

You are a young ninja named "Lei," about to face the examiner "Ying" in the ninja exam. You must overcome challenges, evade traps, and collect coins. As you journey through the trials, you grow stronger, gather coins, and acquire new equipment. Finally, you succeed in the exam, entering the enigmatic realm to further your path as an elite ninja.



Come on Lei!

Unleash Your Inner Ninja and Conquer the Shadows



- To ensure the game run smoothly without bugs.
- To desgin a variety of trials and challenges for different players.
- To bring player new feelings of parkour and the ninja culture.
- To solve the bugs brought by implementing the system for character progression.
- To ensure the paiting style would be welcomed by the public.



- The protagonist is equipped with many skills and each skill has cooling down time.
- Different types of obstacles are set which include darts, arrows, thron, and moving enemies.
- The player can collect gold coins in the game and according to the number of gold coins the player can unlock the goods with corresponding value.
- Original visual art.



Our goal was to create an immersive experience where players embark on an exciting journey as ninjas, facing challenges within the Ninja Citadel. By embracing the essence of ninja mythology and the pursuit of mastery, we aimed to deliver dynamic and action-packed gameplay. Through trials, collectibles, and character progression using coins and experience points, players would strive to become the ultimate ninja and unlock the coveted Shadow Realm. We sought to capture the thrill and allure of the ninja world, providing a fun and rewarding gaming experience.



Thanks to the professors (Manuel Charlemagne, Michele Campbell) the TA team, and the JI.



Wang Yimin. *My comment*
I bring game art to life with vibrant colors and captivating designs.

Li Qichen. *My comment*
I code dynamic ninja experiences, blending action, exploration, and challenge.

Wu Lv. *My comment*
I designed an enemy system for a challenging yet enjoyable game.

You Yuchen. *My comment*
Learned front-end skills, eager to create captivating images with shapes & animations.