

Project Dra'ssil Invasion



TIME: Feb 2020 - July 2020

TOOLS: Photoshop, Affinity Designer, Affinity Publisher

TASKS: Game Design, Art, Print

CONTEXT: HTW Game Design Application (Theme "UNITE")

TEAM: Jalil Daif (solo project)



About the Game:

Dra'ssil Invasion is a two player survival board game in which two players play as two rival factions that have to work together to fight off wave after wave of enemies called the "Dra'ssil". Each player is given a faction deck that houses different units, spells and UNITE cards.

The main mechanic consists of uniting two units that belong to different factions in order to make them both stronger, this invites both players to better communicate and cooperate to win the game.

Retrospective:

Looking back I would have cut down a lot of effects and texts and focused more on the main mechanic. All these elements distract from the main mechanic even if the mechanic itself is adequately fleshed out.

On top of that the game was slowly paced and some effects are redundant. Nevertheless this project holds a special place in my heart. All in all this game shows my love for world building, character design and how much I've learned in terms of game design compared to future projects.

