Crystalis

Team Rubber Ducks
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Stardew Valley

RPG 2D farming Game
Lack of Good Combat System
Technologies

- Unity Game Engine
- C#
- Singleton Design Pattern
- Java Jetty Server
- MySQL Database
Challenges

- Upload large files to Github
- Get used to Unity workflow
- Deploy server
- Data persistence between scenes
Game Demonstration
Future

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More side quests

Boss

More enemies/NPCs

Audio

Secure Server