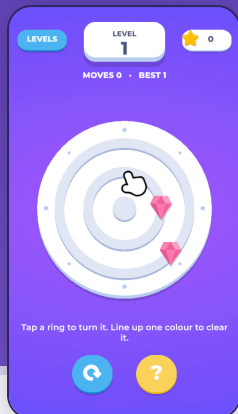




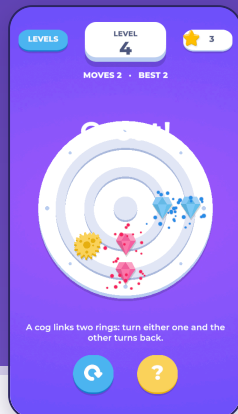
HYPER-CASUAL PUZZLE · UNITY 6 · PORTRAIT MOBILE AND WEB

Clockwork

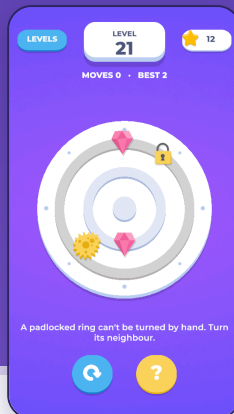
Turn the rings. Line up the colours. Mind the cogs.



Tap a ring to turn it



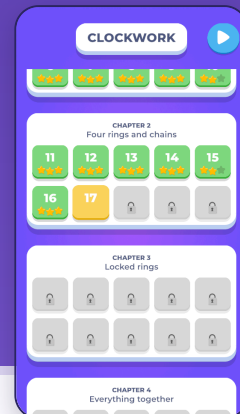
A cog turns both rings, 2:1



A padlocked ring refuses



Four rings, chained cogs



40 levels, 4 chapters

The pitch

A ring-rotation puzzle in the style of the market's ring and sort puzzles (Rotate Rings, Colorwood Sort), with one twist: **cogs**. Rings sit inside each other with gems on their notches; line a spoke up in one colour and it clears. A cog links two rings at 2:1, so every turn moves more than one ring, and padlocked rings turn only through a cog.

Design pillars

- **Readable in one look:** every rule shows on the board.
- **One new idea per chapter**, on a level you will win.
- **No fail:** stars reward the fewest moves.
- **Every level proven** by a solver.

Systems

- 2 to 4 rings, 8 or 12 notches, up to 6 colours.
- Cogs at 2:1 both ways, chains, padlocks.
- Stars by par, a hint from the solver, free restart.
- Level map, combo praise, one-line tips.

40

levels in 4 chapters

1-8

moves on the best line

2:1

cog ratio, both ways

40/40

pars checked by the solver

3

redesigns from playtests

My role

Concept, rules, level design and difficulty curve, UX and art direction. Built in Unity (C#) with an AI coding assistant (Claude): I set the rules, the chapter plan and the tuning, playtested every build and decided each change.

Playtests drove it

Cogs read as broken when they drove one way only, so they became two-way at 2:1. **Levels 9-10 were a wall**, so a new rule now arrives on an easy level (level 10: 6 moves to 4). **The art** went through three directions before settling on a professional free kit.

In this portfolio

- Game Design Document
- System flowcharts
- Level design workbook, from the solver
- Ad storyboard, CPI test and KPI plan
- Playable web build and Android APK