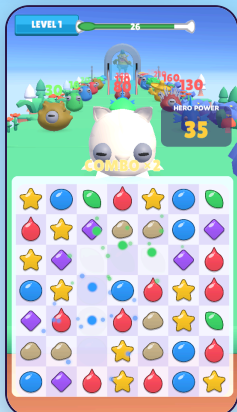




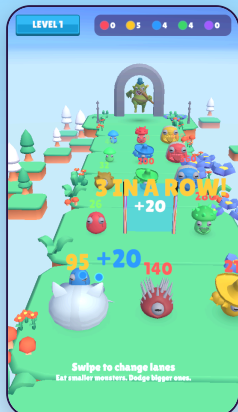
HYBRID-CASUAL PUZZLE · UNITY 6 · PORTRAIT MOBILE AND WEB

Brushfall

Charge it. Climb it. Paint it.



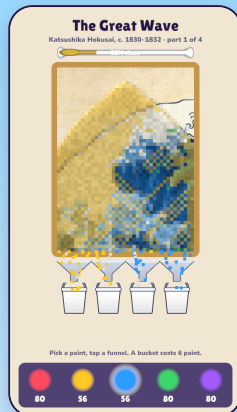
1 · Charge: 30 s of match-3



2 · Climb: eat the smaller ones



Beat the guardian



3 · Pour the paint back



4 · Name the masterpiece

Match-3 board



hero power



paint by colour



a masterpiece



the gallery

The pitch

The power-climb ads everyone has seen, made into an honest game. A **30-second match-3 charge** sets the hero's power; in the **climb** it eats every monster smaller than itself and banks their paint by colour. Every third level that paint becomes coloured buckets that drain a **famous painting turned to sand**. A word reveal names the painting and it hangs in your gallery.

Design pillars

- **One currency per step:** each stage spends what the last one earned.
- **The board decides how bold you can be** on the climb.
- **Satisfying to watch:** sand pouring, bites chomping, a brush sweeping.
- **An ad that is the game,** not a fake.

Systems

- 24 climbs and 12 restorations in 3 chapters (Hokusai, Van Gogh, Vermeer).
- Shields, magnets, gates, guardians; eat streaks.
- Daily painting, weekend Grand Climb with tiers, 8 hero skins as the paint sink.
- Rewarded revive, refill and double paint; store and analytics interfaces.

3

public-domain masterpieces

142

automated rule and play tests

80%+

climb wins for an average player

1-2

extra climbs a chapter for a weak player

~2 min

a level

My role

Concept, game and systems design, balancing, economy, UX, and art and audio direction. Built in Unity (C#) with an AI coding assistant (Claude): I set the rules, targets and tuning and reviewed every phase.

Data drove it

Bots playing at human speed showed the climbs paid 5–10× what restorations cost, yet weak players were 9 climbs short: the paint came in the wrong colours. Chapter-led colours, rising bucket prices and **restorations that keep their progress** brought it to 1–2 extra climbs.

In this portfolio

- Game Design Document
- System flowcharts
- Balance and economy workbook
- Ad storyboard, CPI test and KPI plan
- Playable web build and Android APK