

Number Wizard

Number Wizard is a simple 2D game made with Unity2D where the player thinks of a number between 1 and 1000 and Rick from GameDev.tv tries to guess the number. It features intuitive buttons, a groovy color scheme, and a smug wizard!

The initial guess that the wizard has is a random number in the range of 1-1000, inclusive. Each of the next guesses are random within the range of possible remaining numbers to be guessed.

That is, if the player's number is higher than 622 shown below, the wizard will guess a random number between 623-1000, not just the midpoint since that would make the way the wizard guesses to be more predictable, which also means the wizard will be seen as less magical which would really take away from how magical they're supposed to seem. This is very important since magic is *gasps* not real!

My main goal in making this game was to show competence in making a clear UI with colors that are easy on the eyes, while still having a bright and cheerful vibe. It was also to transfer over my programming knowledge for math-related things over to a game.

Admittedly, I initially made the game themed on Genshin Impact's Paimon and have kept that version for my own personal use.