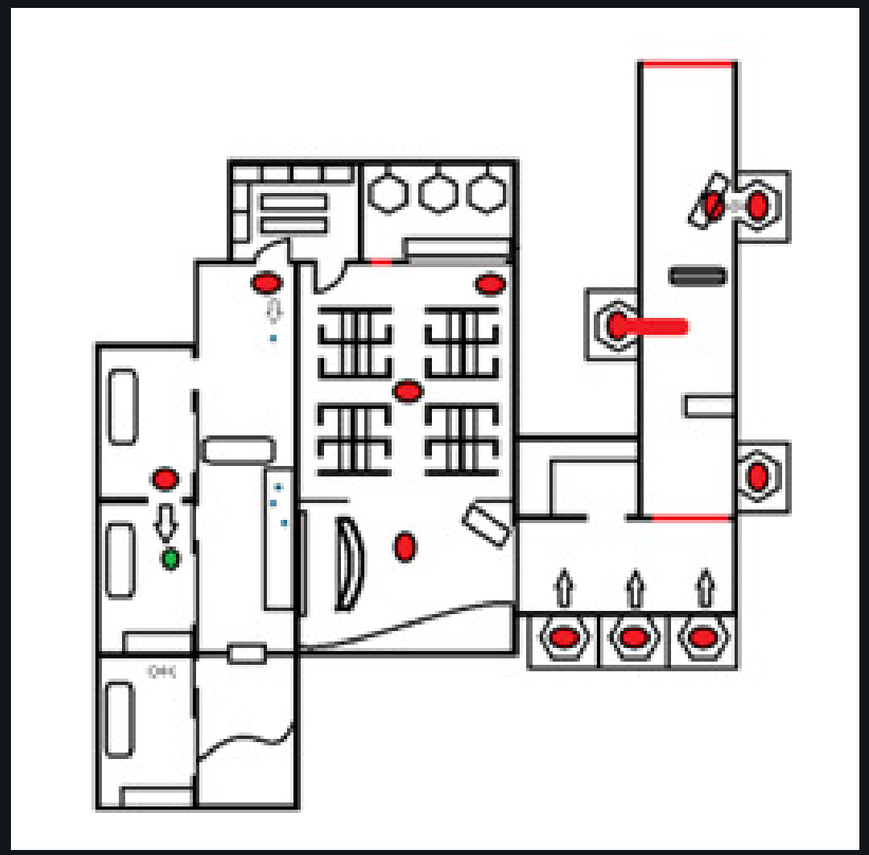
Navigate

Remember the route between scans and listen for the creature.

Scanning helps navigation but creates noise. The player chooses when more visibility is worth the exposure.

LAB ESCAPE

Complete demo walkthrough



Original level plan

01 **Wake in the lit room**

Read the emergency map and pick up the sonar.

02 **Search the laboratory**

Use sonar to navigate while avoiding the creature.

03 **Find the ID card**

Explore the rooms and collect the card needed for the exit.

04 **Activate the exit**

Use the card; the alarm and final chase begin.

05 **Escape the corridor**

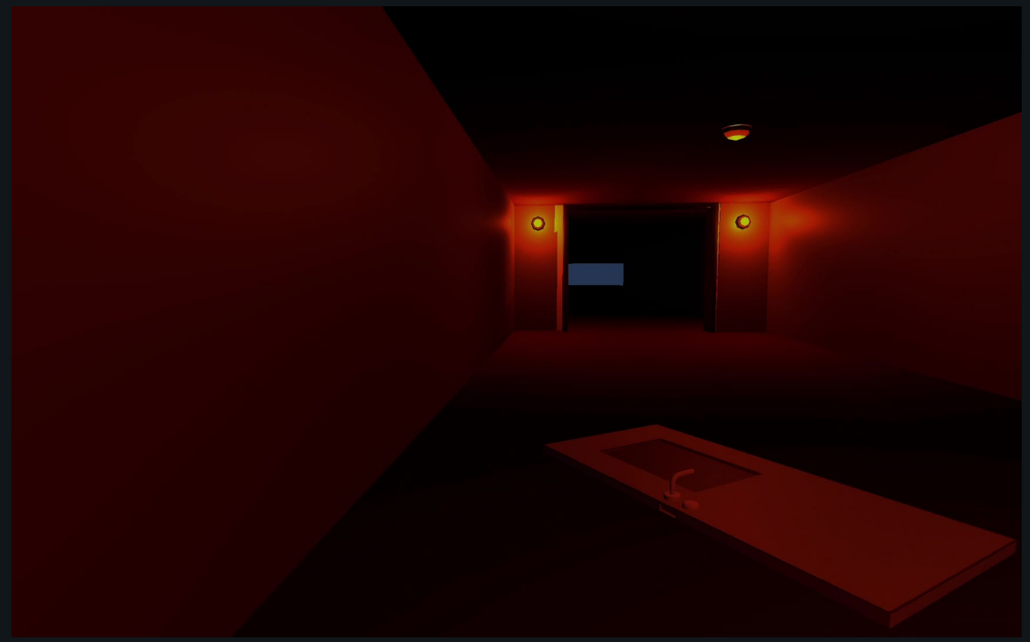
Run through the red-lit hallway to reach the exit.

SCOPE CHANGE FROM THE DESIGN BRIEF

Environment detail and horror cues



Demo: starting room



Demo: final corridor

PRODUCTION LIMIT

The brief targeted realistic Backrooms-style horror. The required environment detail exceeded the available production time.

ADJUSTMENT

Reduced detail in dark spaces while retaining sonar, sound cues, exit signs and the red-lit chase.

Team: Shencheng Fu / programming; Yifan Shi / design; Zesen Liao / art; Alexander Vassilopoulos / sound.