



Rong zhang

In my game design studies, I focus on enhancing gameplay, developing and updating rule systems that adapt to and amplify user experience. In this senior project, Maze, I specifically targeted level design through checkpoint timer, speedometer, and the interaction design on the collectables.

3D Visual & Motion

Unity, Maya, Blender, Cinerma4D

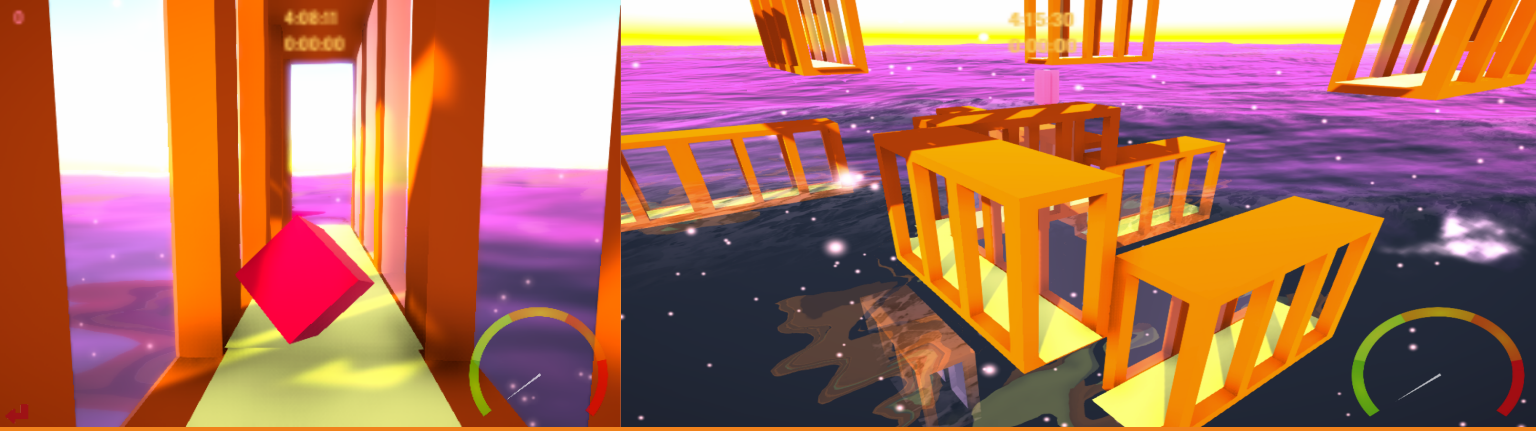
Final Cut Pro, After Effect

Graphic

Photoshop, Illustration, InDesign

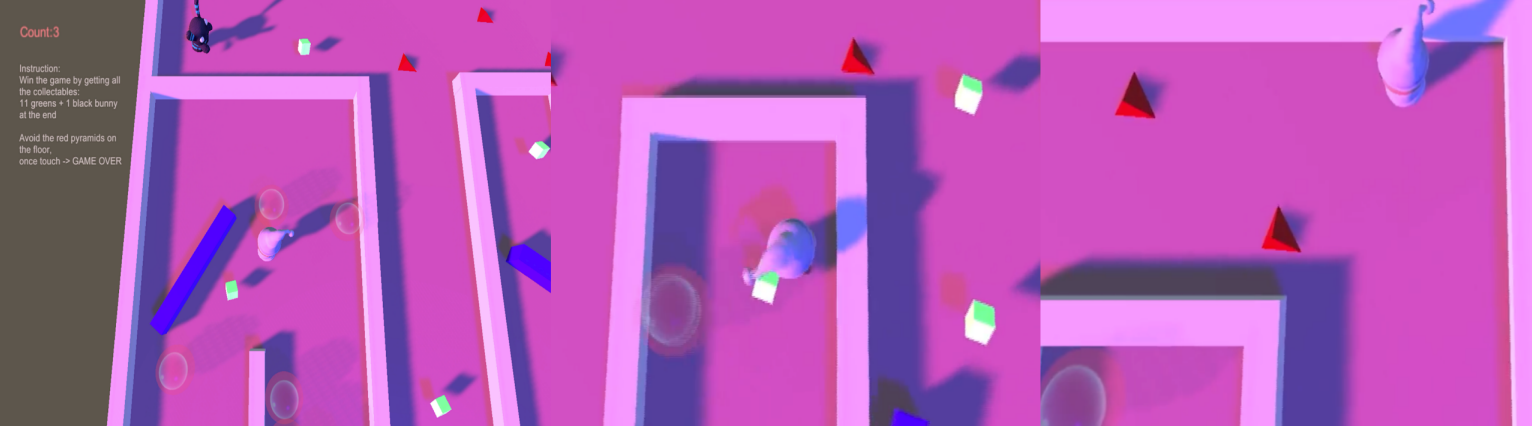
Language

HTML/CSS, JavaScript, C#



Maze

Maze is a shifting structure where the player will explore and find out ways to reach red cube collectables. It is a single-player adventure game made in Unity that requires patience and strategies to maintain a good control of moving speed.



Dream'dventure

is a single player video game made in Unity. The player moves by clicking arrow keys, wins by collecting all 12 collectables. The player will encounter some physical obstacles, but those are not fatal. The player should avoid the red pyramids near the end. Once hits the red pyramids. Game is over.



Apple Yum

is a single player video game made in Processing. The Player moves with mouse. While eating all 50 apples, player needs to avoid birds. Once apple counts to 50, player wins. Once player hits birds, game is over.