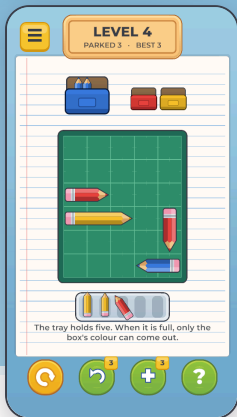




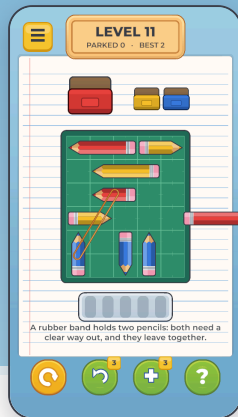
HYPER-CASUAL PUZZLE · UNITY 6 · PORTRAIT MOBILE AND WEB

Pull-out

Tap the pencils out. Box them by colour. Mind the tray.



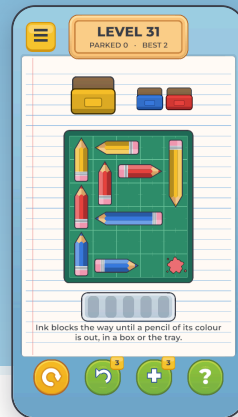
Wrong box? It waits in the tray



A rubber band: two leave together



A clip lets go after 3 pulls



Ink blocks the way



40 levels, 4 chapters

The pitch

A tap-away puzzle crossed with a queue of colour boxes. Pencils slide out the way they point once nothing blocks them, into the box at the front if it is their colour, otherwise into a **tray of five**. The tray is the budget: fill it and nothing more can come out. Later chapters add **rubber bands**, **paper clips** and **ink blots**.

Design pillars

- **Readable at a glance:** a pencil points the way it goes.
- **One new idea per chapter**, on an easy level.
- **Fail only against the clock:** a dead end is named, restart is free.
- **No decoration:** every mechanic must change the par or the tray needed.

Systems

- 40 levels in 4 chapters, 7 of them timed.
- Bands, clips and ink; a queue of colour boxes.
- Stars by pencils parked; boosters: a sixth slot, undo.
- A level map; a hint from the solver; a dead-end prompt.

40

levels in 4 chapters

0-6

pencils parked at best

30/30

levels where the newest mechanic changes par or tray

8

levels that need all five tray slots

0

of 300 deals where box-released clips or blots mattered

My role

Concept, rules, the three mechanics, the boosters and the clock, level design and the difficulty curve, UX and art direction on a free cartoony UI kit. Built in Unity (C#) with an AI coding assistant (Claude): I set the rules, the chapter plan and the tuning, reviewed every build and decided each change.

The solver drove it

Clips and blots tied to boxes did nothing: the box order is fixed, so a delay either kills the level or costs nothing. Released by the player's own pulls, they matter. **The measure changed too:** the generator now checks the tray a level needs, not just its par.

In this portfolio

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