Muskan Gautam

Game Designer



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King's Destiny

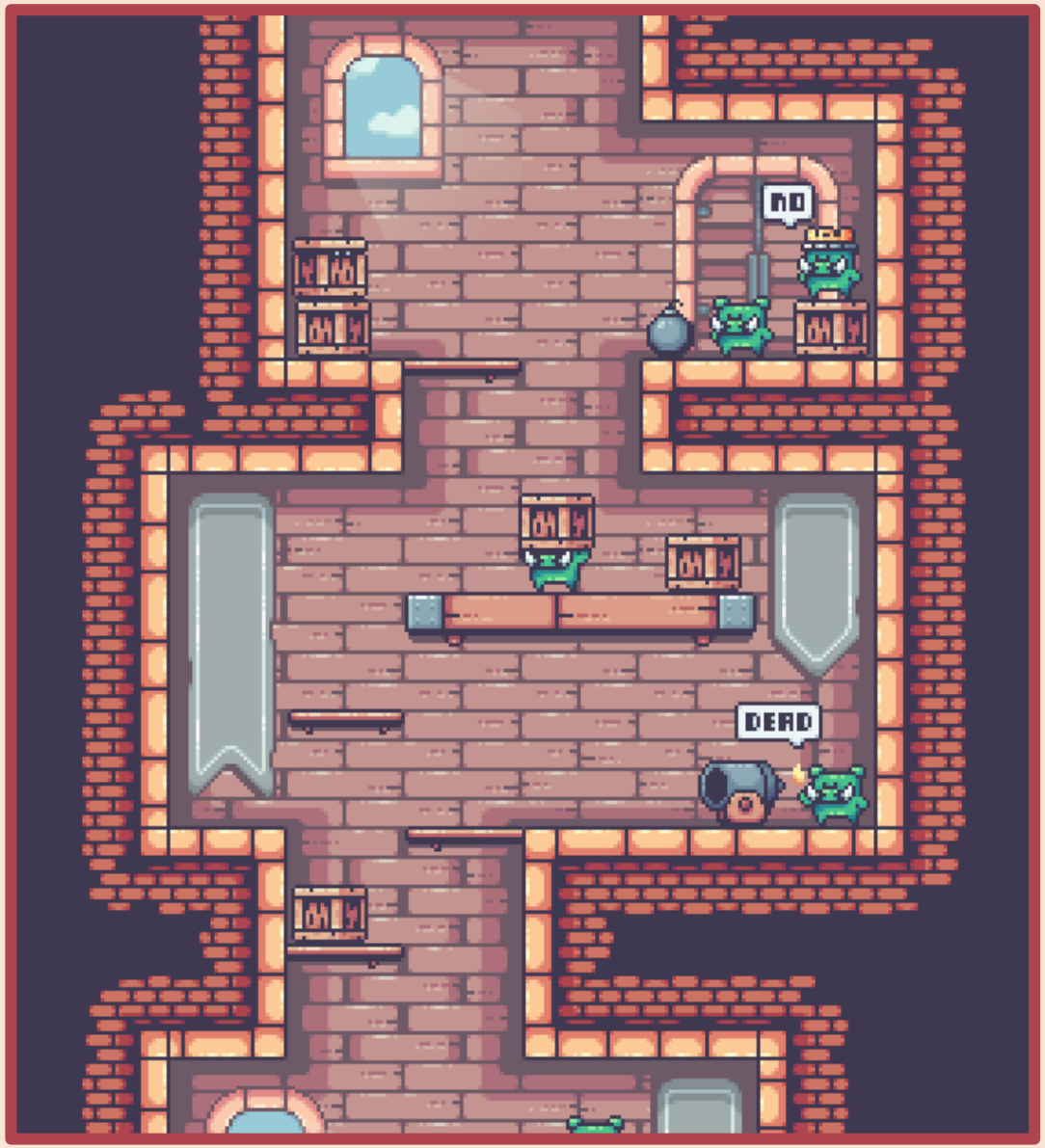
King's Destiny is a 2D Platformer videogame that I developed using Unity game engine. It's a single player story-based game which depicts the journey of a King through different levels inside a dungeon under his castle. The game offers different levels and various modes to play. Your character (King) must run, dodge, collect, battle through all the levels to progress in the game as well as the story. There are various mechanics created for the character to perform throughout the game.

King

Pig

Characters

King's Destiny has two main characters – King (Protagonist) and Pig (Antagonist). The 'King' is a player character which we will play and control his movements throughout the game. The 'Pig' character is an AI controlled enemy. We will find bunch of them in every level, some will throw bomb on us, and some will chase us.



Story

King's Destiny is a game based on the story of a King who rules a kingdom and lives in a castle. One day, the king passes through a secret door which has rarely ever been opened. The king heard weird sound coming from behind the door and decides to open it. When he goes inside, he finds something unexpected. There are stairs going down and stops in a dungeon. The king was unaware that a different world has been existing below his castle. He gets surprised and hence, decides to explore the dungeon further.

Mechanics and Gameplay

I've created many mechanics for the player character to perform throughout the game. The character has all the required animations that are needed such as 'Idle' while doing nothing, 'Crouch' when the player needs to bend and pass through a way, 'Jump' when the player will jump through places, 'Attack' when player will battle with enemy and 'Death' when player will die after facing damage.
The player character will run while dodging the bomb and collect the diamonds by sneaking through small passages. The character will jump when it needs to reach the higher platform and attack the pig enemy when it starts chasing, else the player will suffer damage from enemy and die.

idle

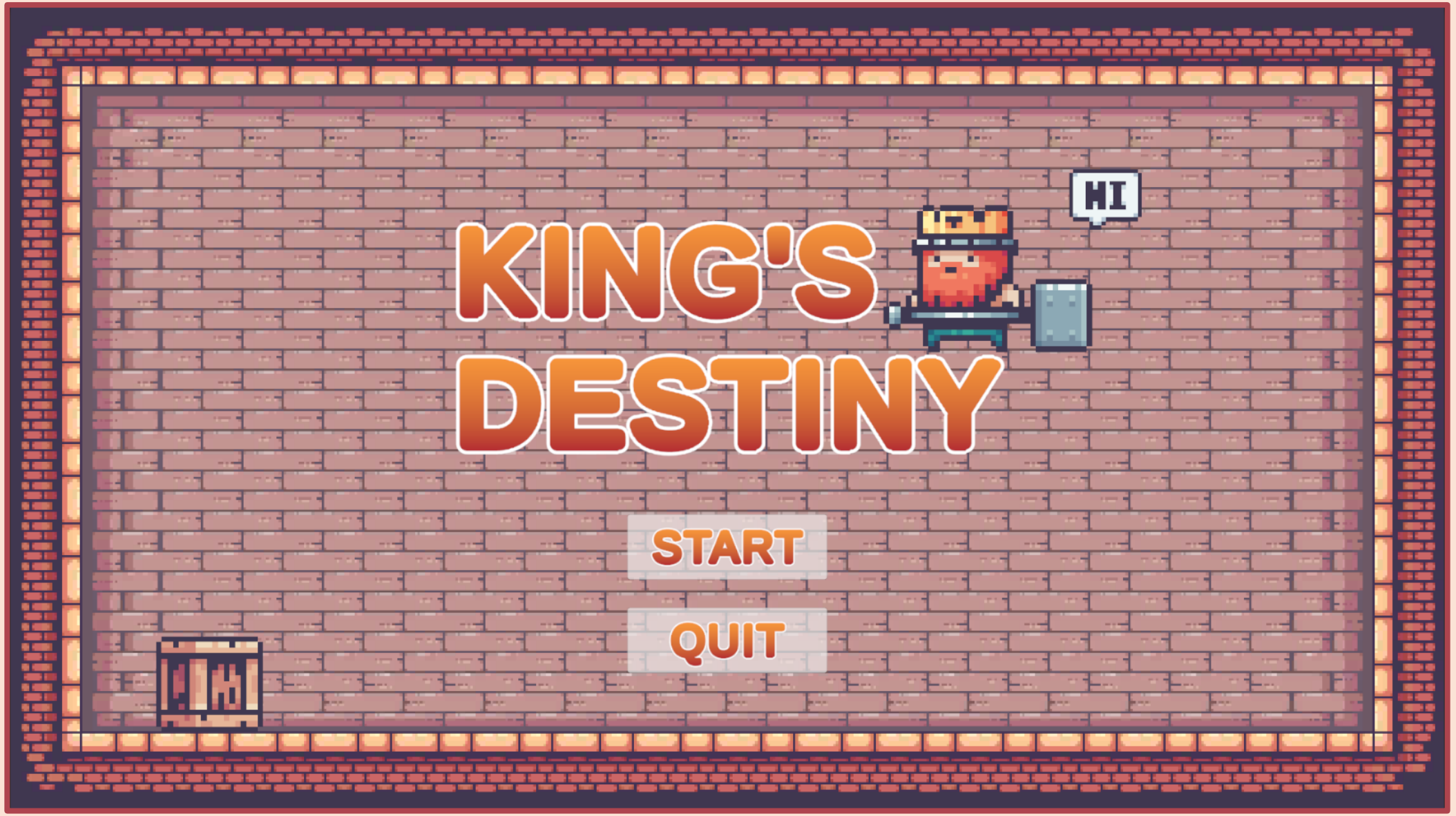
crouch

jump

attack

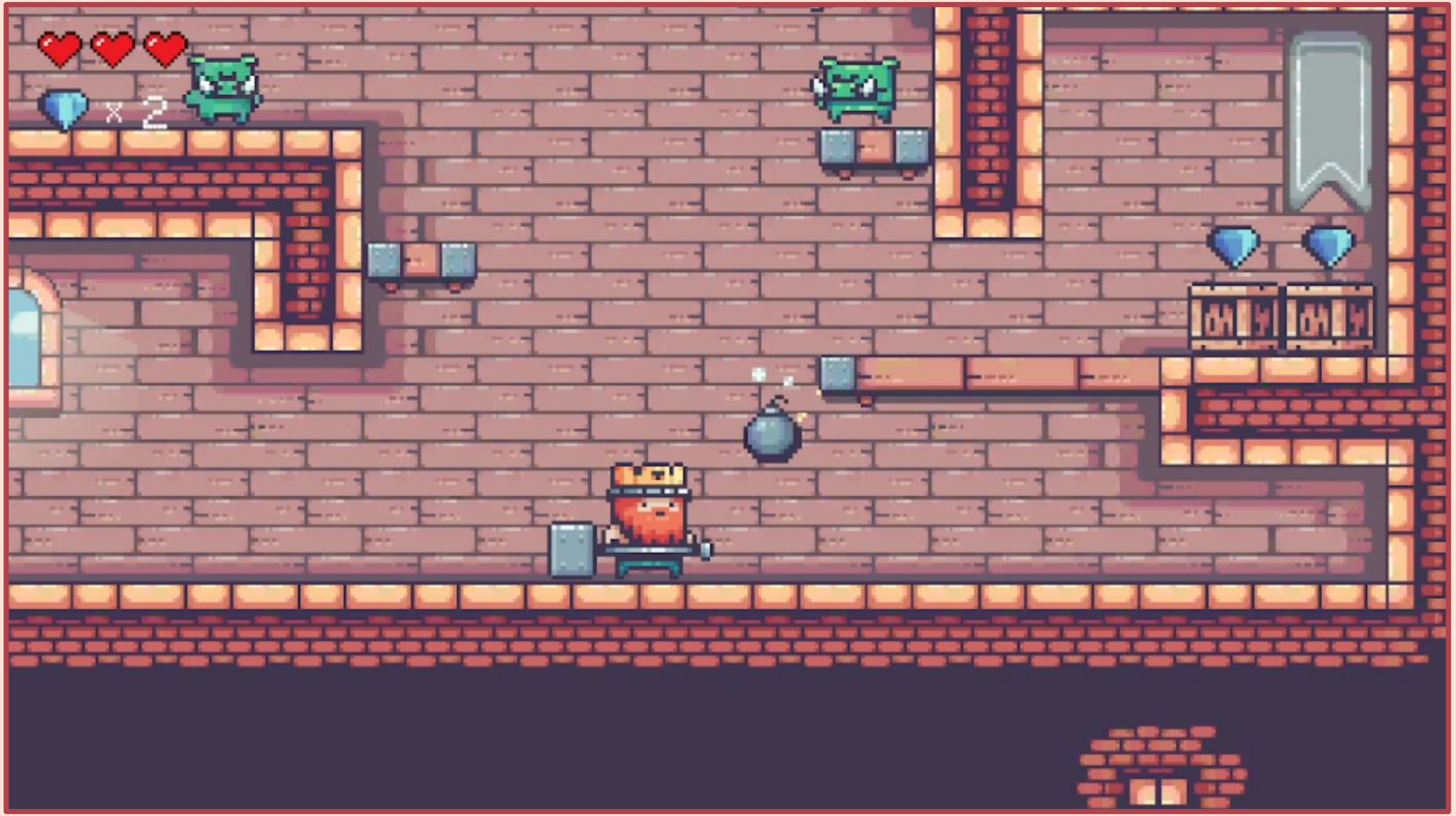
death

User Interface




VICTORY
RESTART
QUIT

In-game Renders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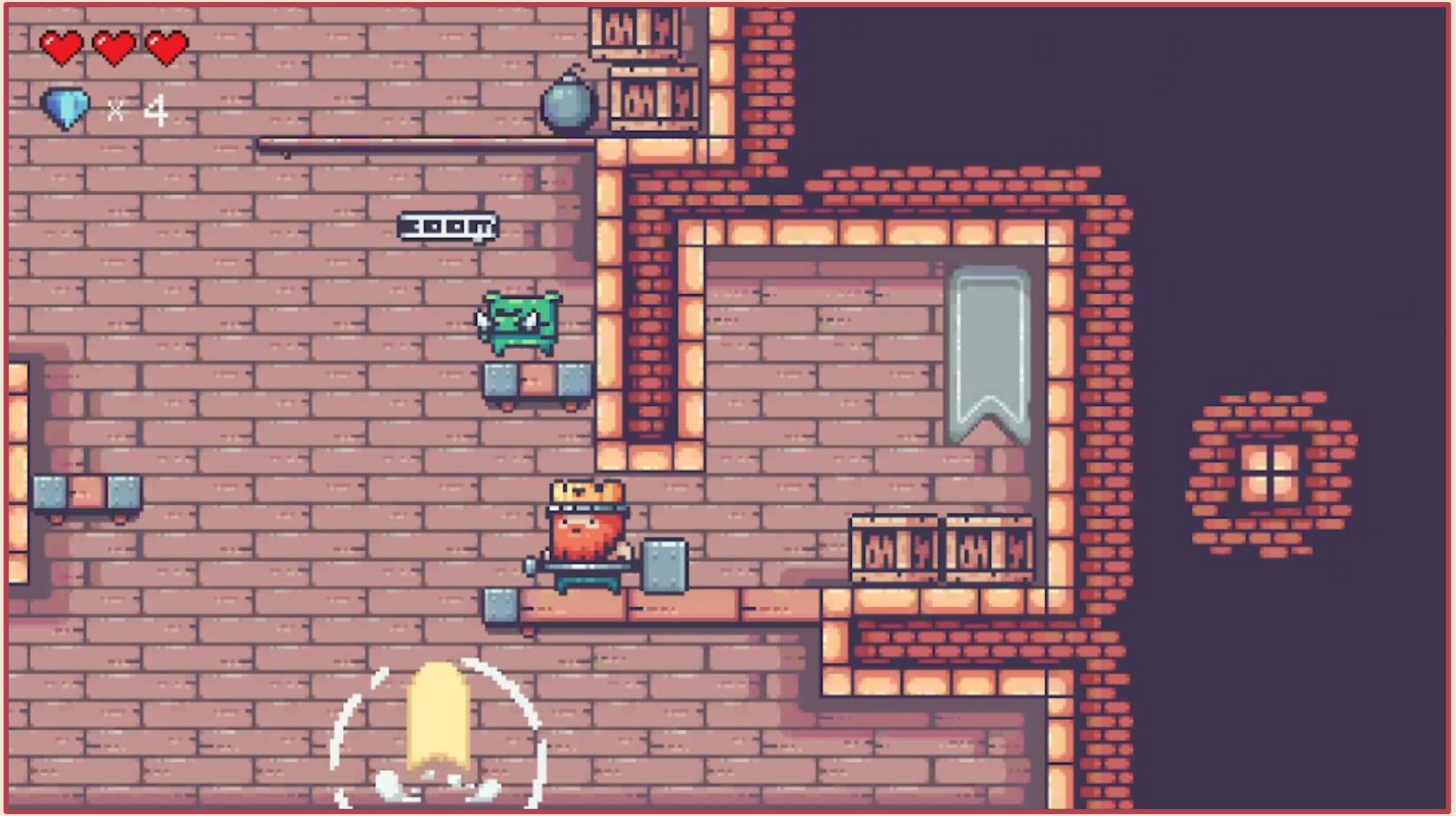
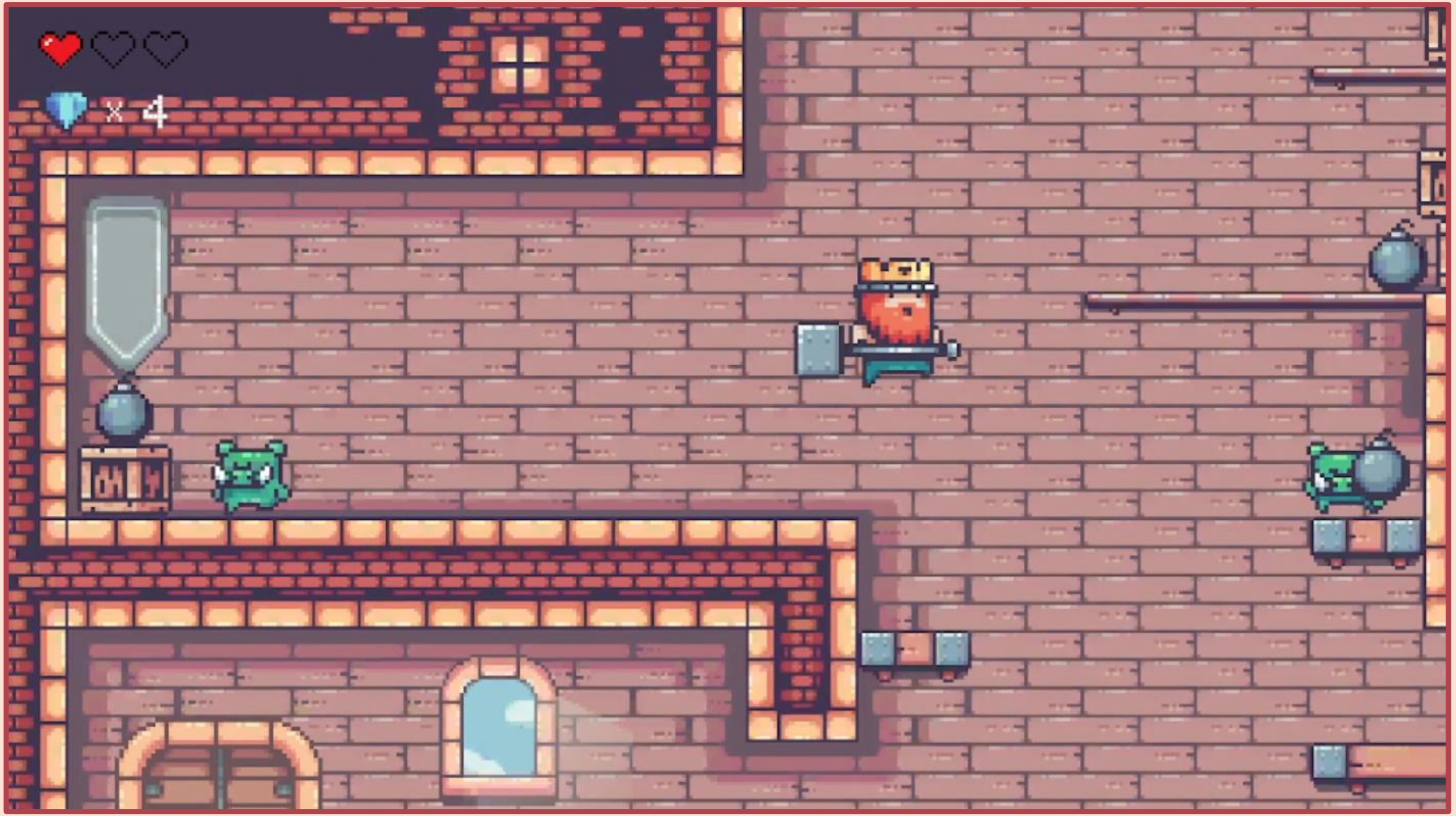

x 4
BOOM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1
1

Software Details

Game Engine :

- Unity 2022.3.15f1

Software :

- Adobe Photoshop CC 2019
- Visual Studio 2019

Techniques Used

- Unity game engine was used for the development of this game.
- Photoshop was used for altering and editing the sprites used inside the game.
- Visual Studio was used for making C# scripts and writing code for the game.

You can go to this link on YouTube, it will direct you to my channel and you'll find the video gameplay of 'King's Destiny'.
https://youtu.be/yqAkGtaeFVA

Swamp Forest

King's Destiny is a 2D Platformer videogame that I developed using Unity game engine. It's a single player story-based game which depicts the journey of a King through different levels inside a dungeon under his castle. The game offers different levels and various modes to play. Your character (King) must run, dodge, collect, battle through all the levels to progress in the game as well as the story. There are various mechanics created for the character to perform throughout the game.

Rogue

Scorpion

Characters

Swamp Forest has two main characters – Rogue (Protagonist) and Scorpion (Antagonist). The ‘Rogue’ is a player character which we will play and control his movements throughout the game. The ‘Scorpion’ character is an AI controlled enemy. We will find several of them around bushes and sometimes nearby water bodies. They provide pretty good damage to the player character.

Story

Swamp Forest is a game based on the story of a Rogue who is set to explore a forest which has been rumored to have a treasure chest hidden somewhere but that is not the only thing. Rumor also has that the forest contains poisonous and dangerous Scorpions who are always guarding their habitat. Dense bushes are enough to slow you down and plenty of water bodies that won't let you progress. Rogue is aware of this information and yet decides to enter the forest. His only ambition now is to find the treasure chest.

Mechanics and Gameplay

I've created many mechanics for the player character to perform throughout the game. The character has all the required animations that are needed such as 'Idle' while doing nothing, 'Climb' when the player needs to climb the ladder and reach a higher platform, 'Jump' when the player will jump through places, 'Attack' when player will battle with enemy and 'Death' when player will die after facing damage. The player character will run and climb the ladders to collect more coins. The character will jump when it needs to reach the higher platform and attack the scorpion enemy when it starts chasing, else the player will suffer damage from enemy and die.

idle

crouch

jump

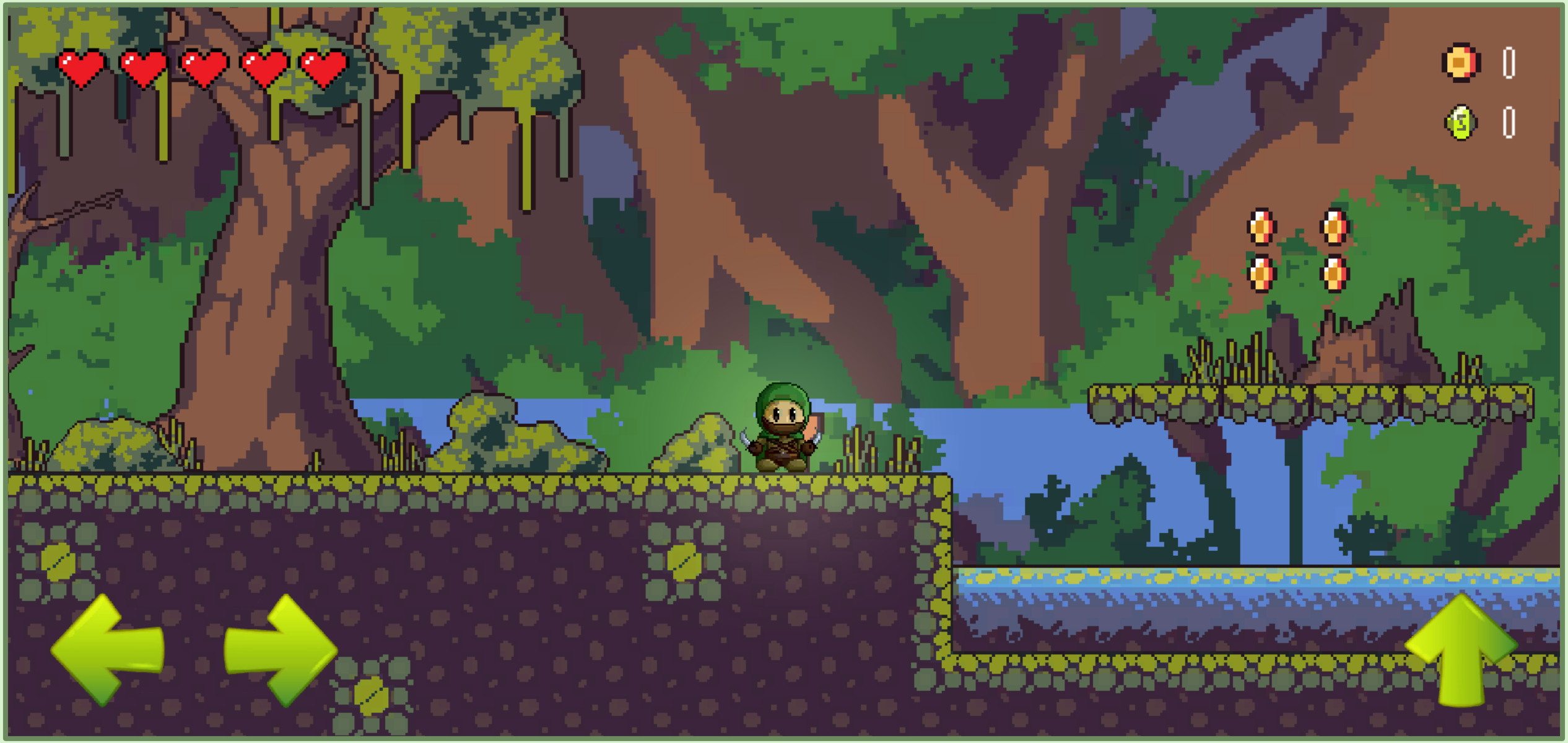
attack

death

User Interface


RESTART
QUIT

In-game Renders




6
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10
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6
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21
9

Software Details

Game Engine :

- Unity 2022.3.15f1

Software :

- Adobe Photoshop CC 2019
- Visual Studio 2019

Techniques Used

- Unity game engine was used for the development of this game.
- Photoshop was used for altering and editing the sprites used inside the game.
- Visual Studio was used for making C# scripts and writing code for the game.

You can go to this link on YouTube, it will direct you to my channel and you'll find the video gameplay of 'Swamp Forest'.
https://youtu.be/hIHPpHLw3_E

Drive Frenzy

Drive Frenzy is a 2D Racing videogame that I developed using Unity game engine. It's a single player racing game which lets you drive your vehicle through different maps. The game offers different levels and various modes to play. Your vehicle must race, break, collect, through all the levels to progress in the game before the fuel runs out. There are various mechanics created for the vehicle to perform throughout the game.

Vehicle

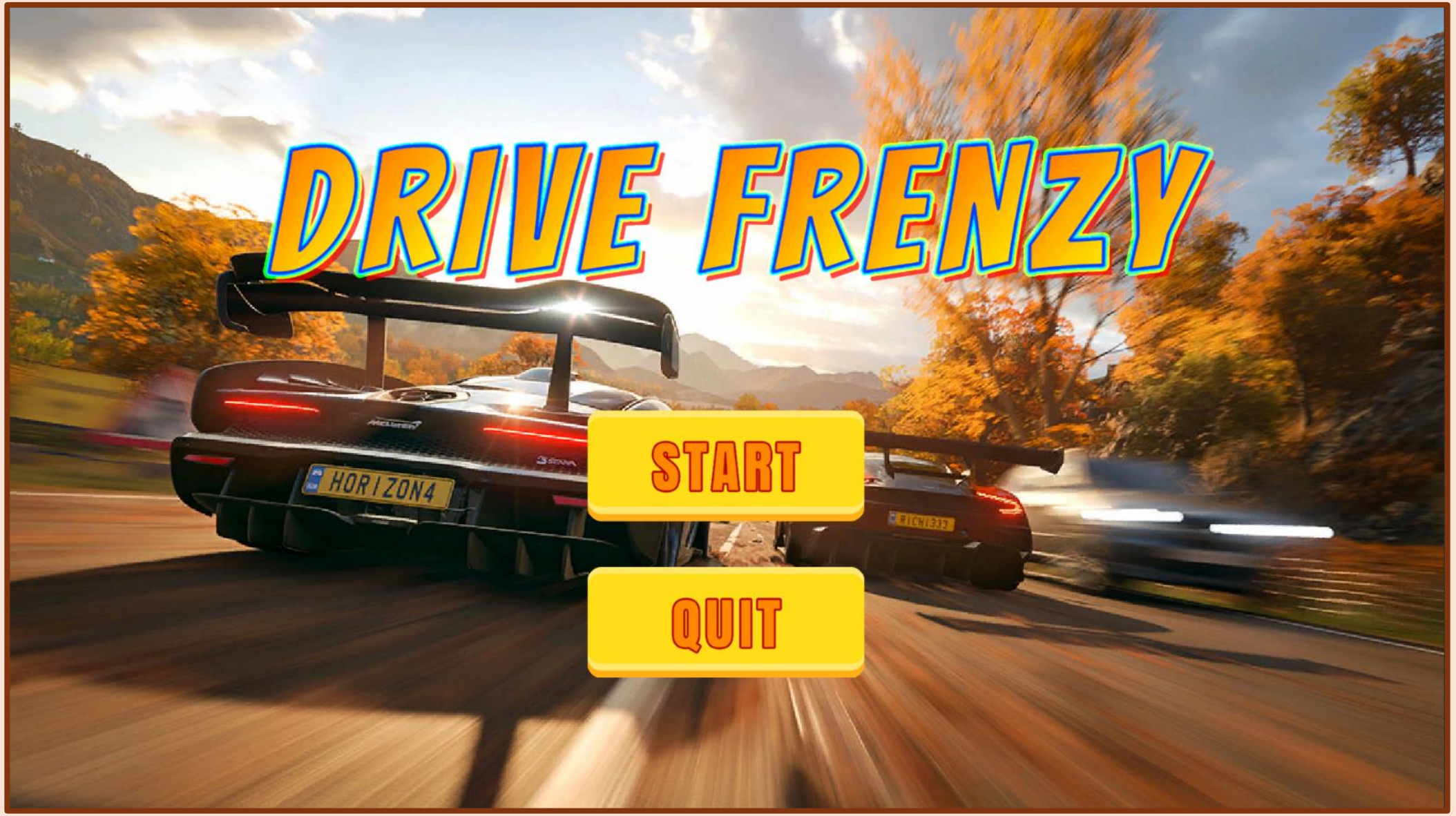
Characters

Drive Frenzy has one main character that is your vehicle. We will play and control its movements throughout the game. There will be acceleration and break. We will find several coins and fuel canisters to collect. The fuel canisters provide fuel recharge to the player vehicle.

Mechanics and Gameplay

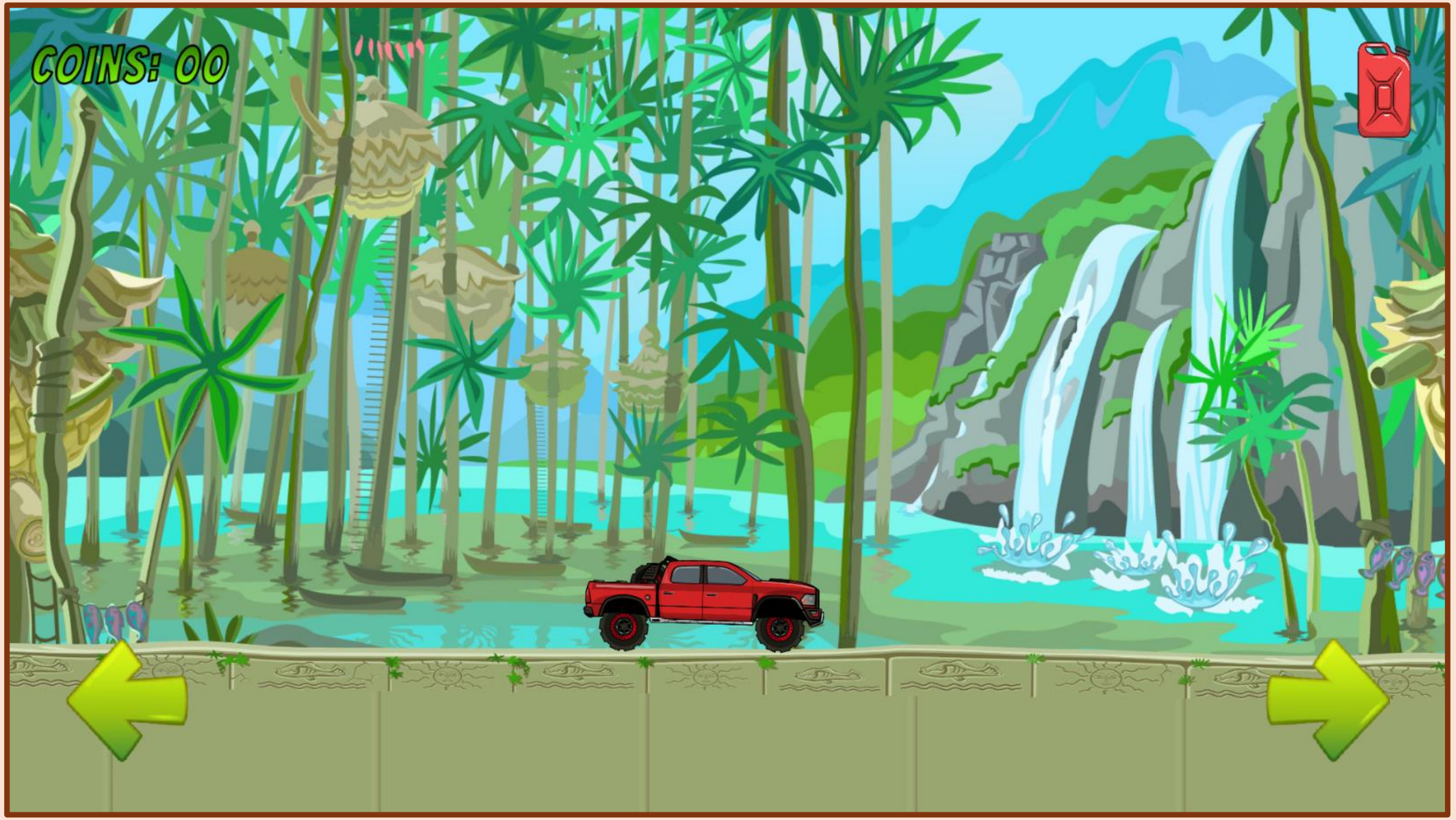
I've created many mechanics for the player vehicle to perform throughout the game. The vehicle has all the required mechanics that are needed such as 'Acceleration' while doing racing, 'Break' when the vehicle needs to stop or decrease the speed.
The player vehicle will move while maintaining the speed for ups and downs. We also have to collect the coins for in-game rewards but collecting the fuel canisters is more important to get enough time and fuel to complete the level.

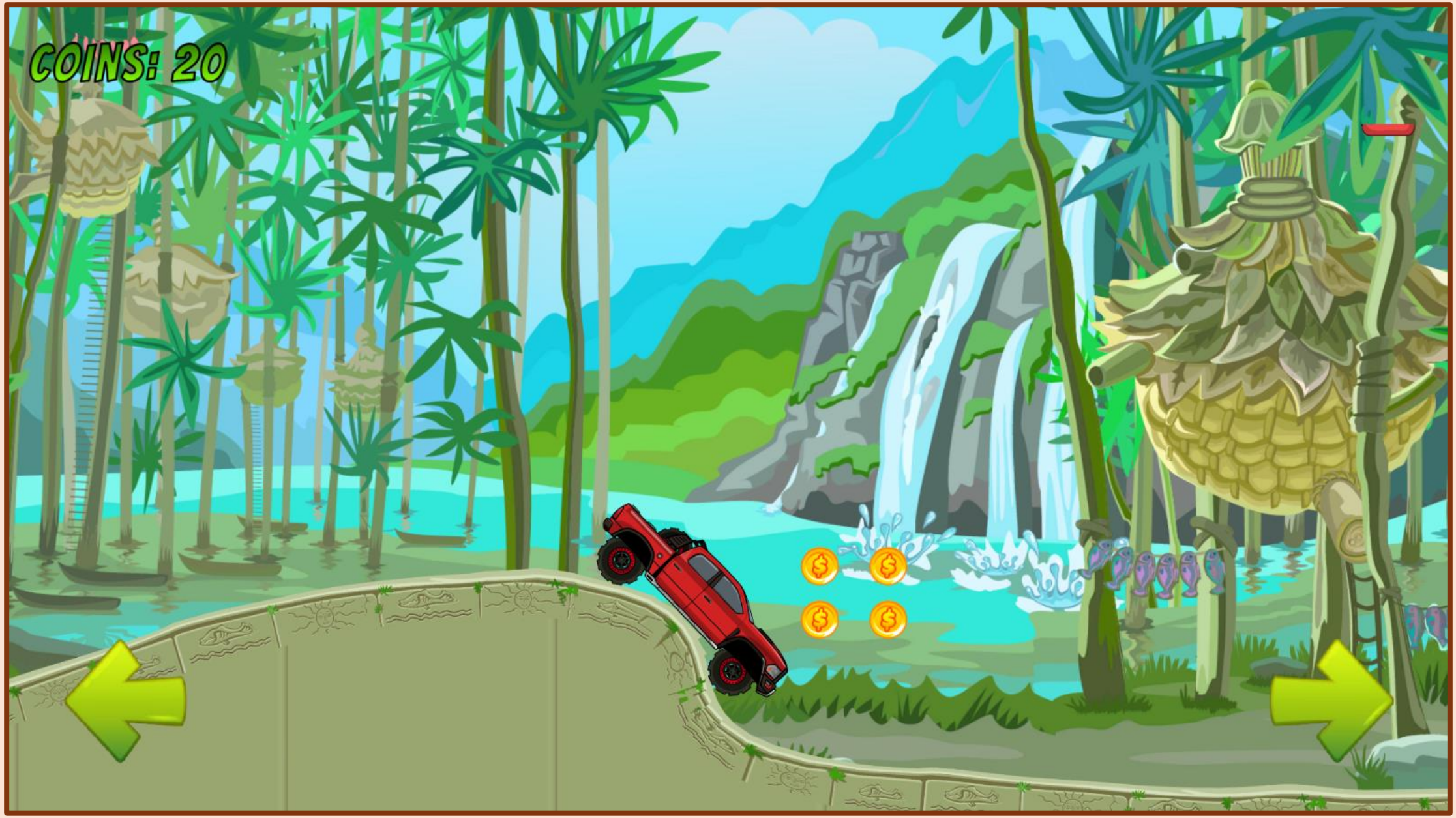
User Interface




FAILED !
RESTART
QUIT

In-game Renders




COINS: 20


COINS: 50

Software Details

Game Engine :

- Unity 2022.3.15f1

Software :

- Adobe Photoshop CC 2019
- Visual Studio 2019

Techniques Used

- Unity game engine was used for the development of this game.
- Photoshop was used for altering and editing the sprites used inside the game.
- Visual Studio was used for making C# scripts and writing code for the game.

You can go to this link on YouTube, it will direct you to my channel and you'll find the video gameplay of 'Drive Frenzy'.
https://youtu.be/BJlsKDSocps

Tiny Adventure

Tiny Adventure is a 2D Platformer videogame that I developed using Unity game engine. It's a single player story-based game which depicts the journey of a tiny 'Owl' through different levels in a lively forest. The game offers different levels and various modes to play. Your character (Owl) must run, jump, collect through all the levels to progress in the game as well as the story. There are various mechanics created for the character to perform throughout the game.

Owl

Characters

Tiny Adventure has one main character – Owl. The tiny ‘Owl’ is a player character which we will play and control his movements throughout the game. Our player character will collect all the different kinds of fruits and food running through the forest. We will find many collectables around bushes and sometimes nearby water bodies and over the platform.

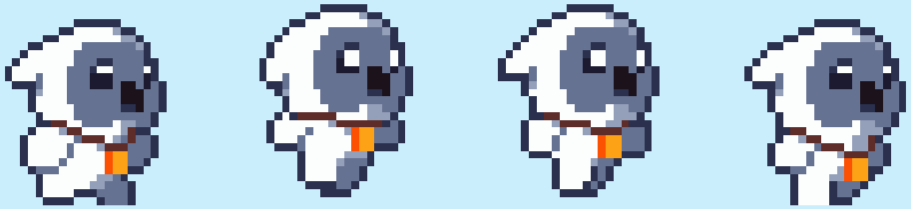
Mechanics and Gameplay

I've created many mechanics for the player character to perform throughout the game. The character has all the required animations that are needed such as 'Idle' while doing nothing, 'run' when the player runs through the forest, 'Jump' when the player will jump through places and platforms and 'Damage' when player is facing damage. The player character will run and jump over to reach a higher platforms or to collect food.

idle

damage

run

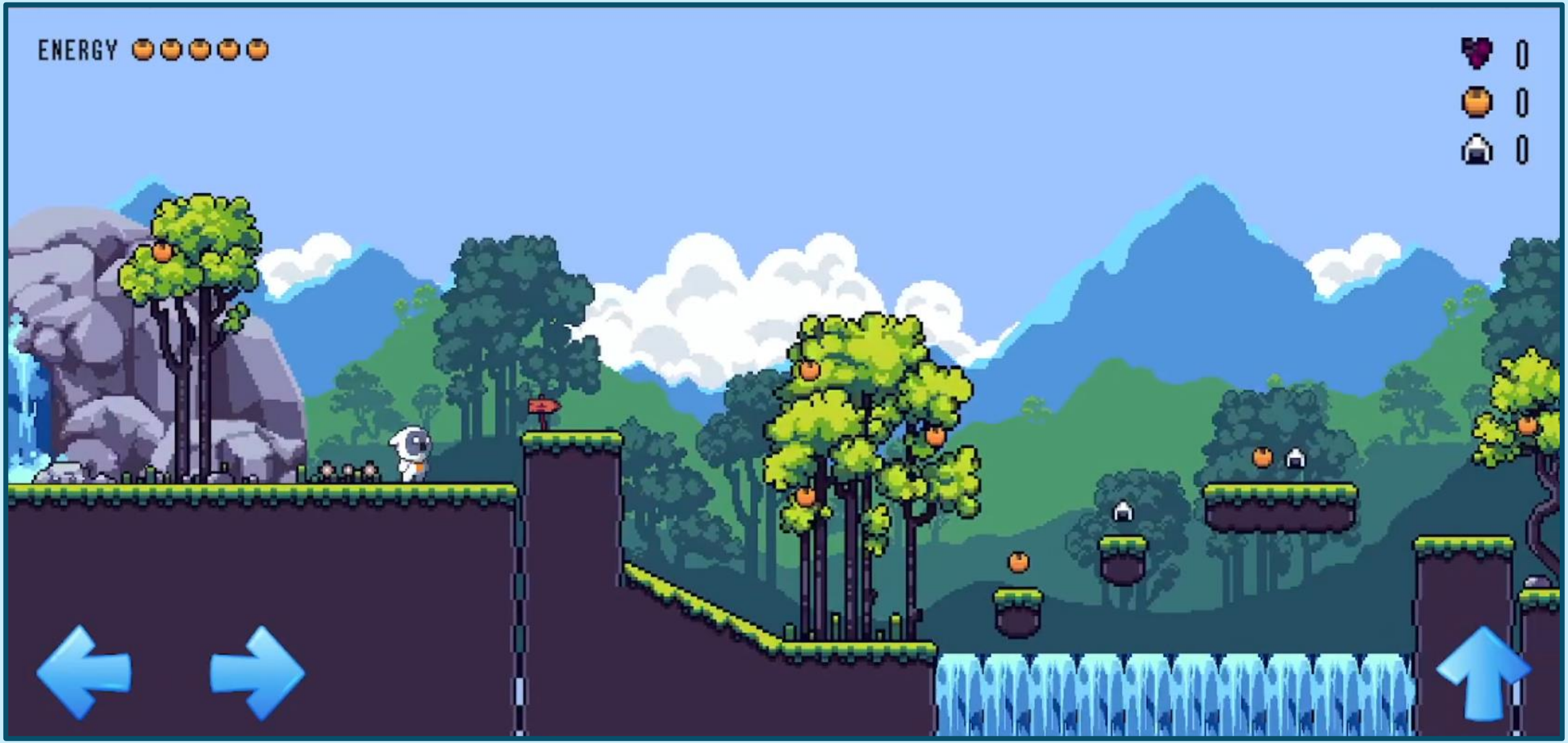


jump

User Interface


GAME OVER
REPLAY
QUIT

In-game Renders




ENERGY
0
1
0


ENERGY
1
2
3


ENERGY
1
6
4

Software Details

Game Engine :

- Unity 2022.3.15f1

Software :

- Adobe Photoshop CC 2019
- Visual Studio 2019

Techniques Used

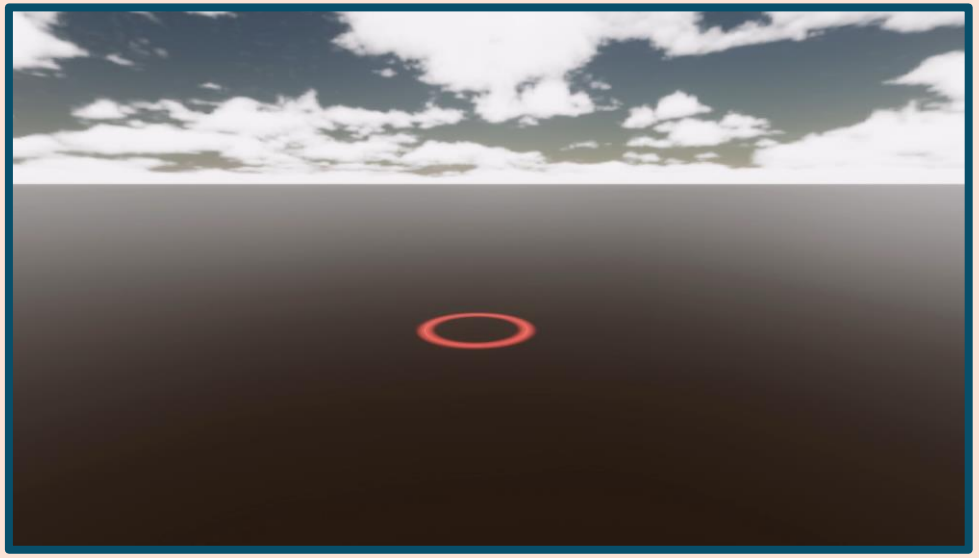
- Unity game engine was used for the development of this game.
- Photoshop was used for altering and editing the sprites used inside the game.
- Visual Studio was used for making C# scripts and writing code for the game.

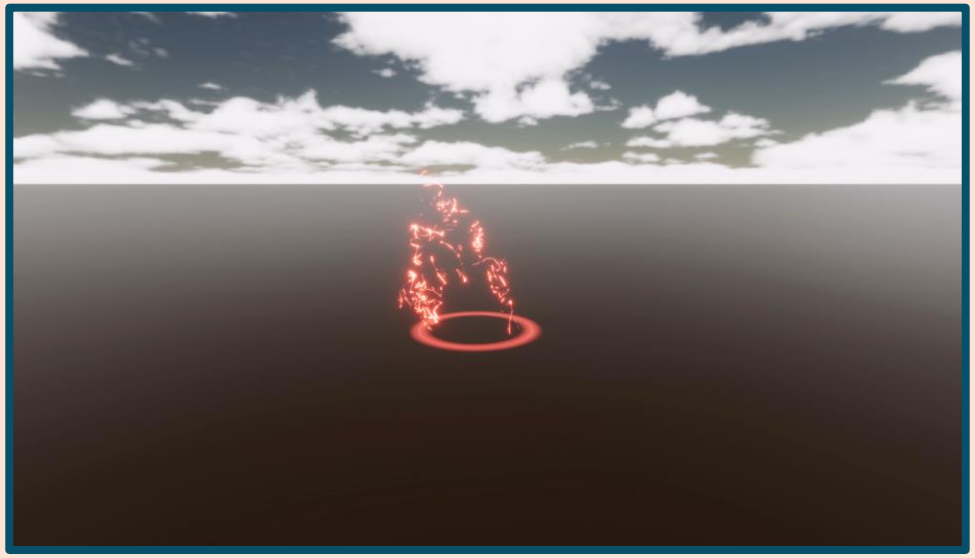
You can go to this link on YouTube, it will direct you to my channel and you'll find the video gameplay of 'Tiny Adventure'.
https://youtu.be/-R_C0JU1FbU

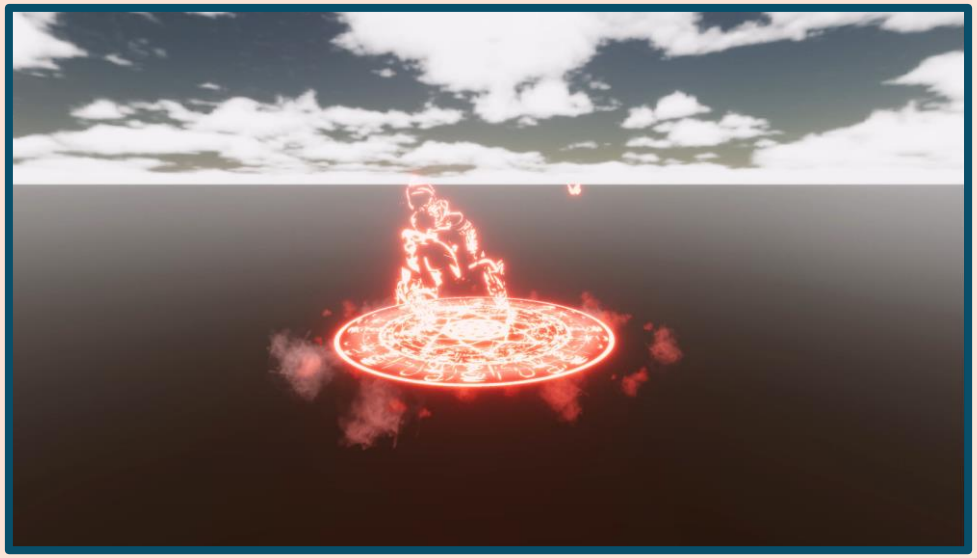
Spawn or Teleportation

I've created a Spawn or Teleportation visual effect (VFX) using Unity game engine. It can be used inside 3D videogames or even stylized cinematics inside movies. I've used 2D pictures and cut-outs to create the texture on ground. The way those effects are moving is because of Particle system. The Particle system plays a huge role in creating VFX inside Unity. We can create effects like smoke, cloud, dust, rain, etc. using Particle system. I've used a 2D texture of smoke and then used it inside Particle system to create the actual 3D smoke effect on ground. The ring that glows on ground and the emerging butterflies were created in a same way. However, I used a 3D model of a female character for depicting the spawn animation which was downloaded online.

In-game Renders







Software Details

Game Engine :

- Unity 2022.3.15f1

Software :

- Adobe Photoshop CC 2019
- Visual Studio 2019

Techniques Used

- Unity game engine was used for the designing and development of this VFX.
- Photoshop was used for altering and editing the sprites and 2D images used inside the VFX.
- Visual Studio was used for making C# scripts and writing code for the VFX.

You can go to this link on YouTube, it will direct you to my channel and you'll find the video gameplay of 'Spawn or Teleportation VFX'.
https://youtu.be/1x_3cazc2Tc

Satyr

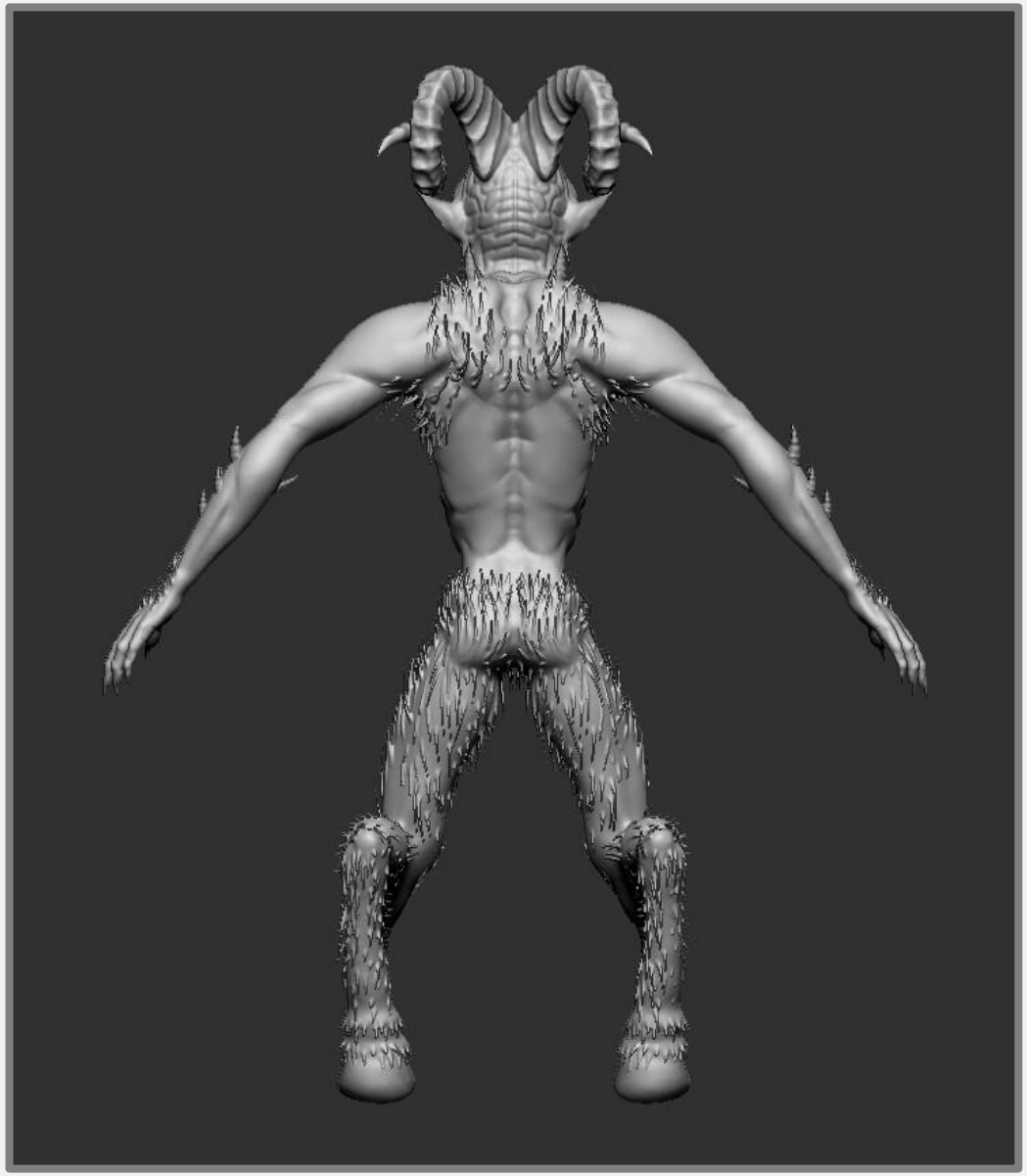
I've created a 3D model of mythical creature of Greek mythology called 'Satyr' by digitally sculpting and texturing in ZBrush. 'Satyr' are known as one of the class of lustful, drunken woodland gods. In Greek art, they were represented as a man with the horse's ears and tail but in Roman representations as a man with the goat's ears, tail, legs and horns. For my character, I had chosen to sculpt as per the Roman representation and visualize it in 3D.

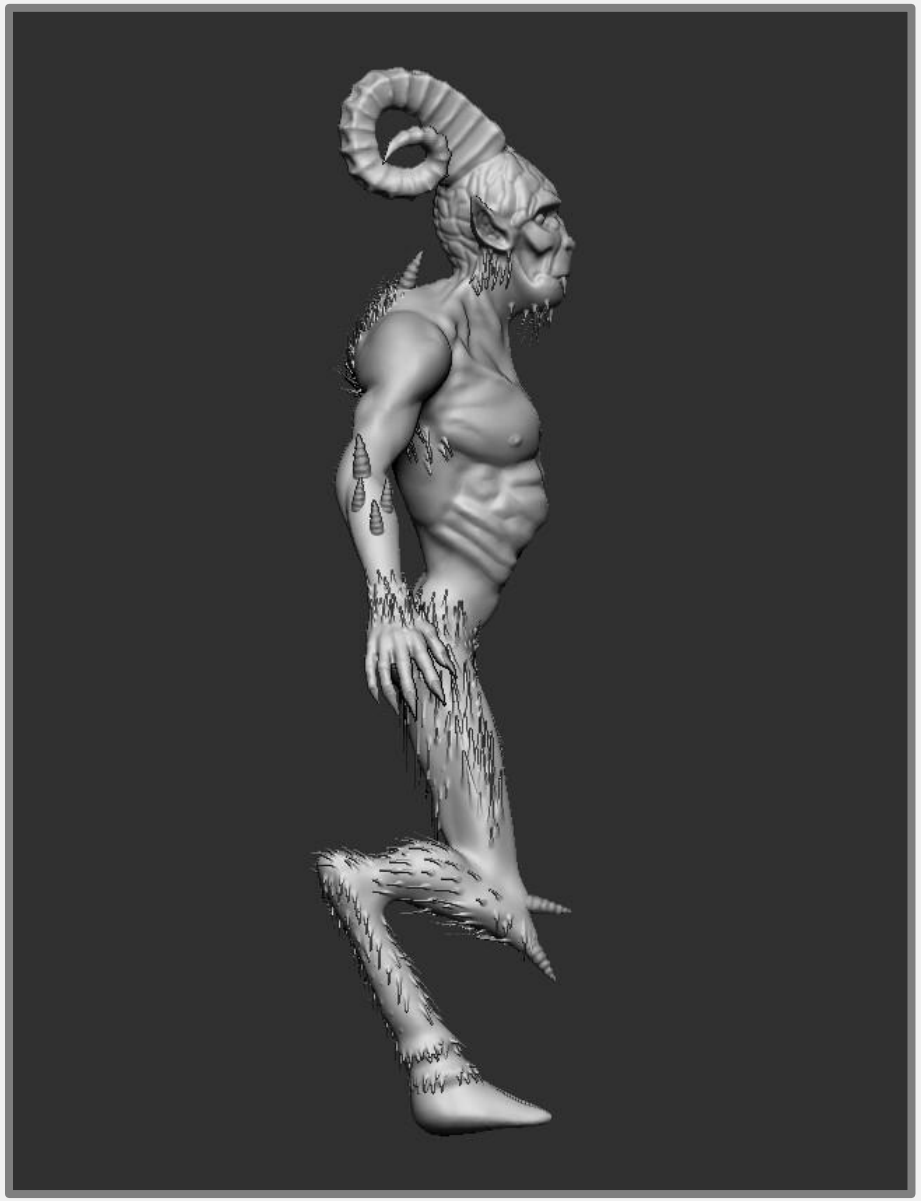
Reference Image

I've used this 2D reference concept image of Satyr to help me visualize and sculpt digitally in 3D. This image has only the front view of character and it's also in a specific pose. So, I used other references as well to help me with side and back views of character.

Renders

Renders





Software Details

Software :

- ZBrush 2022
- Adobe Photoshop CC 2019

Techniques Used

- ZBrush of version 2022 was used for sculpting this 3D character.
- Photoshop was used for editing alphas for texturing of this character.
- Texturing was also done in ZBrush 2022.

You can go to this link on Artstation, it will direct you to my profile and you'll find the video render of 'Satyr'.
https://www.artstation.com/artwork/lDg4le

Prince Mark

I've created a 3D model of cartoon character called 'Prince Mark' by digitally sculpting and texturing in ZBrush. It's basically a 2D character in kids world but I tried to create a 3D version of it. I took 2D image as reference and starting sculpting it in ZBrush. I've poly-painted it on ZBrush only which gave colors to the characters.

Reference Image

I've used this 2D reference concept image of Prince Mark to help me visualize and sculpt digitally in 3D. This image has only the front view of character and it's also in a specific pose. So, I tried to visualize it in 3D to help me with side and back views of character.

Renders

Software Details

Software :

- ZBrush 2022
- Adobe Photoshop CC 2019

Techniques Used

- ZBrush of version 2022 was used for sculpting this 3D character.
- Photoshop was used for editing alphas for texturing of this character.
- Texturing was also done in ZBrush 2022.

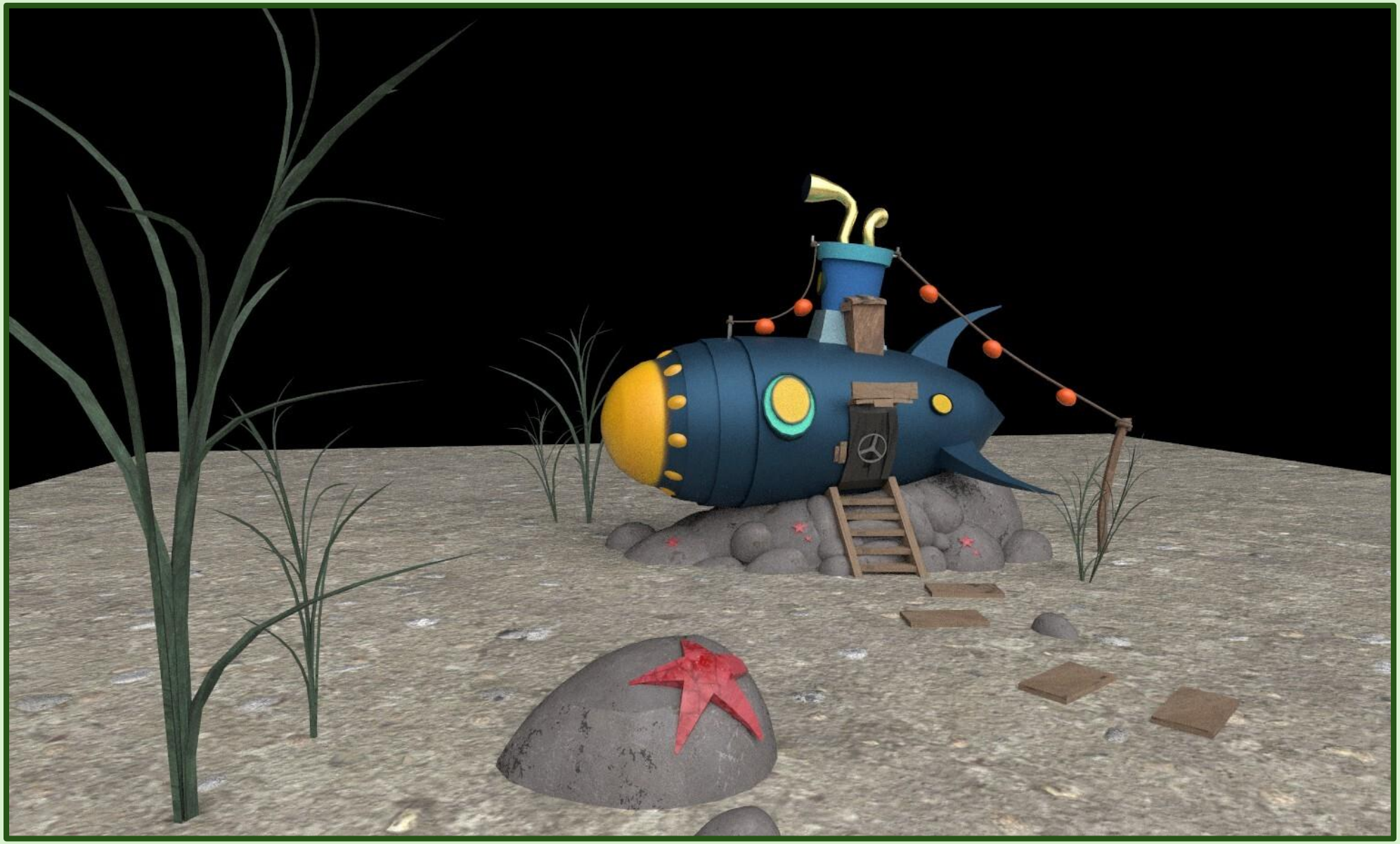
You can go to this link on Artstation, it will direct you to my profile and you'll find the renders of 'Prince Mark'.
https://www.artstation.com/artwork/X1AlzY

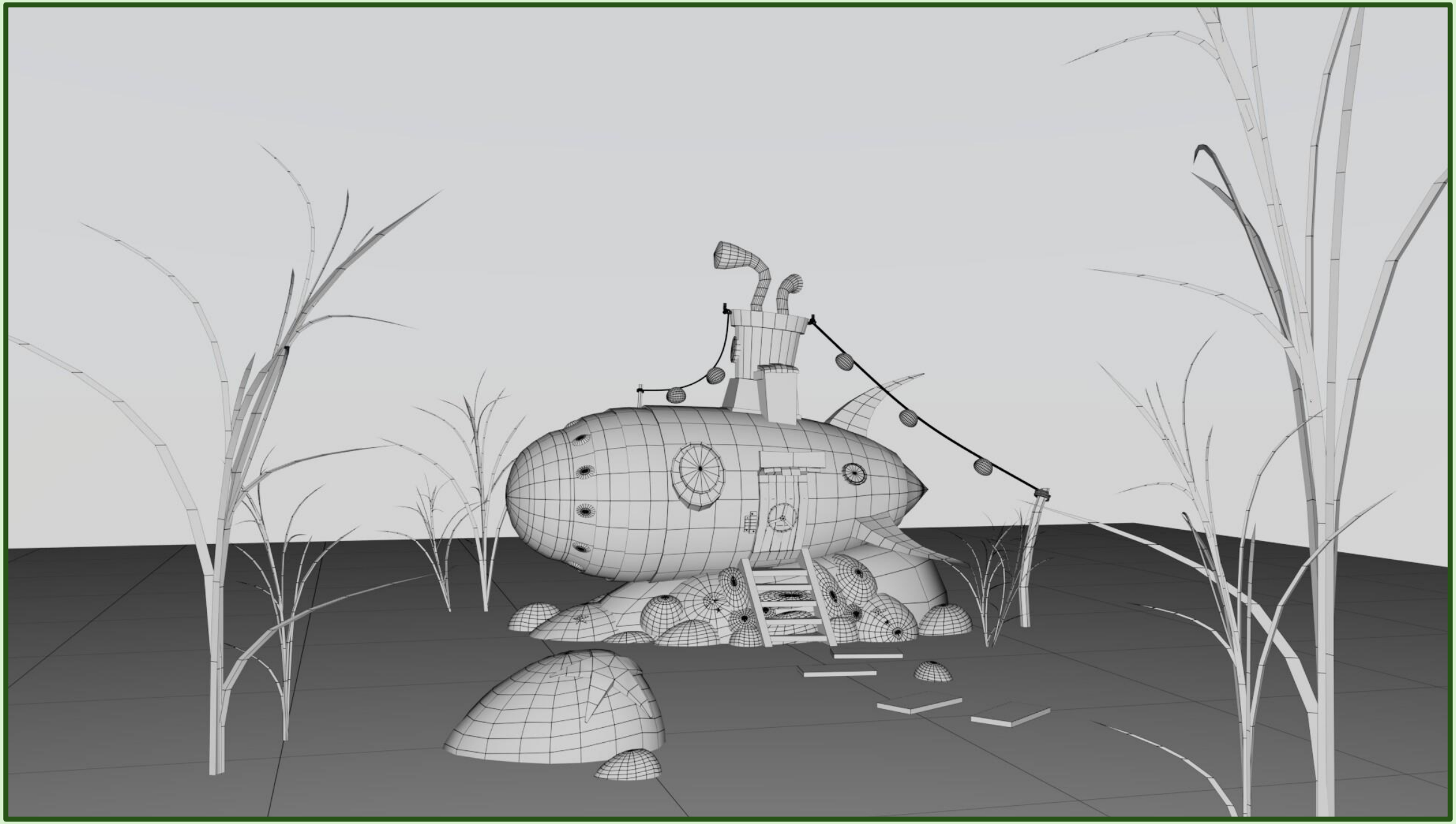
Stylized Submarine

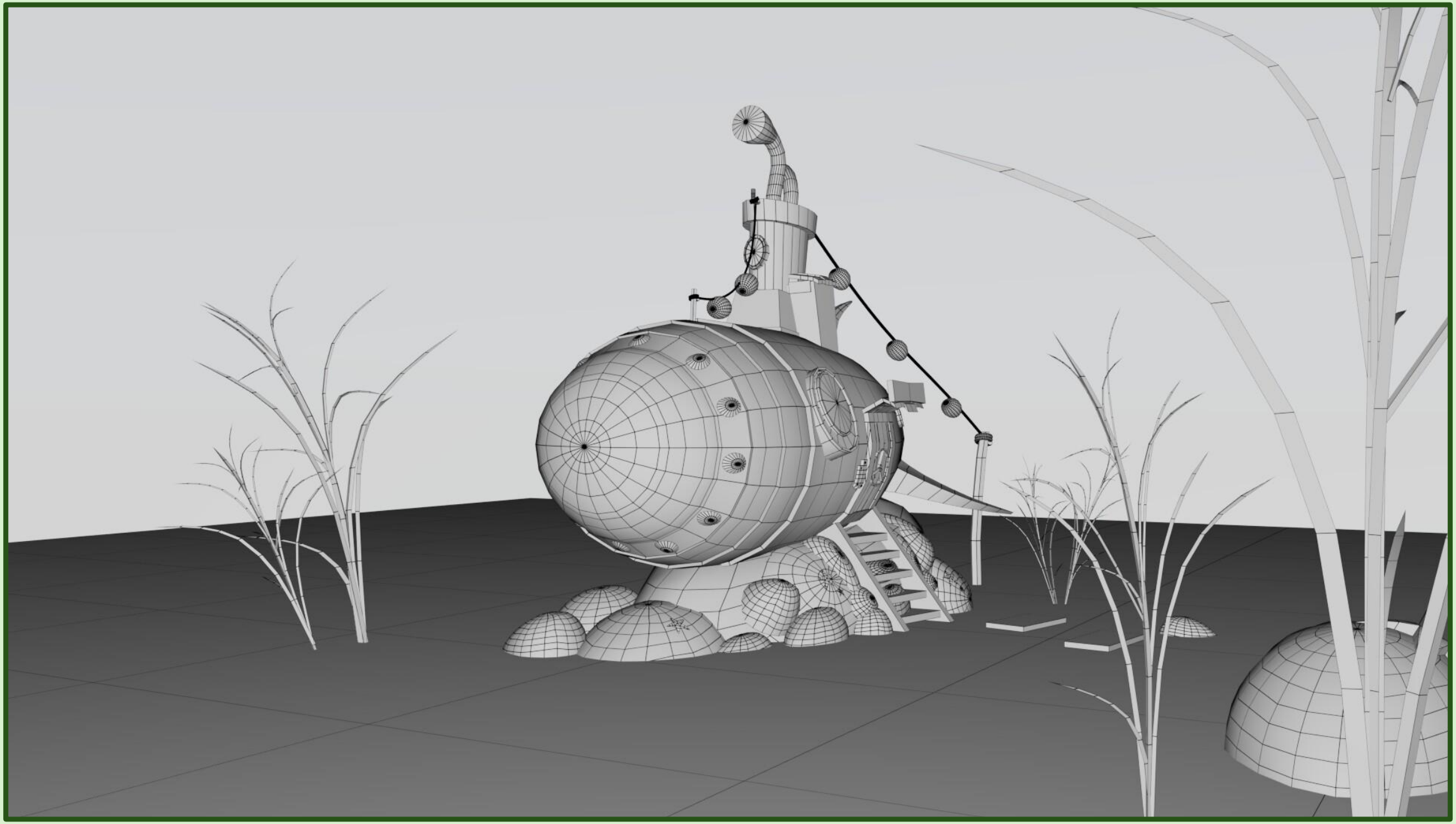
I've created a 3D model of a stylized Submarine by digitally modeling it in Autodesk Maya and texturing it in Adobe Substance 3D Painter. It was basically a concept art in Artstation but I tried to create a 3D version of it. I took 2D image as reference and started modeling it in Maya. I've done UV-unwrapping on it Maya only and then pushed it to Substance 3D Painter which gave texture and colors to the model.

Reference Image

Renders







Software Details

Software :

- Autodesk Maya 2024
- Adobe Substance 3D Painter

Techniques Used

- Autodesk Maya 2023 was used for modeling this 3D model.
- For UV-unwrapping, again Maya was used.
- Texturing was done in Adobe Substance 3D Painter.

You can go to this link on Artstation, it will direct you to my profile and you'll find the renders of 'Stylized Submarine'.
https://www.artstation.com/artwork/mzwynY

Cement Truck

I've created a 3D model of a stylized Cement Truck by digitally modeling it in ZBrush and poly-painted it in the same. It was basically a 3D model by an artist on Artstation but I tried to create a new 3D version of it. I took 2D image as reference and started modeling it in ZBrush. I've took renders of it through BPR render in ZBrush only.

Reference Image

Renders

Software Details

Software :

- ZBrush 2022

Techniques Used

- ZBrush 2022 was used for modeling this 3D model.
- ZBrush was used for poly-painting.
- Render was taken through BPR in ZBrush.

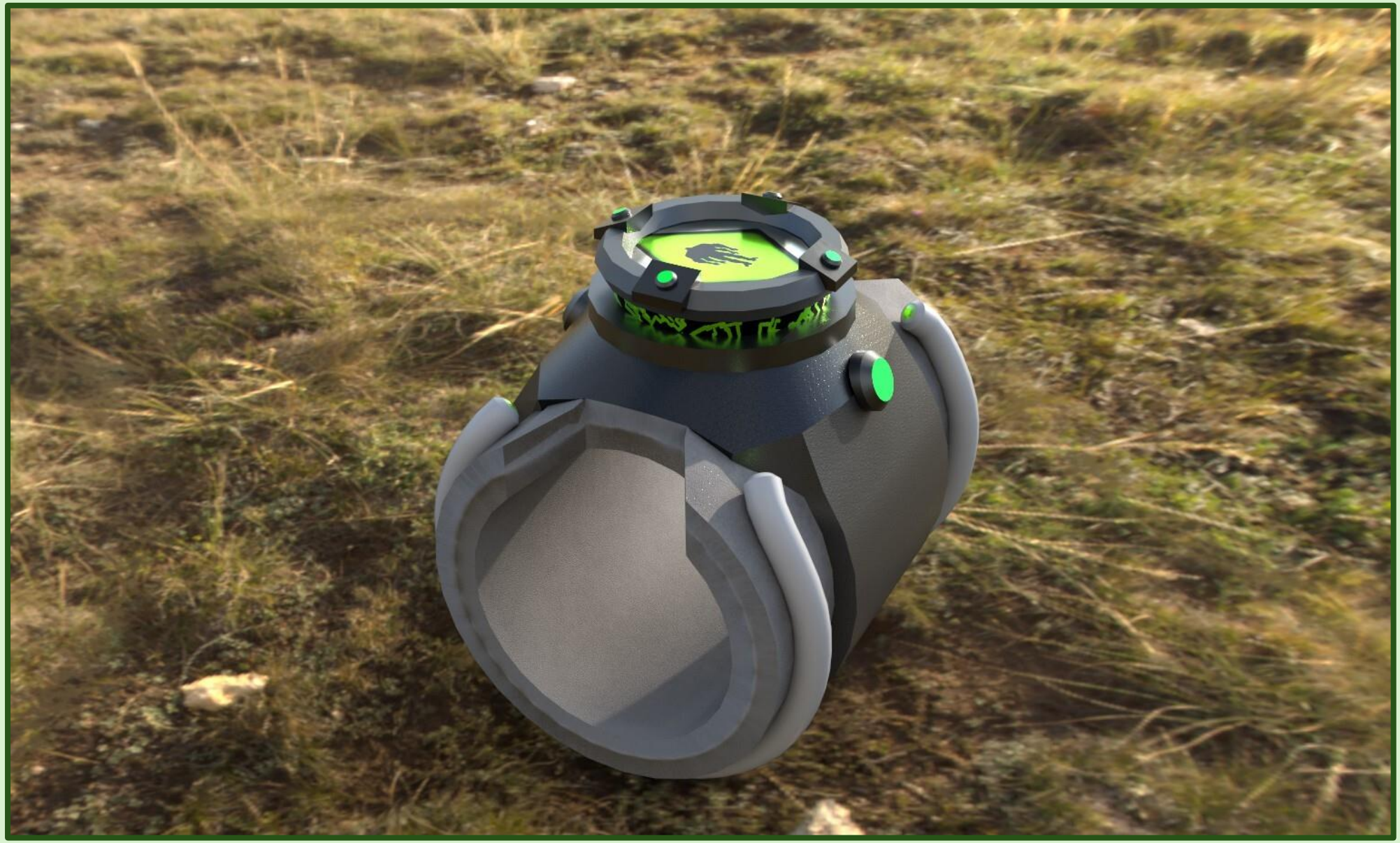
You can go to this link on Artstation, it will direct you to my profile and you'll find the renders of 'Cement Truck'.
https://www.artstation.com/artwork/nEA4ve

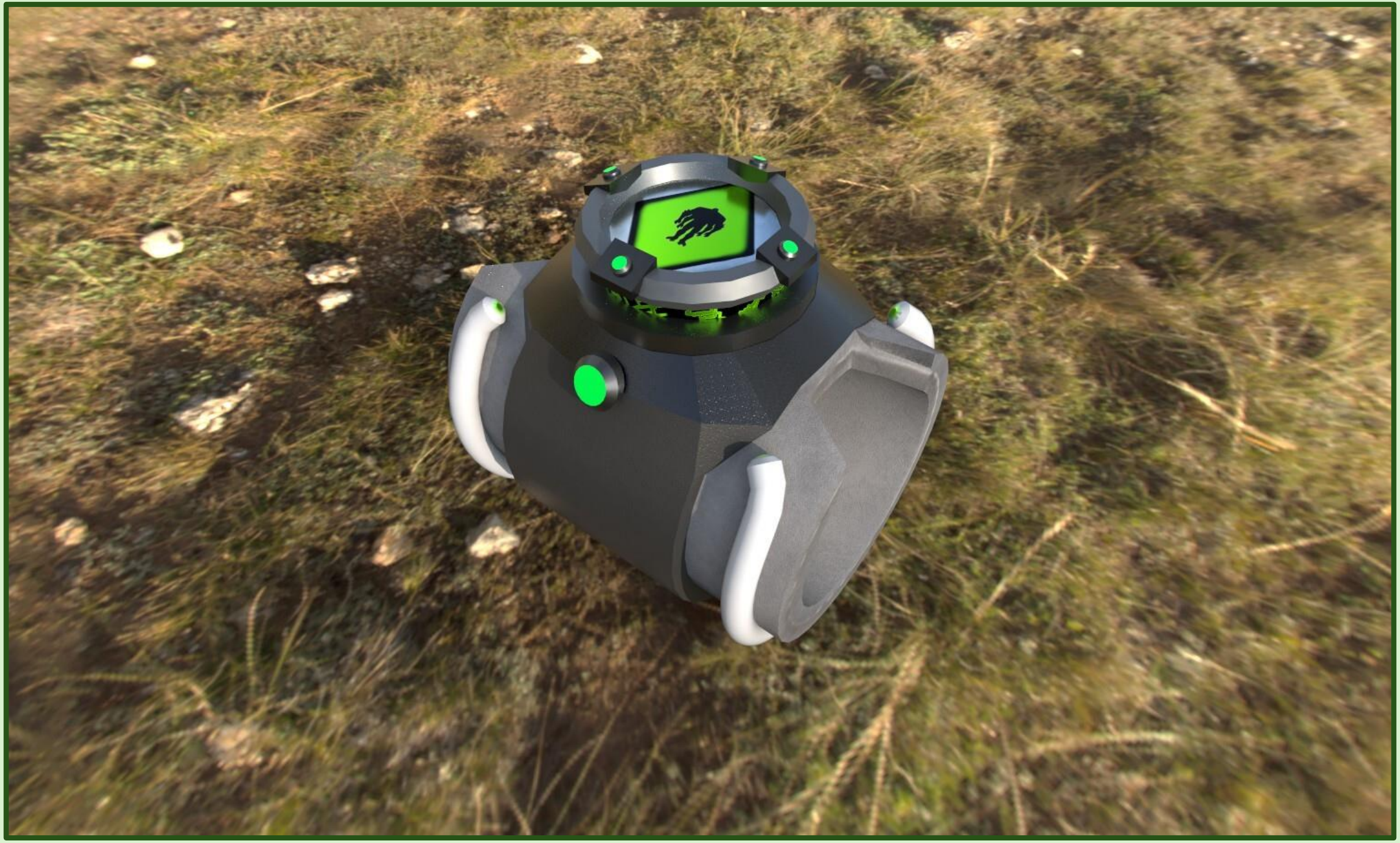
Omnitrix

I've created a 3D model of an infamous American kids cartoon 2D Asset 'Omnitrix' by digitally modeling it in Autodesk Maya and UV-unwrapped it in the same. It was basically a 2D concept art from kids cartoon but I tried to create a 3D version of it. I took 2D image as reference and started modeling it in Maya. I've textured it in Adobe Substance 3D Painter.

Reference Image

Renders





Software Details

Software :

- Autodesk Maya 2024
- Adobe Substance 3D Painter

Techniques Used

- Autodesk Maya 2023 was used for modeling this 3D model.
- For UV-unwrapping, again Maya was used.
- Texturing was done in Adobe Substance 3D Painter.

You can go to this link on Artstation, it will direct you to my profile and you'll find the renders of 'Omnitrix'.
https://www.artstation.com/artwork/r946kE

THANK YOU