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Games Design at Middlesex University. Digital prototypes, tabletop systems and experimental mechanics.

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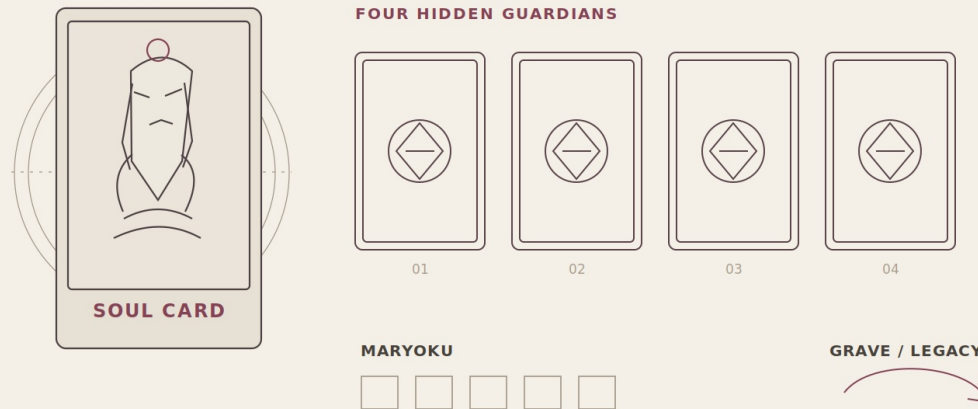


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YAMI TCG

Seal a spirit. Carry its legacy.



Resource choices · Spirit duels · Consequences beyond defeat

Yami TCG - illustrated card-system study

YAMI TCG

Seal a spirit. Carry its legacy.



Resource choices · Spirit duels · Consequences beyond defeat

YAMI TCG

Trading card game / Card systems design

Seal a spirit. Carry its legacy.

Yami’s card-game design gives every captured spirit a second life: first a haunting encountered through a cursed camera, then a Soul Card with its own history and powers. In a duel, you turn cards into Maryoku, choose which spirits to summon and protect four hidden Guardians. Defeat can become a resource: Legacy effects let fallen cards influence what happens next.

MY CONTRIBUTION

- Card and resource system design
- Guardian defence and spirit combat
- Grave Zone and Legacy interactions

Individual / Card-game design

Illustrated study of Soul Cards, Guardians and Legacy.



YAMI

NEW GAME

Recorded development preview showing menu flow, difficulty and spirit capture.

YAMI

AR horror / Unity / Android

Your own surroundings become the haunting.

YAMI begins with a familiar gesture: raising your phone to look at a room. Its design turns that camera into a ritual device, letting manifestations enter spaces you recognise. Search, locate a spirit and capture it through the lens. The intended horror grows from the tension between the world in front of you and what the camera reveals; the Android prototype establishes that capture loop.

MY CONTRIBUTION

- Unity and Android implementation
- Spirit spawning and raycast capture
- Difficulty, progression and saving

Individual / Prototype

[Source](#) [Build](#) [Watch video](#)



Original Sakura Academy project artwork.

SAKURA ACADEMY

Tabletop systems / Serious game design

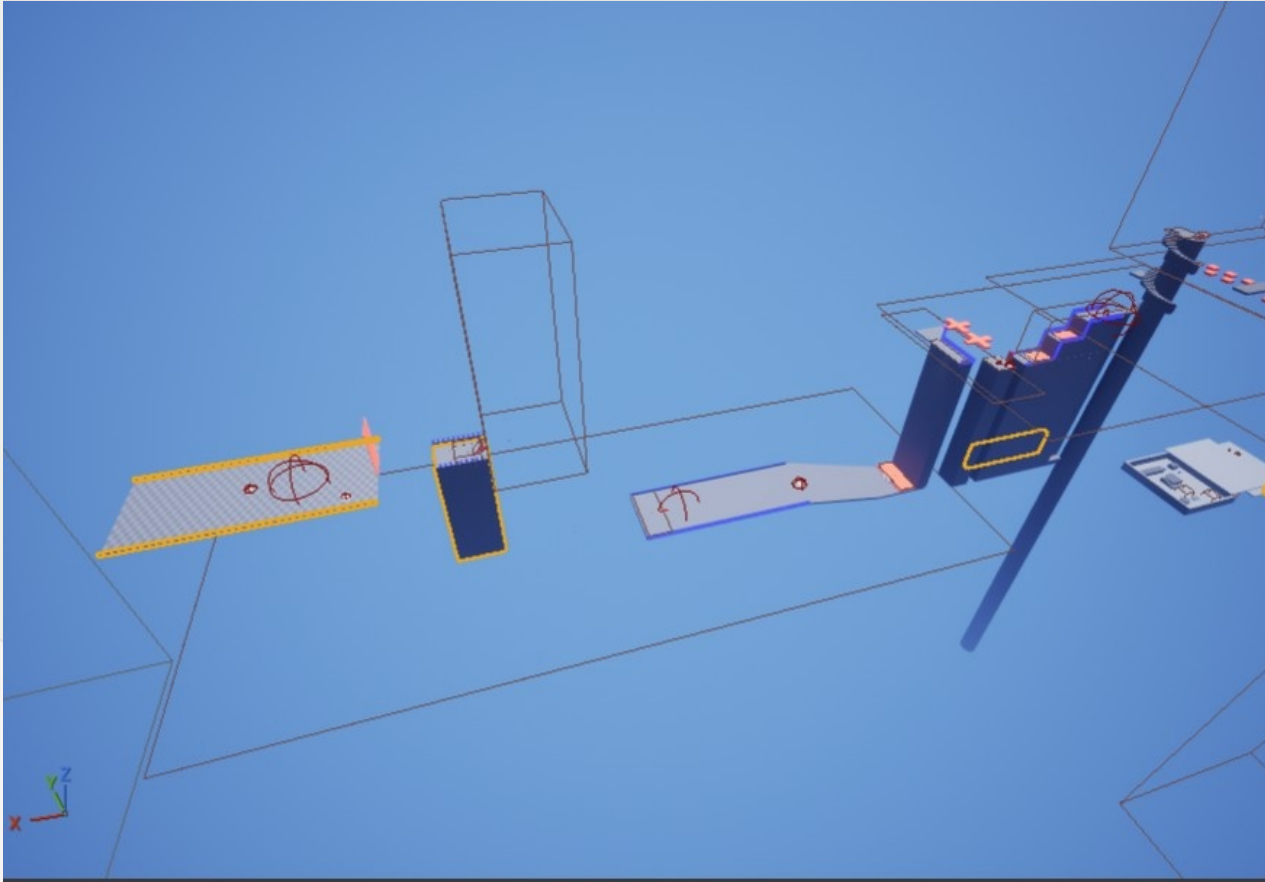
One more late night. One less chance to recover.

A late study session helps today. Skipping a meal buys time. Helping a friend can leave you with less energy for yourself. Sakura Academy carries these ordinary choices across seven school days, until manageable pressure begins to narrow your options. Airi, Miko, Ren and Haru each cope differently. Their personal decks make burnout emerge through repeated habits, while the timetable keeps asking for more.

MY CONTRIBUTION

- Four students with asymmetric personal decks
- Daily phases and linked wellbeing resources
- Rulebook, events and player reference sheets

Individual / Tabletop design



Unreal greybox route showing restoration challenges and vertical traversal.

COMMANDER KUMA

Spatial design / Unreal Engine

Restore the world. Discover a new way through it.

Commander Kuma makes restoration part of exploration. An inactive piece of the environment becomes something you can repair, and repairing it changes the route ahead. The level introduces the rule, asks you to read it in a new situation, then combines it with vertical movement and jetpack traversal. Progress comes from understanding how the space works as well as finding a way across it.

MY CONTRIBUTION

- Mechanics and prototype specification
- Restoration puzzles and greybox routes
- Progression, visibility and traversal design

Team studio project / Team prototype

[Watch video](#)



A recorded branching case interface with choices and tracked Fear, Doom and HP.

0X_CRYOGEN

Branching horror / Unity / C#

Even the interface feels difficult to trust.

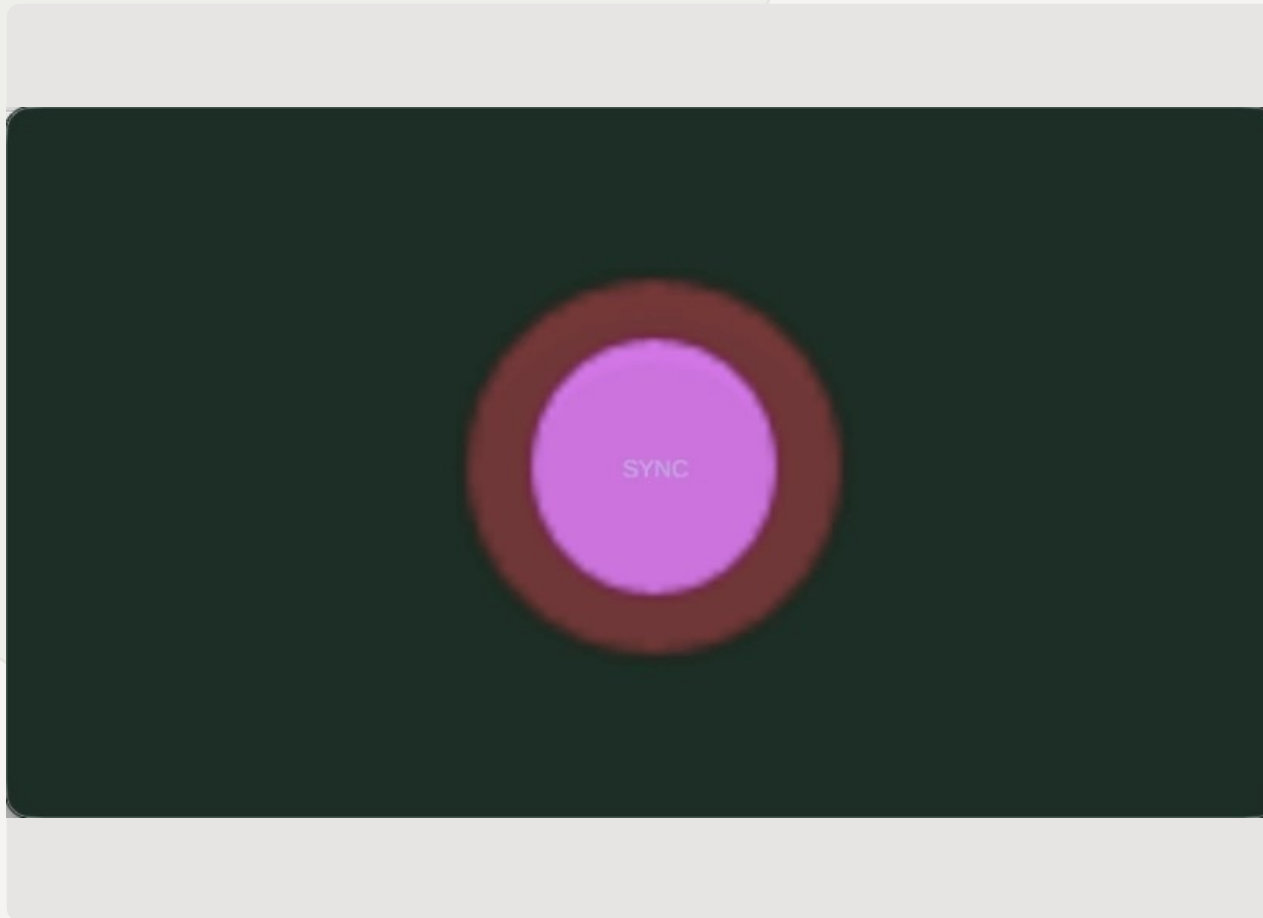
A case file opens through fractured text, one-bit imagery and static. You listen, inspect or open something, then live with changes to Fear, Doom and HP. 0X_CrYoGeN makes incomplete information carry the horror: a sound, an interrupted image or a short line of text can make the next choice harder. The interface itself becomes part of the threat.

MY CONTRIBUTION

- Authored story nodes and branching choices
- Reusable interface and variable consequences
- Audiovisual pacing and interaction experiments

Individual / Prototype

[Watch video](#)



Recorded orb states communicating synchronisation and drift.

ATMOSPHERA

Rhythm and regulation / Unity / C#

Keep a fragile rhythm alive.

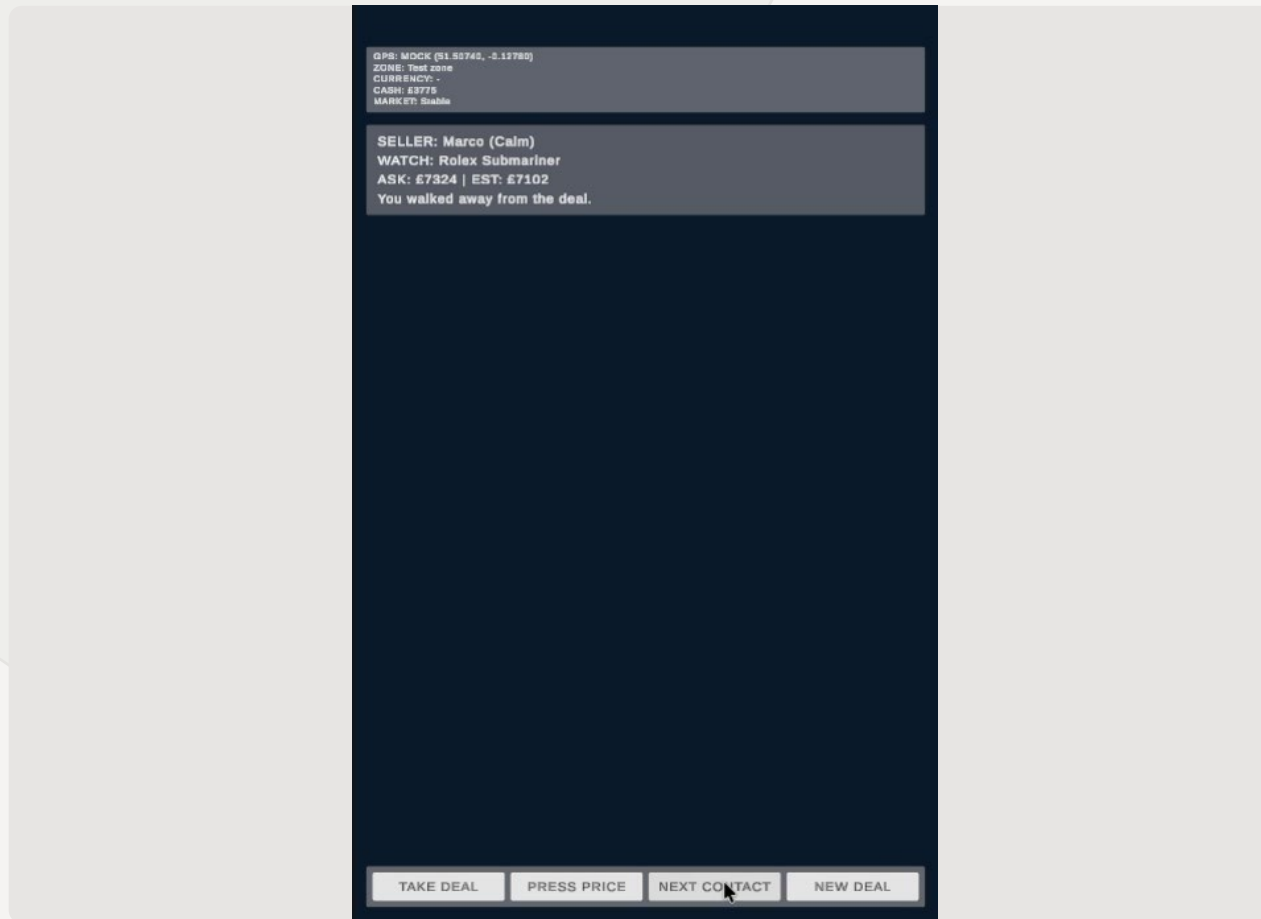
A single orb makes alignment visible. Stay in rhythm and its light, scale and surrounding atmosphere respond; drift, and that coherence becomes less stable. Atmosphaera explores breathing as an interaction, asking the player to attend to their own regulation while following a restrained audiovisual pulse. The current build uses keyboard simulation to isolate the relationship between synchronisation, drift and the feeling of regaining balance.

MY CONTRIBUTION

- Reactive orb and background states
- Visible synchronisation and drift states
- Input simulation in Unity

Individual / Input simulation

[Watch video](#)



Recorded deal interface with cash, seller, asking price and available responses.

DIAMOND DISTRICT

Negotiation systems / Unity / Location

The right price depends on who is across the counter.

An opening price already frames the deal. A calm, greedy or impatient seller changes how far you can push it, while Street, Luxury and Shadow territories change the stock and price range. Diamond District compresses these pressures into a choice: take the deal, press the price or leave. Becoming a better dealer means reading the situation, the person and the margin together.

MY CONTRIBUTION

- Negotiation rules and seller responses
- Deal interface and live values
- GPS and mock-location logic

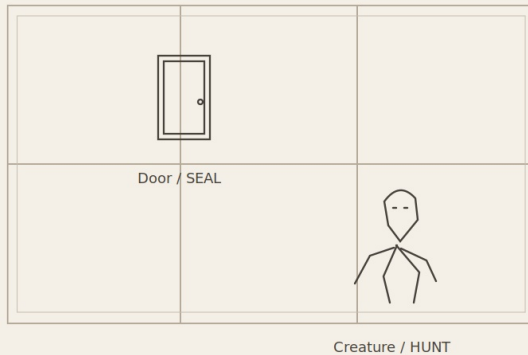
Individual / Prototype

[Watch video](#)

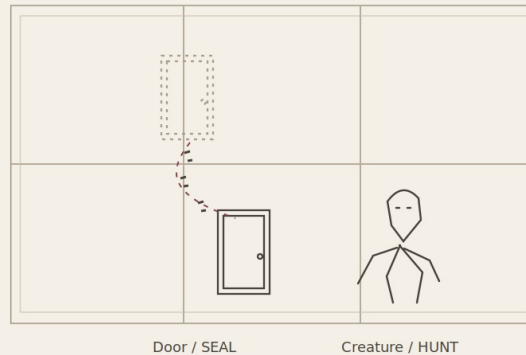
MORPH

Change what a thing does. Live with what it leaves behind.

BEFORE THE EXCHANGE



AFTER RESTORING THE RULE



The door temporarily borrows HUNT. Restoring SEAL preserves its new position.

Behaviour exchange and persistent displacement: a design study.

MORPH

Rule transformation / Mechanics research

Change what a thing does. Live with what it leaves behind.

A door remains a door, but it can inherit the behaviour of something that hunts. Exchange two object categories' functions and the change reaches every object in those categories. When the old behaviours return, displaced objects stay where their temporary actions took them. MORPH turns that persistence into the puzzle: a useful change here can create a new obstacle elsewhere, so the sequence matters.

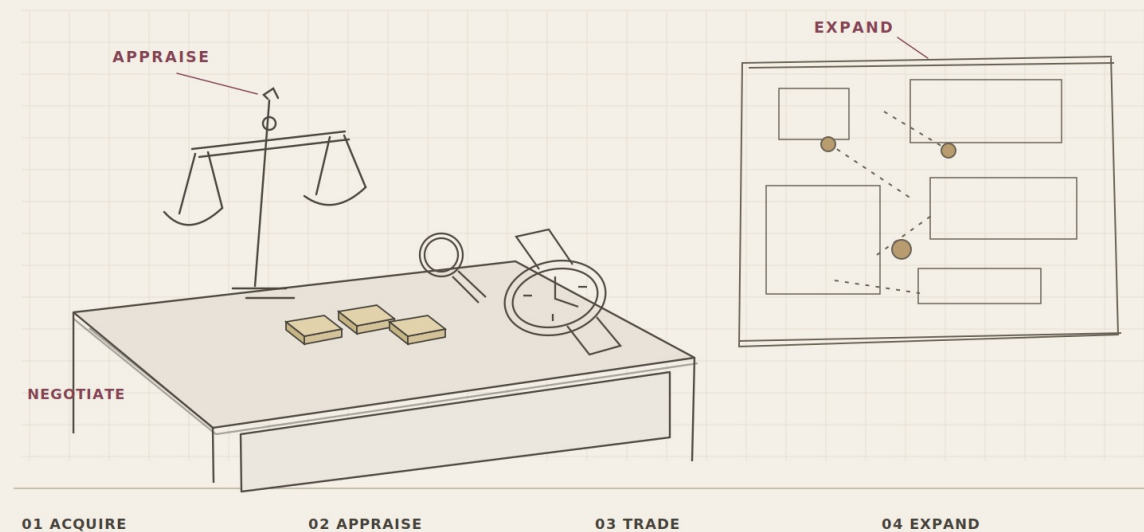
MY CONTRIBUTION

- Global behaviour exchange between object categories
- Conserved functions and persistent world state
- Paper-prototype design and test criteria

Individual / Mechanic design

CRM GOLDEN EMPIRE

From the counter to the city.



Vector sketch of appraisal, trading and territory growth.

CRM GOLDEN EMPIRE

Economy architecture / Unreal Blueprints

Read the deal. Build the network. Control the city.

Behind every luxury sale is a chain of decisions: is it genuine, what is it worth, who should buy it, and what risk comes with the margin? CRM connects that close-up judgement to an empire-scale design. Appraisal, turnover, premium contacts and front businesses turn stock into money, then money into shops and territory. The dealership becomes the centre of a network you learn to control.

MY CONTRIBUTION

- Economy Actor Component in Unreal
- HUD connected to live economic state
- Interaction trace and station detection

Individual / Technical foundation

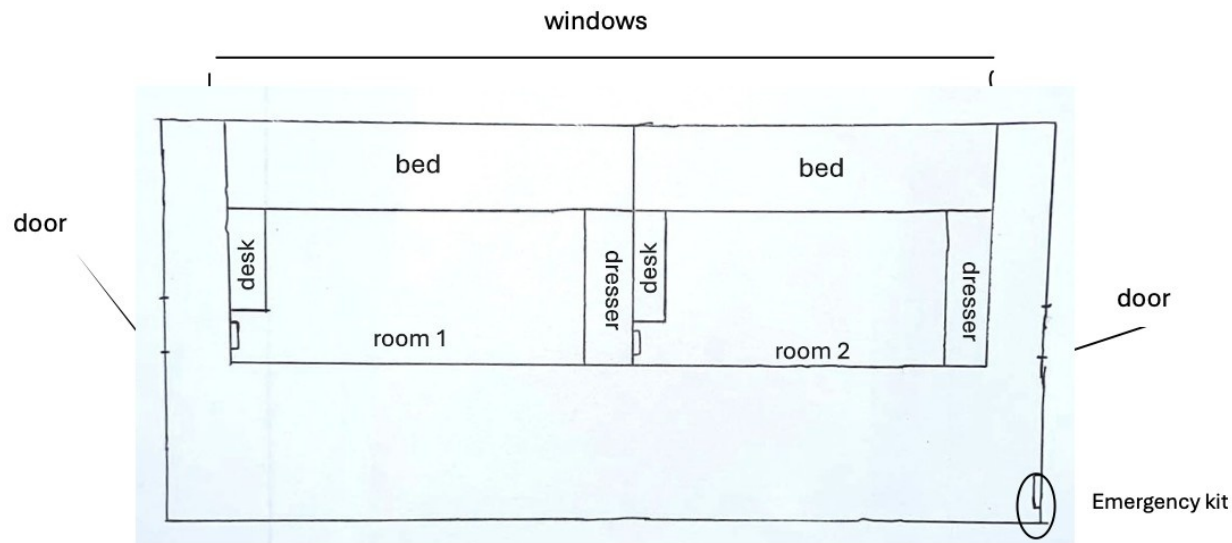


Figure 3 Wagon layout

Passenger-compartment layout from the detective design.

THE CURSED PHANTOM

Detective spaces / Studio design

A room can undermine the evidence inside it.

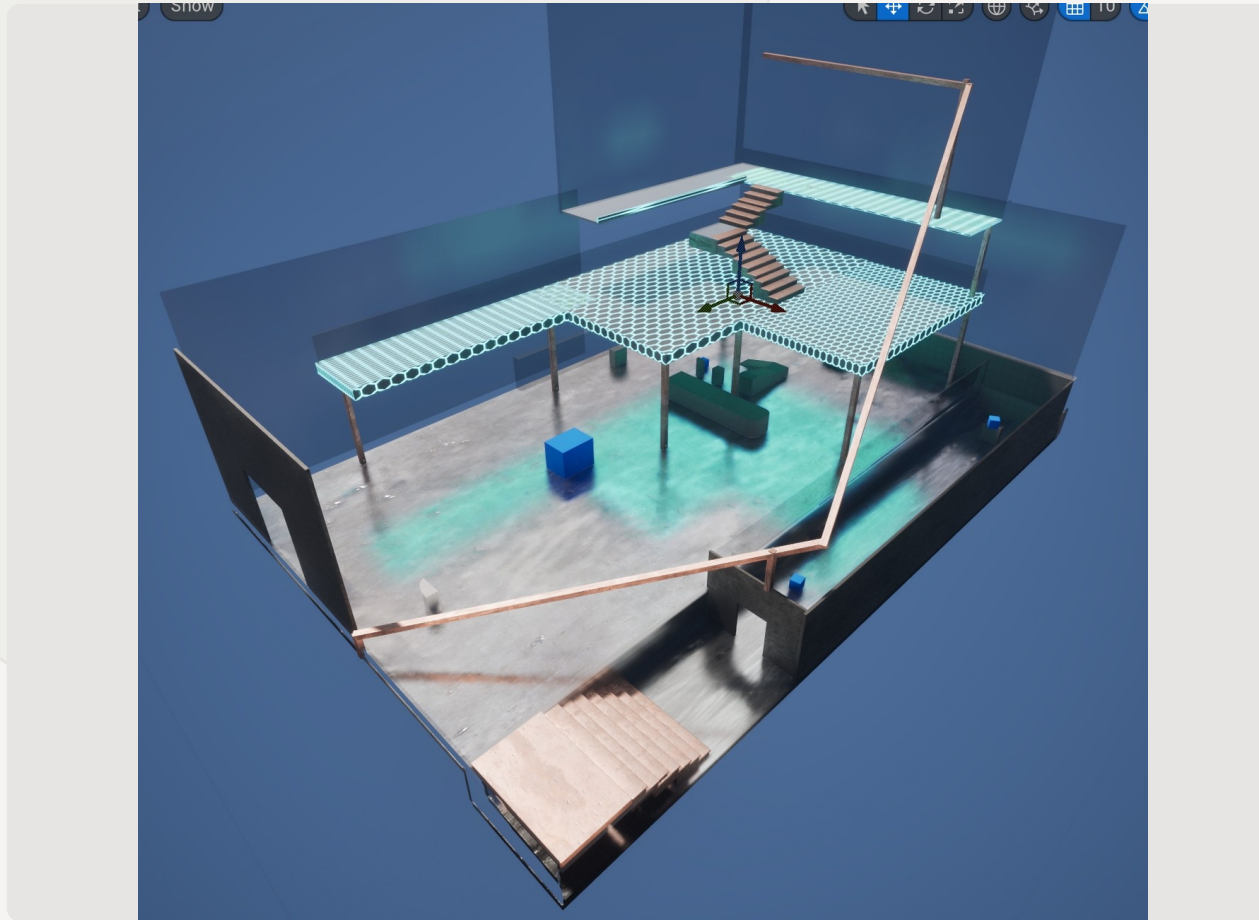
A detective follows clues through a train caught between reality and hallucination. Inspect objects, reveal hidden writing and connect environmental details to reconstruct what happened. Rooms and perception become part of the mystery: a melody, a displaced object or an impossible layout can change how you read the scene. The Cursed Phantom brings investigation and psychological horror into the same act of observation.

MY CONTRIBUTION

- Detective concept and environmental storytelling
- Train interiors and room layout studies
- Clue placement and perception puzzles

Collaborative studio concept / Concept study

[Watch video](#)



An Unreal environment study for the light-and-sound toy concept.

S.C.R.E.A.M.

Light and sound / Sketches / Unreal

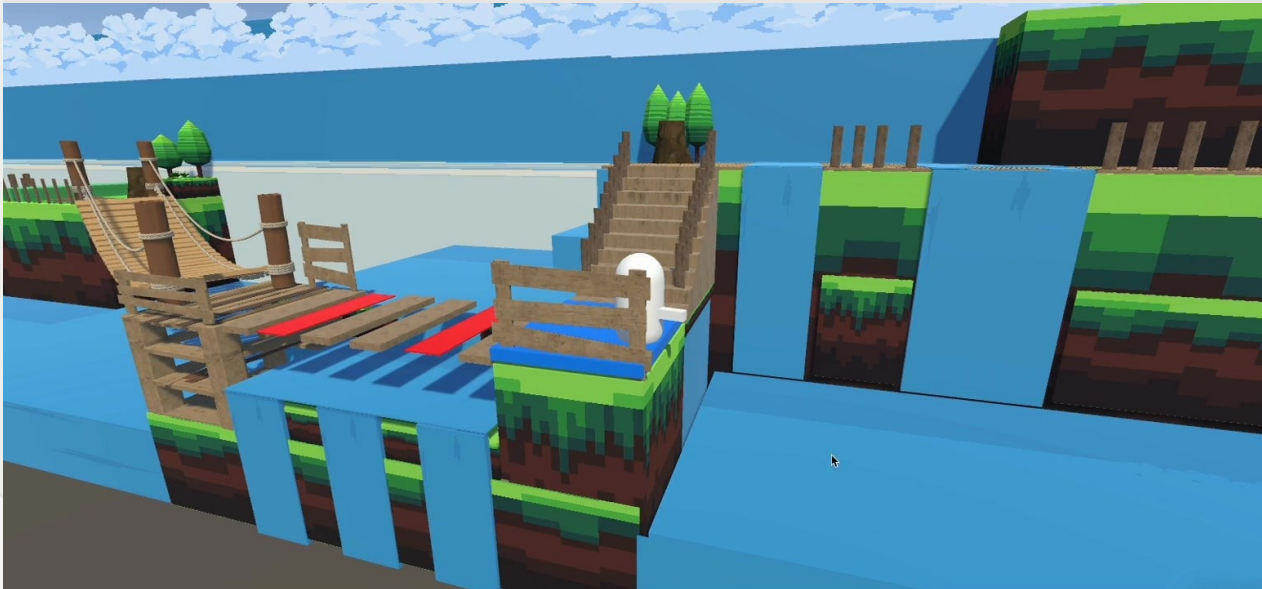
Reflect the light. Catch the sound. Make the room respond.

S.C.R.E.A.M. combines a reflective eye with a toy that records and plays back sound. Pushing and pulling changes the light path; recording and playback introduce another way to influence the room. The design connects these actions through an industrial puzzle space inspired by Monsters, Inc. Its sketches and Unreal study explore how a small physical toy could become a tool for reading a larger environment.

MY CONTRIBUTION

- Reflective-eye toy and mechanism design
- Light paths and recorded-sound puzzles
- Sketches and Unreal environment studies

Individual / Spatial study



Unity traversal recording showing platforms, bridges and changes in elevation.

TROUBLE IS BETTER WITH TWO

Traversal prototype / Unity / C#

A strong one, a quick one, and plenty of trouble.

Inspired by Bud Spencer and Terence Hill, this adventure pairs Joao's strength with Coyote Spencer's agility. The wider design uses that contrast for shared platforming, improvised combat and physical comedy: one hero can break through where the other can climb or double-jump. The Unity prototype begins with the route itself, building the movement foundation for a two-character adventure driven by friendship and mischief.

MY CONTRIBUTION

- Concept and route planning
- Unity movement scripting
- Traversal prototype and level sketches

Individual / Prototype

Video in the demonstration archive.

DJ KUMBIA

Adventure prototype / Adventure Game Studio

Cumbia becomes a rebellion, one puzzle at a time.

Fiesta Feliz is caught in hypnotic reggaeton broadcasts, and DJ Kumbia has to keep hold of his musical roots. Explore rooms, question characters and turn ordinary objects into ways out of a musical trap. A television remote or a bottle to barter can carry the next step of the adventure. The comic point-and-click design makes the conflict between cumbia and commercial reggaeton part of its puzzle logic.

MY CONTRIBUTION

- Adventure Game Studio prototype
- Room, dialogue and inventory interactions
- Narrative and puzzle progression

Individual / Prototype

Recorded Adventure Game Studio prototype showing room, dialogue and inventory interactions.

Video in the demonstration archive.