

PROJECT 01

RELATIONSHIP

Playable video puzzle game game
Avaliable to play on Itch.

Unity itch.io

Game Link: https://xiaoxie33.itch.io/relationship

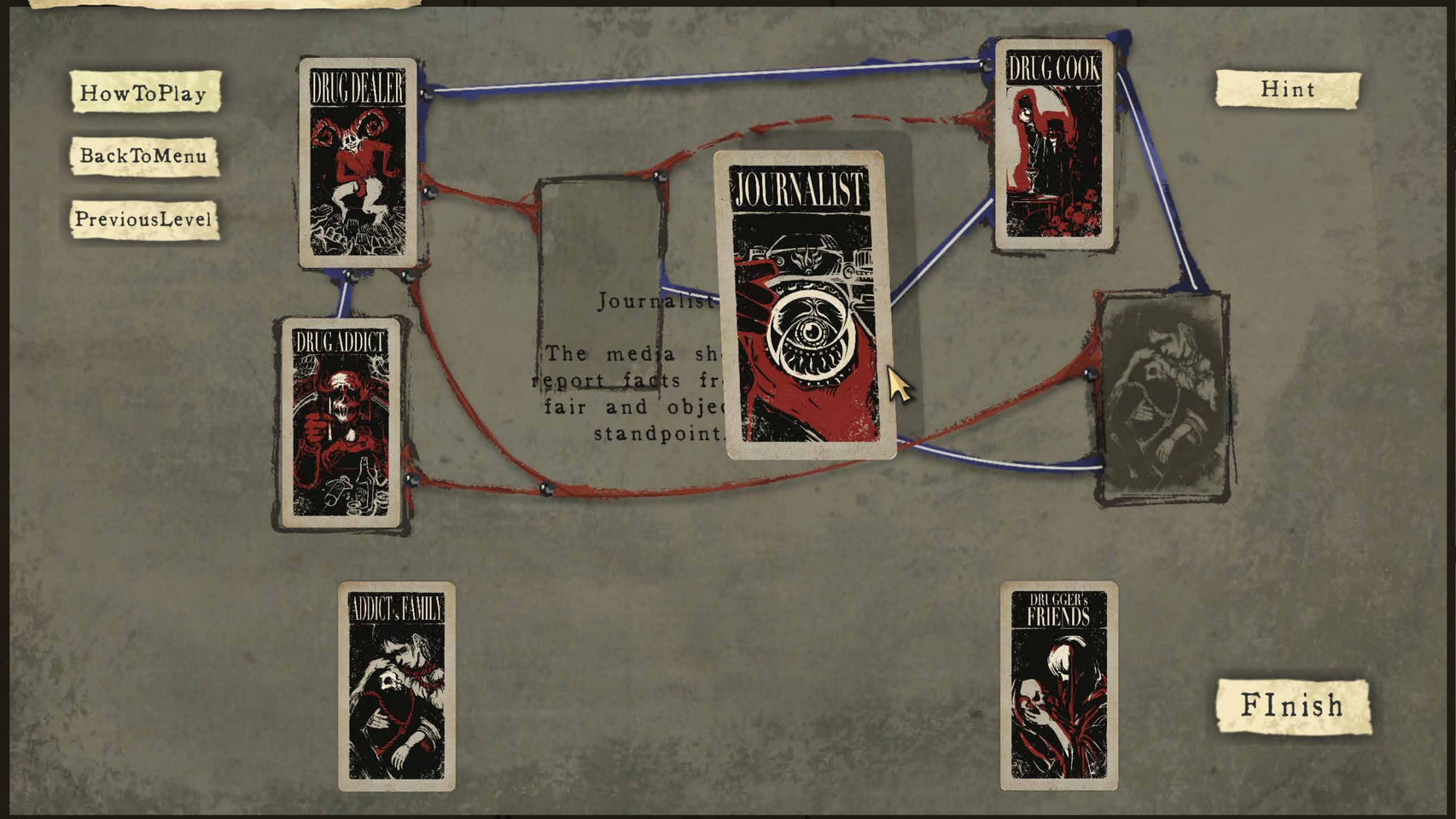
Solo Developed Project
2024.01
—
2024.05

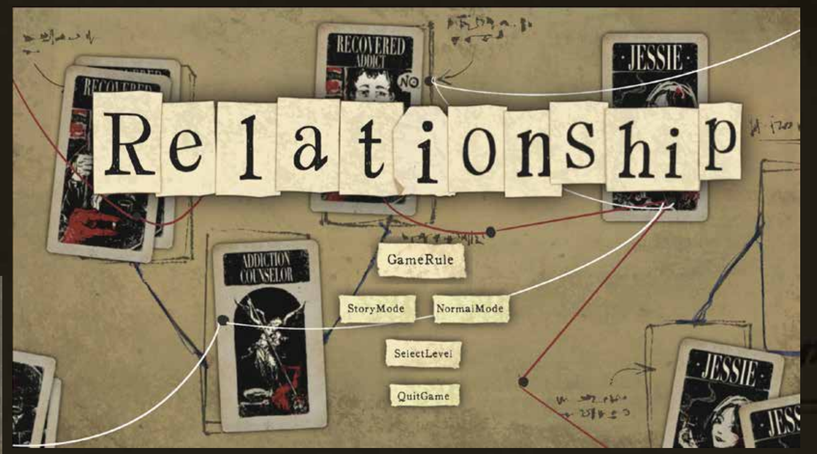
Relationship is a unique card-based puzzle game where players uncover and explore the relationships between different characters by dragging cards into slots on a well-designed map.

Throughout the game, players must carefully consider the role each card represents and the information it provides. ""

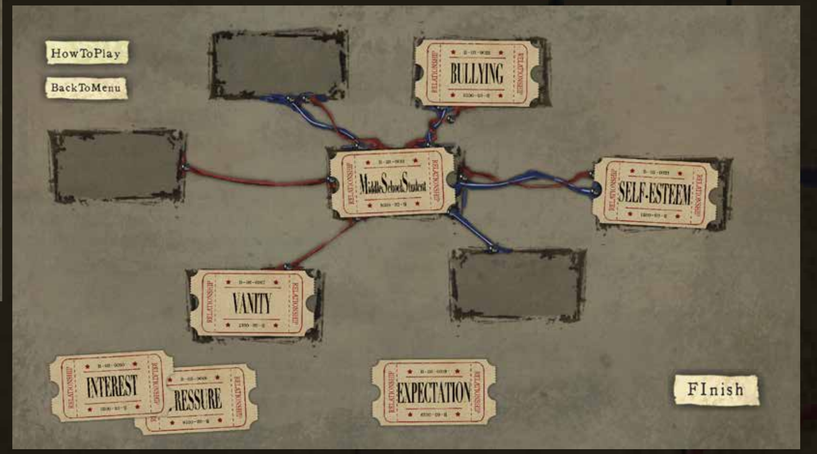
Game Preview

Game Interface Showcase









LevelScale: 9 Levels | 15-20 mins Game play | 2 different story

Theme Development

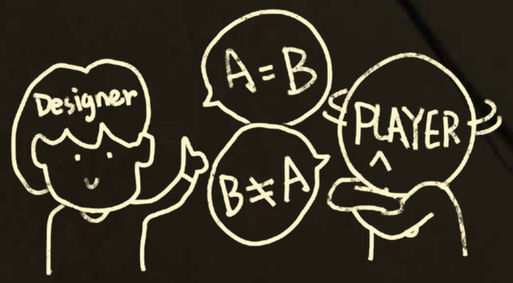
Human sociality is shaped through socialization, where natural connections between people form this social nature. Humans evolve not just as objects of perception but as subjects who continuously develop through interaction.
— Wang Defeng: The Philosophical Revolution of Marx and Its Contemporary Significance

Production and exchange are expressions of social activity. While interactions may appear individual, their essence is social, reflecting shared human spirit. Human life and production are intertwined with social connections, uniting individuals and society. Social connections naturally arise as needs are met.
— Han Lixin: The Philological Study and Significance of the "Paris Manuscripts" (2007 Issue 1)

Research Phase

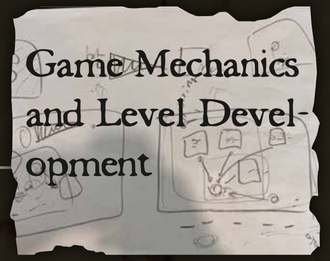
Conceptaliaze

Relationships mix logic and emotion. Interaction is about connection, not judgment. I want players to reflect on this through the game.



In early testing, I found players struggled to understand character relationships as I intended. To improve this, I adjusted the character cards and clues so players could solve puzzles more intuitively.

Game Mechanics and Level Development



Initial simulation experiments and hypotheses regarding game interface and mechanics.

Game prototype creation, testing, and optimization



Art design









The Evolution of Card Art

Unity

Hands down to Digital



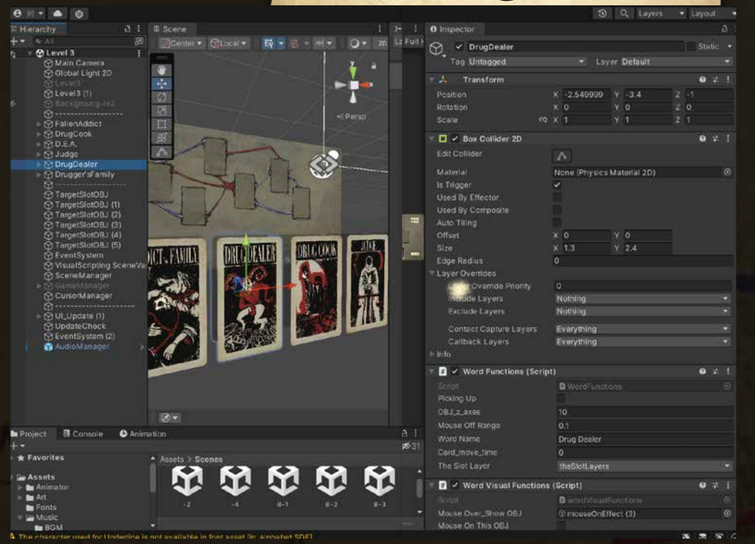
SUNO

CUBASE

Sound editing

FINISH

Final coding, bug fixing and polishing



Prototyping, Iteration and Playtesting

Step1

Step2

Step3

Step4

Step5



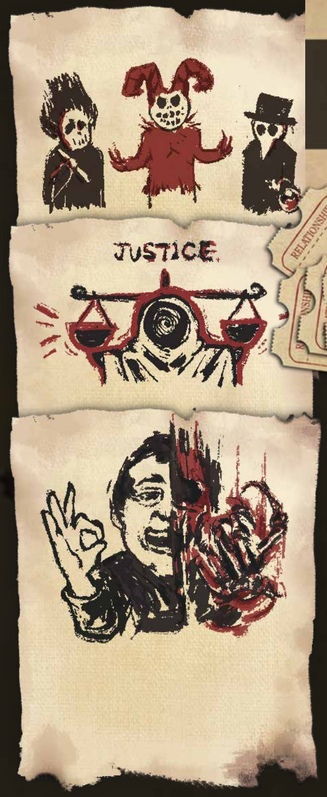
This stage underwent the most testing to ensure that converting card text into images would not affect the player's ability to receive information.

Arts

Relationship

Story Mode Cards











Cards

18 character cards

33 identity cards

InterfaceBackgrounds

2 game loading screens

1 tutorial level screen

9 game level backgrounds

Main Tools Used

Ps Ai

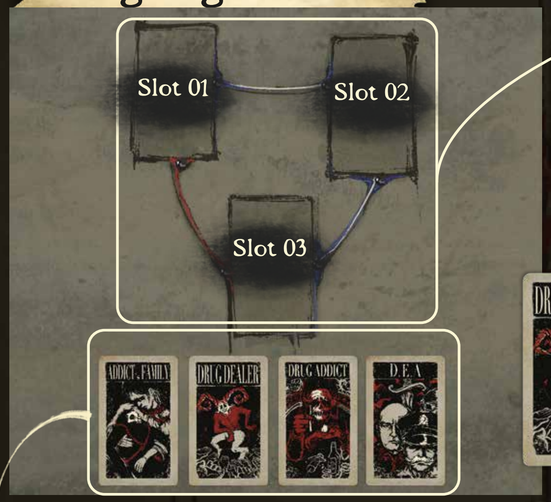


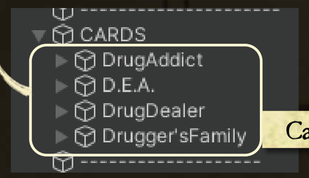
Partial Art Drafts



Unity Implement

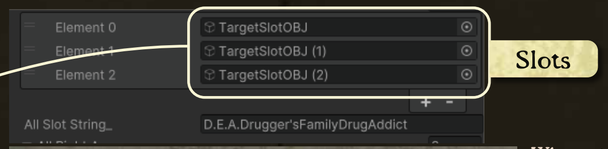
Coding Logics: How to





Cards

TheGameObject names are set as the card names to facilitate editing and organization.



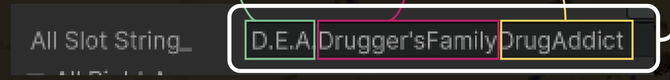
Slots



Drag



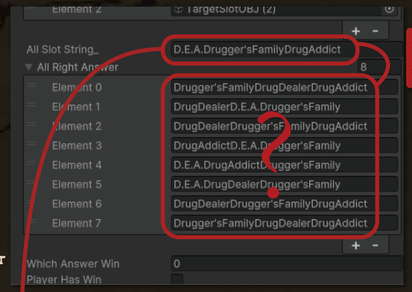
When the finish button is pressed, the player's answer will be submitted and evaluated by the database



FINISH

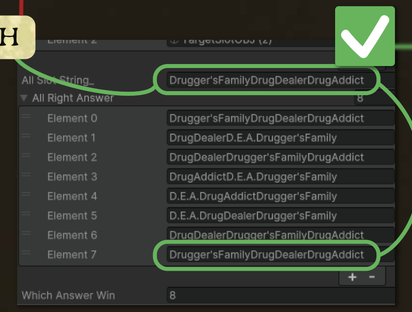
Answer=(Card01, Card02, Card03)

After pressing the Finish button, the system will check the cards placed in the slots. The card names will then be arranged to a single string and displayed in the All Slot Answer section.



If the submitted answer does not match any of the answers in the answer bank, the player is considered to have failed.





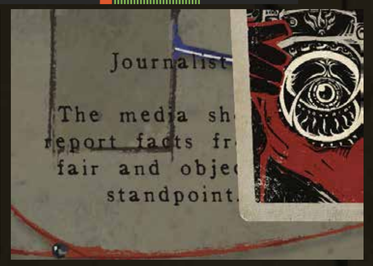
Conversely, if a match is found, the player wins and can proceed to the next level!



Unity Assets: Juicy Feedback

DOTween [HOTween V2] — A UNITY TWEEN ENGINE — DEMIGIANT





Using the DOTween plugin, I created interactive animations for the cards. Players can hover their mouse over a card to make it enlarge.



The information on the cards is hidden on the back. When the mouse hovers over a card, the information will be revealed as the card tilts, allowing the player to view it.



Card A Introduction

Play Game!

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