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on the topic:

"Designing a Cyberpunk-style card game featuring traditional Chinese
medicine "

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ABSTRACT

In the global game market, the cyberpunk style has received widespread attention due to its unique futuristic feel. At the same time, the cultural heritage has become the future development trend of Chinese traditional culture. This paper focuses on the application of traditional Chinese medicine elements, in the design of cyberpunk style game cards, aiming to explore how to combine the rich Chinese medicine with the cyberpunk visual style, to create a new type of game card products that have educational significance as well as meet the market demand.

In this paper, we analyze the core theory of traditional Chinese medicine, Chinese herbal medicine and its development status and needs, and combine them with the visual representation of cyberpunk style in the game. In the design process, we focus on the presentation of Chinese medicine culture and innovatively transform it into card elements such as characters and skills in the game, and design creative game operation rules.

From the perspective of cyberpunk, the design of game rules, character design, skill design, game card design, packaging design, poster design, logo design, and related cultural and creative design are carried out around Chinese medicine, forming a set of game cards that not only embodies the essence of traditional medicine, but also conforms to the aesthetics of cyberpunk.

To summarize, the graduation design "Qi - Wuqi" not only demonstrates the charm of traditional Chinese medicine culture, but also brings new creativity to the field of game design, which is of great significance in promoting the integration of culture and technology.

Keywords: Chinese traditional medicine; cyberpunk style; game card design; cultural heritage; visual representation.

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INTRODUCTION

Relevance of the study. Card games in today's society is getting better and better, more and more people in the entertainment and leisure time to choose card games, the game can be passed on to people's educational significance has also become subsequently become larger, the game can not only have competitive, but also to the players to bring the significance of spreading education.

Blending Chinese traditional medicine with cyberpunk theme, it retains the essence of Chinese traditional medicine, but also combines with different style elements, the two collide to produce a new game experience. Chinese traditional medicine is a hot topic nowadays, and we need to be both inherited and innovative about it. Cyberpunk style is one of the most technological and futuristic visual styles nowadays, combining our traditional Chinese medicine with cyberpunk, the collision of the ancient and the modern will produce new sparks.

The number of people playing games in China is increasing, and games are not only needed to provide entertainment, but also need to provide the public with some educational dissemination of significance, so we combine traditional Chinese medicine with the game, using cyberpunk style, to disseminate the knowledge related to traditional Chinese medicine, which has some educational significance. The card game is a combination of cyberpunk and traditional Chinese medicine, related to the heritage of Chinese tradition and the spread of cyberpunk style.

The purpose of the research: Promote the spread and inheritance of traditional Chinese medicine and enhance the spread of cyberpunk style. Promote the development of the field of card game medicine. Bring players a new game experience and learn to understand the knowledge related to traditional Chinese medicine.

Research Objectives:

1. Analyze the characteristics of cyberpunk style and the current application of cyberpunk style in game design.

2. Analyze the Current Status of Traditional Chinese Medicine in Modern Card games.

3. Developing a fully operational game rule book that blends herbal properties with cyberpunk style

4. Combining the medicinal characteristics of traditional Chinese herbs, design the character design, medicine skill design and cyber skill design with cyberpunk style.

5. Creating an image for the card game, design card backs, logos, posters, packaging and related cultural and creative designs.

The research subject is on traditional Chinese medicine, and cyberpunk art style and expression, learn the advantages of contemporary card games, learn the desirable features, and apply them to card game designs.

The object of the research are card game rules design, character design, card-related medicine cyberpunk skill design and other related design products. Today's existing card games, the main consumer is the card game favorite players.

Research Methods. This work uses the following theoretical and special research methods: use market research, literature search, expert analysis, comparative argumentation and other methods to conduct research. Analysis of normative literature on literary sources and research topics, comparative analysis in the use of traditional Chinese medicine in games, obtaining relevant and useful information. The completion of the design process was carried out using procreate, PS, AI and others.

Elements of scientific novelty. of the obtained results: The game has a contemporary cyberpunk style of novelty, combined with contemporary reality, with new forms of expression of traditional Chinese.

Practical significance. The obtained results has the ability to spread Chinese traditional medicine, convey cyberpunk style, enhance people's understanding of Chinese traditional medicine, and has important educational significance and social value. Approbation of research results. Card games involve character design, card skill design, packaging design, logo design, deck design, poster design, etc.

Structure and volume of the Thesis with preliminary research and analysis, as well as the search for relevant information and post-process presentation and results of the work.

Through the character card design, medicine skill design and cyber skill design, the characteristics of herbs are fully disseminated to increase people's understanding of traditional Chinese medicine, and the cyberpunk style is fully utilized to make players' eyes shine. The spread of Chinese traditional culture brings consumers a new visual experience and gains more attention. The card game is more personalized and achieves the effect of spreading Chinese traditional medicine and cyberpunk style.

Chapter I

ANALYSIS OF SELECTED TOPICS

1.1 Introduction of the selected topic

Qi-Wuqi is an offensive card game. Wuqi refers to the five qi in heaven and earth, the qi of five elements: gold, wood, water, fire, and earth, and is designed around traditional Chinese medicine, providing characters, healing skills, or becoming the auxiliary of character attack for the card game.

Qi-Wuqi is a combination of Chinese traditional culture and cyberpunk style, bringing players a different visual experience, which can not only spread the excellent traditional Chinese culture and deepen the knowledge and understanding of Chinese traditional culture, but also use the contemporary young people's favorite cyberpunk style to enhance the players' acceptance and exploration of new things, attracting players to come to participate in the game. Players can continue to learn about traditional Chinese culture in the process of playing the game, enhance people's patriotic feelings, raise awareness of traditional Chinese culture and non-heritage culture, and strengthen national pride.

1.2 Background of the selected topic

A card game is a form of gaming that uses cards as its main gaming tool. The origins of card games can be traced back to 14th-century Europe, where cards were primarily used for divination and entertainment. Over time, card games have developed a variety of play styles and rules, and have become an important form of socialization and entertainment. There are many different types of card games, including traditional cards, set-and-forget cards, and so on. Card games are an important part of socialization, which promotes exchanges and communication between people. Card games are

educational and develop players' strategic thinking, math skills and decision-making abilities. Paper card games have a rich background and are not just a game, but also an important vehicle for culture, socialization and entertainment.

Chinese medicine, an important part of traditional Chinese medicine, has a history of thousands of years. Derived from plants, animals and minerals in nature and processed through production for the treatment of diseases, they occupy an important position in the field of traditional medicine in the world.

Cyberpunk is usually represented as a futuristic world with highly developed technology. A metropolis filled with neon lights, skyscrapers, and high-tech facilities, cyberspace and artificial intelligence are important parts of the cyberpunk world, and the visual style usually includes dark tones, metallic textures, futuristic architecture, and high-tech gear.

1.3 Purpose and significance of the selection topic

For the combination of traditional Chinese medicine and cyberpunk style, to bring players a different experience, so that players in the game to feel the tension of the confrontation atmosphere, to understand the traditional Chinese medicine, so as to play the value of the game, so that each player can be through the game to the traditional Chinese medicine and cyberpunk have a more comprehensive understanding of the knowledge and understanding of cyberpunk.

The significance is that players can exercise creative thinking and divergent thinking during the game. Players can become creative people in the game situation and stimulate their desire to create. In the game rule setting, players can disperse the game play according to their own understanding to provide more fun for the game, and the strange ideas and novel perspectives will be the winning strategy for players to get success. The air-five air also brings more choices to people's gatherings, and the game setting of 4-6 people can enrich people's free time and bring the communication

between players closer, bringing people a different experience. The application of cyberpunk not only attracts the attention of contemporary young people, but also strengthens people's understanding and acceptance of new things, constantly advancing with the times and walking in the forefront of the development of the times.

1.4 Research on the subject and the current situation at home and abroad

Discover how to combine the richness of traditional Chinese medicine with cyberpunk visual styles to create new game card products that are both educational and able to meet market demands. In the cards, Chinese herbs are mostly used as a way to heal and enhance the character's human body functions. The cards combine elements such as cyberpunk neon lights and Chinese herbs to create a unique visual style. The Chinese herbal medicine cards in the game contain real information and efficacy of the herbs, increasing the educational aspect of the game, promoting the culture of Chinese medicine globally through the game, and facilitating the spread of Chinese medicine culture and the popularization of the cyberpunk style. The game introduces the knowledge of Chinese herbs to enhance players' knowledge and interest in the culture of Chinese medicine, and also brings new design concepts and gameplay to the card game market. In the world of cyberpunk card games, Chinese herbs are used as an important resource for treating and enhancing the human functions of characters. Cards, including character cards, skill cards, and equipment cards, combine elements of cyberpunk neon lights, futuristic architecture, and TCM herbs to create a unique visual style.

In China, card games have seen a rapid growth trend. As a unique form of entertainment, card games have attracted the attention of many players. As people's demand for entertainment consumption increases, the size of the card game market is also expanding. Card games have an increasingly large player base, which is no longer limited to a specific age group, but attracts people from all different age groups. Players can easily participate in the game and get fun and challenges from it, which has a huge

potential for development. Compared with the development of foreign game industry, China's game industry has been in the process of exploration for a long time. However, in recent years, China's government has begun to pay attention to the game market, and the national cultural department has also set up a targeted organization to support and cultivate excellent animation professionals. In an interview with Shinsuke Saito, CEO of gumi China in 2014, it was mentioned that China's game has been developing very rapidly in recent years, and in just a few years, it has already reached the condition of being able to develop independently. This shows that the development of China's game industry is very rapid. Nevertheless, there is a lack of theoretical research on game design and related literature in China, and it is not possible to form a more complete theoretical research system as in foreign countries.

Internationally, card games are on the rise globally as people continue to pursue a pleasurable lifestyle and their purchasing power continues to rise. The rise is most pronounced in East Asian countries, with the Japanese market generating the highest revenue, followed by China, the United States and South Korea. The launch of new card games around the world will bring a wave of fever, and the card game market is constantly innovating to bring new gaming experiences to players.

Summary of the chapter I

1. The first chapter analyzes and summarizes the introduction of card games choosing the theme and background, the purpose and significance of the study as well as the current status of domestic and international research, card games is a theme with good development.

2. To strengthen the development and utilization of card games, use card games to spread traditional Chinese culture, enhance national cultural pride, and spread the popular cyberpunk style today.

3. In the current card game, there will be a lot of Chinese medicine card game design field, more and more designers began to combine the excellent traditional culture and popular trends, combined with cyberpunk, the application of cyberpunk can not only attract the attention of contemporary young people, but also strengthen the people's understanding and acceptance of new things, and continue to keep pace with the times and walk in the forefront of the times.

4. After investigation and research, it was found that cyberpunk card games can attract widespread attention and can spread traditional Chinese culture. Card games are educational, promote human interaction and communication, and develop players' strategic thinking, math skills, and decision-making abilities.

Chapter II

RESEARCH ON THE SELECTED TOPIC

2.1 Overview of Chinese Traditional Medicine Culture

The core theories and principles of traditional Chinese medicine have a long and profound history, the most central of which is the holistic view of "unity of man and nature", which emphasizes the harmony and unity of man and nature, man and society, and believes that human health is closely related to the natural and social environments. In Chinese medicine theory, the five organs and six bowels of the human body correspond to the four seasons and the five elements, and Chinese medicine treatment will be based on the patient's specific situation for the identification of the analysis, the development of personalized treatment plans, reflecting the respect and concern for individual differences in traditional Chinese medicine. In today's society, the core theories and principles of traditional Chinese medicine are still of great value and significance. Only by respecting life, paying attention to the individual, and pursuing harmony can we truly maintain the health and happiness of human beings.

Herbal medicine is the core component of traditional Chinese medicine, and after thousands of years of precipitation and accumulation, it has formed a unique theoretical system and treatment methods. Herbs, as the cornerstone of Chinese medicine, come in a wide variety of types and have different functions, including Huanglian and Poria, which are used to clear away heat and detoxify toxins, as well as ginseng and wolfberry, which are used to nourish the vitality of the body. Artemisinin, an outstanding representative of TCM, has successfully treated malaria. This achievement not only serves to highlight the unique value of TCM, but also makes an important contribution to global public health. The herbs of TCM are the jewels of Chinese traditional medicine, with a deep historical background and unique theoretical value.

As people's health awareness continues to rise and there is a growing demand for TCM treatment and wellness, it is all the more important that we protect and pass on traditional Chinese medicine. The Government also needs to formulate more supportive policies and regulations to help promote the healthy development of Chinese medicine.

The combination of Chinese medicine and Western medicine has become the first choice of treatment for people today, and Chinese medicine, as an important part of traditional Chinese culture, in which cultural export and international exchange are also being strengthened. The development of TCM requires the efforts of the government, education and other aspects to meet the needs of modern society for health and medical care.

2.2 Cyberpunk style and its application to game design

Cyberpunk is usually represented as a futuristic world with highly developed technology. It is a modern city full of neon lights, skyscrapers and high-tech facilities, and cyberspace and artificial intelligence are important parts of the cyberpunk world. In terms of visual presentation, the cyberpunk style usually uses dark colors to create a depressing and dreary atmosphere. At the same time, neon lights and light effects are also widely used, adding a touch of technology to the cityscape.(figure 2-1)

In game design, the cyberpunk style also influences the gameplay and mechanics, and also focuses on the exploration of some social issues. To summarize, cyberpunk style has become an important force in game design with its unique visual expression, gameplay and mechanics, and its profound exploration of social issues. In the future game design, we can design more works with the theme of cyberpunk to show us a more colorful world.

Cyberpunk style brings unprecedented visual impact to the game with its unique charm. In card game design, it is mainly reflected in scene design, character design and skill design.

In terms of scene design, cyberpunk style games are often set in futuristic cities, full of skyscrapers, narrow and dim streets. These designs are full of a sense of technology, while at the same time appearing dilapidated, reflecting the co-existence of prosperity and dilapidation in futuristic cities. For example, in *Cyberpunk 2077*, players can see streets filled with neon lights, dilapidated billboards, and abandoned factories, all of which work together to build a futuristic urban world.(figure 2-2)

The building is mostly in cold colors, dark and low, and the building materials are mainly hard metals, plastics and steel, or cement, masonry and such raw materials are simple and rough materials to show the effect of simplicity and decadence, and the overall unity with the external environment. Natural materials and plants with life characteristics rarely appear. The buildings are filled with various kinds of signboards, which are the source of neon lights, and the signboards are mixed with cultural elements, and some of the signboards at the end of the street present malfunctioning art, which is more visually appealing. The lower floors are dark and damp, full of graffiti, underground tunnels, elaborate casinos, and are often the scene of crime and violence. The upper zone presents an extremely high tech and industrial feel, with a highly regimented and deep color palette that creates a sense of superiority and inviolability to the player.

Character design is also an important part of the visual presentation, often dressed in high-tech gear but at the same time appearing very individualized. Their faces are often cold and aloof, reflecting the distance between people in the cyberpunk world. For example, in *Overwatch*, the hacker character "Sombra" has a cyberpunk look, wearing a black leotard, a technological mask on her face, and wielding a high-tech weapon, which is both cold and powerful.

Skill design is also a part of the visual presentation of cyberpunk style games that cannot be ignored. The skill design of this style usually adopts the elements of dark color tone and neon light, giving people a mysterious and full of sense of technology.

The visual performance of cyberpunk style in game design not only enhances the visual effect of the game, but also allows players to experience the theme and atmosphere of the game more deeply. The unique charm of this style makes it unique in the field of game design and has become one of the favorite styles of many designers.

2.3 The Current Status of Traditional Chinese Medicine in Modern Card Games

The application of traditional Chinese medicine culture in modern card games has gradually been emphasized, which not only reflects the inheritance of traditional culture, but also shows the innovation of game design. Some game developers have begun to try to integrate oriental culture and elements into game design as a combination of education and entertainment.

The comprehensive combination of oriental culture and game character roles, scene modeling, peripheral derivatives, not only can its unique cultural color to achieve a certain market potential, but also to make up for the absence of oriental culture in the game, through the game this path to convey our cultural confidence, reflecting the characteristics of Chinese culture. The continuous progress of the Internet has brought the distance between Eastern and Western cultures closer, and at the same time created favorable conditions for the interaction and exchange between Eastern and Western cultures, and the game market is also in this interaction, with the rise of Asian countries represented by China, the game market in Asia has also gradually developed. In the development process of the game, cultural confidence is a more basic, deeper and more enduring power, so that the excellent Chinese culture out of the country and to the world is an important way to consolidate cultural confidence. Nowadays, China's game industry has a bright future, in order to better go to the international market, the combination of games and oriental culture is undoubtedly the best option, in the

frequent international cultural exchanges, the oriental culture has been sustained attention, and the game is an important way of cultural export!

For example, some games may use Chinese herbs as in-game resources or props, and players can "collect" or "refine" Chinese herbs to complete tasks or enhance their characters' abilities. This kind of design not only increases the fun of the game, but also spreads the knowledge of Chinese medicine.

However, integrating traditional medicine and culture into card games also faces some challenges, such as how to ensure that the games are educational and culturally accurate, and how to balance the entertainment and depth of the games. In addition, for players of different ages and cultural backgrounds, how to design game content that is both easy to understand and educational is also an issue that needs to be addressed.

Summary of the chapter II

1. The application of traditional Chinese medicine and cyberpunk style in the game is summarized through Chapter 2, and through the research and analysis, it is found that the application of Chinese medicine culture in modern card games has a great potential for development, which not only provides players with new gaming experiences, but also promotes the dissemination and awareness of Chinese medicine culture.

2. This new card game design indirectly spreads the knowledge of TCM while increasing the fun of the game. The card game design ensures that the game is educational and culturally accurate, as well as how to balance the entertainment and depth of the game. In addition, for players of different ages and cultural backgrounds, how to design game content that is both easy to understand and educational is also an issue that needs to be addressed.

3. With the development of gaming technology and the enhancement of cultural self-confidence, it is expected that more innovative works will appear in the future to further promote the integration of TCM culture and modern entertainment. Some game

developers are beginning to try to incorporate TCM concepts and elements into game design as a combination of education and entertainment. The combination of Chinese tradition and cyberpunk appeals to more and more players, and more designers are innovating by combining Chinese tradition with contemporary trends.

4. Cyberpunk style has a unique charm in game design, bringing unprecedented visual impact. Cyberpunk style often has a sense of technology and industrial sense, the color tone to create a deep, harmonious and unified picture, the design of the game screen to keep pace with the times, design more ways to combine with cyberpunk

Chapter III

DESIGN PROCESS AND RESULTS

3.1 Rule Setting of the Card Game

In the process of card game design, game rules design is the most important. Interesting game rules can enhance the player's love for the game, cyberpunk form to enhance the player's visual experience, the rule design is not only the pillar of the card game, but also reflects the card game's explosive point and characteristics. Through the interesting rules design, to infect the players, to bring more vitality to the players, there is a huge attraction and charm.

This card game is designed for groups of 3-6 players, bringing players different game experiences, which can be group cooperation or individual competition, full of competitive spirit, in the design process of the game, it is also influenced by cyberpunk, there are some mechanical as well as modern technological skills and character roles, which enriches the rules of running this game. During the design process of the game, a day and night program was added to the game, during which players can make purchases and auctions. This activity increases the player's experience in the game, enhances the player's participation in the game, makes the player immersive, and better reflects the charm of the game competition.

Game Rules Setting:

(1) Initial deal:

Each player initially obtains a piece of air mass (a piece of air mass consists of seven small pieces of air). In order to obtain five skill cards, draw three character cards to choose two to retain the process of playing cards in a round can only choose a character card to buff the next round can be replaced by themselves.

(2) Minutes:

Every fifteen minutes after the start of the game into the night (hosted by the air source workshop boss) to start the auction, purchase. Players to buy equipment, air group can also be purchased (can only be purchased to be sold, air source workshop no excess air group sale). The night time is five minutes to turn into daytime.

(3) Turn structure:

Draw Phase: draw 2 cards from the deck. Each player can only have five cards in their hand more to discard and less to replace. Action Phase: Players may play cards, combine weapons, musical instruments, and medicine cards to attack, defend, or heal.

(4) Card Combination:

Players make their own character, skill, and equipment combinations.

(5) Damage:

Weapon Damage: Successfully attack the opponent.

Musical Instrument Effect: Successfully activate the musical instrument combination.

Medicine Healing: Successfully heal yourself or your teammates.

Equipment Cards: You can choose to use it all the time according to the different abilities of that equipment.

Skill Cards: Use this card to participate in the game round according to the card description.

Duel Cards: Eat needs to use Vanish to ward off attacks.

(6) Victory conditions:

The person with the most air groups at the end of the two-hour period wins or the last player left on the field wins.

Number of Game Cards and Required Items:

(1) Cards number:

18 character cards、12 Distance cards (Mechanical Grappling Hook Distance 1, Electronic Teleporter Distance 2)、119 skill and equipment cards: 25 Raku Atmosphere

skill cards, 16 Five Atmosphere cards, 17 True Atmosphere cards, 61 Cyber skill cards、
72 Duel Cards: 36 Devouring, 36 Transporting、 DM Shop Cards: 6 Auction Cards.

(2) Required Items:

1 gavel, 200 gold coins, 6 money boxes, 1 hourglass, 1 game tablecloth (for 6 players), 7 large pieces of air (6 pieces of 7 and 1 piece of 14), and 1 instruction booklet.

3.2 Character Role Design of Card Game

In the card game character role design, fully combined with traditional Chinese medicine and cyberpunk style, both to determine the character, gender and specific skills of each character, so that players are more clear about the character's attributes of the positioning of the player, to facilitate the player in the process of the game to achieve the ultimate victory.

3.2.1 Card Game Character Setting

The game character setting, there are gold and jade rich businessman, the plotting snake shadow, skillful craftsman iron heart, white tiger frost soul, emerald fairy spirit, Linglong thief 6, the character of these 6 have cunning and sinister, pure and dynamic, etc., they have their own good at the aspect of the skills are also different, there are offensive skills, there are defensive or therapeutic skills, the different character setting to bring the player a different experience and feeling.

(1) Rich merchant

Personality: loves money as much as his own

Gender: Male

Skill: Judgement, if you draw a phage, you will get three gold coins.

(2) Conspiracy Snake Shadow

Character: Sneaky, cunning, and resourceful

Gender: Male

Skill: Draw an equipment card every 5 rounds.

(3) Clever iron arm

Character: Smart and skillful

Sex: Male

Skills: Collecting all the five airs of the Leather Air, the Cyber Card, and the Eater of Evil, can make all players lose three airs.

(4) White Tiger Frost

Character: Bitter and proud, specializing in the art of ice and snow.

Gender: Male

Skills: Can withstand damage of more than two airs at a time.

(5) Jade Fairy

Character: Pure and spiritual, a messenger of the Immortal World.

Gender: Female

Skills: Character cards killed by you are used by you

(6) Clever thief

Personality: Flexible and cunning, good at sneaking and stealing.

Gender: Female

Skill: When you receive more than two air damage, you can choose any player to block the damage for you.

3.2.2 Card Game Character Screen Design

The design of the game's character graphics combines a cyberpunk style with a character setup. In the screen, unique images are used to relieve the aesthetic visual fatigue of modern people. In the game character design, it is diverse, creative and interesting.

(1) Rich merchant

This character uses a lot of gold in the drawing process, with a dark background to highlight the character as the center, and in the picture using a number of coins, reflecting the character's rich feeling. The character can manipulate money, and is the only character that can manipulate gold coins, using bright neon lines to create a bright and neon effect. (figure 3-1)

(2) Conspiracy Snake Shadow

In the design process of the character, the background uses a golden snake, the character uses a lot of green, bringing a sense of coolness, reflecting the wisdom of the schemer double feeling. In the screen to bring players a different visual experience, the screen to green as the theme, the character face to droop for the form, reflecting the character's cunning, resourcefulness. (figure 3-2)

(3) Clever iron arm

The design of the character is fully integrated with the cyberpunk style, the use of mechanical arms to join the picture, reflecting a sense of technology, but also reflects the role of the character can manipulate other players. The background is pure black, which can highlight the mechanical sense of technology of the character, neon bright lines are more prominent, bringing players a different visual enjoyment. (figure 3-3)

(4) White Tiger Frost

In the character's painting, full reference to the character's character and his good use of the art of ice and snow, so the overall color scheme to white ice and snow-based, the character he can resist damage to the white as a cure, fully highlighting the skills contained in the character. The character's use of a lot of bright colors can also burst out some neon cyberpunk feeling, and there is a tiger in the background, which is more suitable for the character's name. (figure 3-4)

(5) Jade Fairy

The use of emerald green in the colors and the combination of the cyberpunk style gives the overall picture both a neon feel and the green elements of emerald. Contains

cyberpunk color effects, there is a sense of technology and futuristic, is the main style of cyberpunk, the character has both technological sense of the headset, but also has a dreamy neon wings as well as butterflies, to bring players a different visual experience. (figure 3-5)

(6) Clever thief

The screen overall use of dark colors, highlighting the feeling of thieves, the neon lines in the picture can be reflected in the combination with the cyberpunk style. The scene for the night above the roof, hand with coins can be more emphasized as a thief, the player's skills can be theft and activities flexible. The overall image has a darker feel to it, fitting the character. (figure 3-6)

3.3 Card Game Skill Setting

Game skills are very important to game design, and the design of interesting game skills can bring players different game experiences. In the setting of skills of this game, there are Chinese traditional medicine skills, cyberpunk skills and common skills. The game characters are also set up with equipments, which makes the game more fun and spreads the Chinese traditional medicine and cyberpunk style, promoting the inheritance and development of Chinese herbal medicine.

3.3.1 Medicine skill card design

The medicine skill combines the traditional Chinese medicine of herbs, and the characteristics and medicinal properties of herbs are fully analyzed. The combination of Chinese herbal medicine and cyberpunk, involved in the game skills and spread in, can reflect the educational significance of the game and the dissemination of traditional culture.

(1) Ginseng Tonic: Supplementing the 3 Air Groups

As one of the most important herbs in traditional Chinese medicine, ginseng has the effects of generating body fluid and nourishing blood, tonifying vital energy, restoring veins and fixing loss of vitality, and calming the mind. Ginseng has obvious effects on the treatment of the nervous system, cardiovascular system, digestive system, etc.

In the combination of ginseng, the use of neon lines outlined with a feeling of green fluorescence, green represents healing, and bright neon lines can highlight the cyberpunk style, attracting the attention of players, and giving them a different visual experience.

The overall green color system represents the vitality of Chinese herbs, and the extensive use of green neon highlights the healing power. Ginseng can replenish vitality, spreading the traditional culture of Chinese herbs. The main feature of this skill is that it can replenish 3 air for that player. (figure 3-7)

(2) Chen Pi Antidote :Skipped cards, ineffective for you (Equipped cards)

Chen Pi, pungent and bitter in flavor, enters the spleen meridian and lung meridian, soaked in water can achieve the effect of strengthening the spleen. It also has a good effect of drying dampness and can eliminate dampness from the body. It is aromatic and awakens the spleen, specializing in regulating qi and strengthening the spleen, lowering the rebelliousness and stopping vomiting, and is often used for abdominal distension and pain, nausea.

In the combination of Chen Pi, green neon lines outline the branches and fruits. In the picture there are sun-dried Chen Pi, which is the most common look. The overall image consists of dots and lines, without too many complicated decorations, using cyberpunk visual effects to reflect the characteristics of Chen Pi. The overall color is green, which represents healing and gives a feeling of green sunshine.

This skill is an equipment card, and it is up to the player to decide whether or not to use the skill all the time. All stops on the field for one turn, and after using the card, it is invalid for that character. (figure 3-8)

(3) Huanglian Poisoned Drunk: All players in the arena make a judgment, each player draws a random card from the pile and displays it, except for the player who draws the most types of skills, the player who draws any other skills is reduced by one air.

Huanglian prefers coolness and humidity, and needs a natural environment with low temperature and high humidity in the air, and is not able to receive strong sunlight. It has high medicinal value and can protect cardiovascular and cerebral vessels, lower sugar, anti-inflammatory and other pharmacological effects.

In the combination of Huanglian, from the picture is mostly green system and brown system, to the roots and leaves for the main carving, is usually eaten as medicinal root detail drawings, the brighter color lines outline the general outline, and darker background echoes, giving a kind of both Cyber style and traditional Chinese herbs, the two are blended.

The skill of this card can be determined for all players on the scene, each player randomly draws one from the cards and displays it, except for the party that draws the most types of skill cards, all other skills of the player minus 1 qi. (figure 3-9)

(4) Chinese wolfberry nourishes: the whole team's air plus one

Wolfberry has the effect of nourishing the liver and kidney, benefiting the eyes, it can enhance the immune system, delay aging, lowering blood lipids, promote hematopoietic function, lowering blood sugar, lowering blood pressure, etc. It can protect the liver, beauty and skin care, bright eyes, improve sleep quality, nourish the skin, anti-aging.

In the combination of goji berries, the picture is dominated by the green color system, with the red color system as the embellishment, mainly portraying the branches, leaves and fruits of goji berries. The outline is outlined with neon lines, echoing back and forth with the dark background, giving a cyberpunk feeling. The Goji Berry Nourishing skill can make the whole team members add 1 qi. (figure 3-10)

(5) White peony resuscitation: resurrect a teammate with the same team member, the teammate can get one air

White peony calms the liver and relieves pain, nourishes blood and regulates menstruation. It is often used for dizziness and vertigo, can relieve menstrual irregularities, and can treat symptoms such as deficiency of liver and blood, hyperactivity of liver yang, disharmony of liver qi, and night sweating with blood deficiency.

In the combination of white peony, the image is dominated by a green color scheme. Bright neon lines outline the shape of *Paeonia lactiflora*, green gradient highlights the texture of *Paeonia lactiflora*, and the lines are outlined in a cyberpunk form. White Peony's revival skill can revive any teammate of the team, and the teammate can gain one qi. (figure 3-11)

(6) Angelica Reconciliation: Phagocytosis and Transportation can be used interchangeably (equipment)

Angelica has the effect of tonifying and activating blood, regulating menstruation and relieving pain, moistening the intestines and relaxing the bowels. It can be used for menstrual disorders, menstrual closure and menstrual cramps, intestinal dryness and constipation, and vertigo and palpitations.

In the combination of *Angelica sinensis*, the picture is dominated by green color. There is a whole Angelica plant in the picture, with roots, leaves and flowers consisting of yellow flowers and leaves, with more developed roots, outlined using green and yellow fluorescent neon lines. The Angelica blending skill can be used interchangeably by Phytophagy and Transportation for the equipment deck. (figure 3-12)

(7) Chuan Dome Swiftiness: Ignore all kinds of equipment (Equipment)

Chuan dome has the effect of antibacterial, moving qi and blood, dispelling wind and relieving pain, and calming and tranquilizing the mind. It can activate blood circulation and remove blood stasis, which is very helpful in inhibiting bacteria, and it is

also good at dispelling wind and relieving pain, which can treat headaches caused by various reasons.

In combination with Chuan Dome, the same green color scheme is used to represent healing, with neon green lines outlining the overall appearance, supported by yellow and brown to highlight the roots and flowers. Chuan dome swiftness skills for equipment cards, can ignore a variety of other equipment. (figure 3-13)

(8) Poria Body Protection: All opposites on the field have the ability to block one attack for this player

Poria is water-permeable and dampness-permeable, strengthens the spleen and tranquilizes the heart, has diuretic and antibacterial effects, improves the body's immune system, lowers blood sugar, reduces gastric acid, and enhances the role of heart contraction in the isolated heart.

In combination with Poria, the picture is dominated by green leaves and purple fruits, and in the process of consuming more for the roots, using green neon lines outlined. Poria body protection skills can make all the players of the opposite sex on the field for this character to resist an attack. (figure 3-14)

(9) Lingzhi Immortal Technique: One devouring or one recluse can return two airs, with no upper limit

Ganoderma lucidum has immunomodulation, hypoglycemic, hypolipidemic, antioxidant, anti-aging, anti-tumor effects, can purify the blood, protect the liver function, can be sedative, anti-arrhythmic.

In combination with Ganoderma lucidum, the image is dominated by the green color system, with a variety of colors as accents. A variety of neon colors are used in the screen to highlight the dignity of Lingzhi. The Reishi Immortal Technique skill can discard a piece of phagocytosis or recluse back to two qi, with no upper limit. (figure 3-15)

(10) Bergamot Fragrance: Add one to all residual air on the field.

Bergamot has the effect of dispersing the liver and regulating qi, harmonizing the stomach and resolving phlegm, which can relieve liver and stomach disharmony, chest tightness and nausea, and prolonged cough and phlegm.

In the combination with bergamot, green color is the main color, and purple color is embellished. A lot of white and green are used to emphasize the fluorescent neon sense. The shape is mainly bergamot, showing the three-dimensional beauty of bergamot. (figure 3-16)

3.3.2 Cyberpunk Card Design

(1) Life Link: Select two players for life link, two people's blood fused into one, total reduction or total increase.

There are two DNA chains in the heart, with bright blue neon lines and a black background, highlighting the entire heart shape, with a clear cyberpunk style and overall bright colors. Life links can be made with 2 players to emphasize this theme. (figure 3-17)

(2) Poison Mist Cover: Each player must produce a vanish

The screen is a gas mask, using bright neon lines and dark background echo, highlighting the cyberpunk style, mechanical gas masks and cyberpunk mechanical technology wind fit. When the Poison Cover skill is activated, each player must take out a recluse to ward off the poison attack. (figure 3-18)

(3) Life Sucking: Stealing an Enemy Air Cluster

There is a heart and two hands in the screen, one hand takes the heart in the other hand, which means life sucking. The use of neon lines emphasizes the cyberpunk style. The Life Sucking skill can steal an air group from the enemy player to replenish the number of their own air groups. (figure 3-19)

(4) Number confusion: each player needs to give you a gold coin

There are a lot of numbers intertwined with each other on the screen, reflecting a

sense of confusion. The colors are bright and neon, reflecting a sense of technology and futuristic. The Numbers Confusion skill makes each player need to gift that player a gold coin to get the ability to get gold coins. (figure 3-20)

(5) Biochemical modulation: Toxic overlay and data stripping not working for you (equipment)

There are many chemical reagents and glass placement tubes interconnected in the screen. There is a kind of biochemical chemical instruments intermingled with each other, reflecting the feeling of biochemical modulation. Neon colors are used to emphasize the sense of future technology. Biochemical Modulation is immune to Poison Overlay and Data Stripping attacks against this player. This card is an equipment card and can be kept at all times. (figure 3-21)

(6) Data Stripping: If the opponent plays Phage, he/she can choose to determine that if he/she draws Phage or Vanish, the person who plays will take the damage.

The picture is dominated by neon lines, modeled as "Y", reflecting the feeling of stripping, outlined by bright lines, giving a cyberpunk feeling, such as the opponent out of the phagocytosis can choose to determine, if the draw to the phagocytosis or recluse out of the person to bear the damage. (figure 3-22)

(7) Lock: Protect your gold from thieves!

Lines outlining the composition of the lock, you can lock their own gold not to be robbed, cyberpunk style, fully embodies the player's sense of protection of property. (figure 3-23)

(8) Nuclear explosion storm: all people out of a cyber card to resist, no drop two air.

The screen is composed of an exploding cloud, mainly blue, reflecting the power of the nuclear storm, there are many neon lines, reflecting cyberpunk. Everyone on the field to play a cyberpunk defense, without it will drop two qi. (figure 3-24)

(9) Digital Flame: Only Cyberpunk cards can be played in defense.

The picture is a flame, the background is made up of numbers, and the overall red color scheme reflects the flames and the feeling of digital surroundings. Other players can only play Cyber cards for defense. (figure 3-25)

(10) Sword Doctor: Only music and five air cards can be used for defense.

The picture is based on the piano and keys, the sword through the center of the piano, the overall cyberpunk style known, there are neon lines, the use of this skill, other players can only play music air and five qi cards for defense. (figure 3-26)

3.4 Game card face design

The design of card backs is an important part of the game's visual design, not only affecting the aesthetics of the game, but also having a profound impact on the player's gaming experience. The design of card backs and card faces is consistent with the overall style of the game and improves the immersion of the game.

The design of the cards is a combination of traditional Chinese architecture and cyberpunk. The back of the cards are mainly based on traditional Chinese architecture with neon purple color to reflect the sense of technology. (figure 3-27)The borders of the cards are shown in a traditional way to highlight the theme and spread traditional Chinese culture. (figure 3-28)

3.5 Card game Packaging design

Packaging design for card games plays an important role in the initial impression of the game and consumers, which not only has an impact on the marketing and sales of the game, but also involves the construction and continuous maintenance of brand influence. The exterior design of the card game skillfully blends cyberpunk elements full of futuristic technology and traditional Chinese architectural style with a rich historical background. From a visual point of view, the neon lights, lines and mechanical design

of cyberpunk are perfectly combined with the art of classical Chinese architecture, bringing a unique visual experience to the audience

Packaging design is to better protect the cards and attract the attention of players in the circulation process. In the packaging we use a combination of Chinese tradition and cyberpunk, there are text logo air and characters or architecture based on the cyberpunk expression, highlighting the characteristics of the card game. (figure 3-29)

3.6 Card game poster design

The connotation of card game poster design not only involves the expression of visual art, but also contains an in-depth understanding of the game culture, gameplay mechanism and the psychology of the target audience.

The poster can promote the card game more clearly. The design of the poster uses traditional Chinese architecture in dark colors and neon purple, which has a strong cyberpunk style and is also combined with Chinese tradition. The poster uses a lot of neon purple color to highlight the sense of future technology. (figure 3-30)

3.7 Card game logo design

The game logo can better publicize the card game. The design of the logo is based on the Chinese character qi, which is a cyberpunk innovation of the Chinese character qi. Outlined by neon color lines, it highlights the sense of future technology, and the overall shape is simple and generous, in line with the characteristics of the card game.

In the game design industry, creating a unique card symbol is not only visually appealing, it also forms the centerpiece of a game's brand identity.

The logo design of the "QI - WUQI" cards is drawn with neon lines and combined with Chinese calligraphy, utilizing calligraphy to express the collision between Cyber culture and traditional culture. Chinese calligraphy as an ancient cultural heritage, its

strokes, strength and fluency reflect the deep cultural heritage and the artist's emotional expression. In this card design, calligraphy is not only a display of words, but also a cultural transmission and artistic expression. Combining calligraphy with cyberpunk elements creates a unique visual effect that demonstrates the charm of traditional culture and expresses the cutting-edge attitude of cyber culture. (figure3-31)

3.8 Related Cultural and Creative Designs

The card game's related cultural creativity is based on the game characters, medicine skills, Chinese traditions, combined with pillows, cell phone cases, mouse pads and other related cultural creativity design.

This cultural and creative design is based on the promotion of traditional Chinese culture and medicine as a base, and integrates modern popular elements to create and design. (figure3-32)

Summary of the chapter III

1. In the design process, it mainly includes 6 character designs, 10 medicine skill designs and 10 cyber and other cards designs, and the rest also includes a series of design works related to card games, such as logo design, package design, poster design and so on. Firstly, we focus on 6 character designs to design the character's personality and skills, then we design and draw the character cards, then we design the medicine cards and cyber cards, and think out of the box to design the unique skills, which are combined with the attributes of the herbs of traditional Chinese medicine, and are compatible with the cyberpunk style.

2. In the drawing of characters, more neon lines are used to highlight the combination with cyberpunk. The card game also features the design of the Jigsaw air group, which makes the game more participatory and fun. In the production of other

cards, neon lines outline the shape of the object, and the use of brighter and brighter colors to reflect the sense of science and technology, echoing the dark background, highlighting the sense of the future.

3. In the logo design, traditional Chinese brush characters are used as the basis, and neon lines are used to highlight the collision of tradition and modernity. The back of the design posters and cards are based on traditional Chinese architecture, using purple neon colors, echoing the dark colors of the architecture, reflecting the cyberpunk style.

4. Through the character card design, medicine skill design and cyber skill design, the characteristics of herbs are fully disseminated to increase people's understanding of traditional Chinese medicine, and the cyberpunk style is fully utilized to make players' eyes shine. The spread of Chinese traditional culture brings consumers a new visual experience and gains more attention. The card game is more personalized and achieves the effect of spreading Chinese traditional medicine and cyberpunk style.

Chapter IV

PROBLEMS AND SOLUTIONS IN THE CREATION PROCESS AND PRESENTATION OF DESIGN RESULT

4.1 Problems in the design

In the pre-design of the card game, the game operation mechanism needs to be more perfect, clarify the skills of each card, lack of fun and surprise points, increase the use of cyberpunk in the game, and also face the problem of balancing gameplay and cultural dissemination. Take the player as the center, provide players with a better gaming experience, and enhance the attractiveness of the game. It is necessary to skillfully use the visual language of cyberpunk style on the basis of in-depth study of the two cultural elements to create a card game that has a sense of futuristic and technological, but also maintains the cultural flavor of traditional Chinese medicine.

The overall effect of the screen is more ideal, the visual effect is very prominent, can fully attract the player's eyes. The game design effect exceeds expectations, higher than the planned degree of completeness and favoritism, the use of cyberpunk in the screen can be more prominent in the overall effect, fit the main body of the design. The design effect also utilizes a lot of three-dimensionality, such as the character roles using interesting materials to make the finished product, increasing the sense of interaction of the game card players. The overall effect of the design is eye-catching, a unique style in card design, bringing players a new visual experience.

However, there is still room for improvement in the design, such as the rules of the game need to be updated and created in a timely manner according to the opinions given by the players. The design of the game screen should also keep up with the times and innovate more ways of combining with cyberpunk. There is also a need to combine more Chinese herbs and other areas of Chinese medicine with the game, such as acupuncture, to enrich the gameplay and spread more knowledge of traditional Chinese

medicine. Through the continuous feedback from players, the game will be constantly updated and modified, and is committed to giving players a better gaming experience.

4.2 Solution

In the process of internal testing, it was found that multiple skills appear to be the same, to be distinguished. There are also individual skills degree is not clear, to standardize and clarify each skill card, set a good standard. Continuously modify and improve the skills to make the game more flavorful. Cards can operate normally, but in the process of the game lack of creative play, less interesting, did not bring a sense of surprise, should increase the experience of the game players, add interesting ideas, increase the entertainment and surprise, bring players a different card game experience. To continue to improve and strengthen the game operation mechanism, reduce some unnecessary process as well as chicken ribs of the program. Strengthen the game's sense of surprise and playability, standardize the rules of the game, so that players can simply get started, convenient and happy to experience the game.

The completion process of this graduation design has strengthened my understanding of the visual communication profession and enhanced my design level and design ability, which can play a key role in the future learning and design process. The design process has learned a lot of design methods, and in the future design process, I can use the knowledge I have learned to improve myself and enhance my ability.

Summary of the chapter IV

1. Completing the graduation design is not easy for individuals, it symbolizes the end of the university stage, successfully overcoming various difficulties in design. In this process, not only strengthened the understanding of visual communication design, but also experienced the joy of teamwork, enriched life experience, there is precious

self-improvement. The joy, anger, sorrow and happiness in the process will become a good memory.

2. Through this graduation design, we have gained an in-depth understanding of the development of card games in contemporary society, broadened our design thinking, and provided important help for future career development.

3. The design of the game's graphics needs to keep up with the times and design more ways of combining with cyberpunk. It is also necessary to combine other fields of Chinese medicine with the game, such as acupuncture, to enrich the gameplay and spread more knowledge of traditional Chinese medicine.

4. The innovative development of games brings more possibilities for entertainment. The combination of cyberpunk and medicine conveys new design signals, opens up design ideas, spreads traditional Chinese medicine, promotes the inheritance and innovation of medicine, and realizes the common development of medicine and cyberpunk.

CONCLUSIONS

In the process of practice, encountered a variety of problems, through the cooperation of the group to solve, realize the self-improvement and development. Through this graduation design, in the future work and life, more deeply realize the need to pay efforts to master and use the corresponding technology and knowledge, in order to better serve the society. The innovative development of games has brought more possibilities for entertainment. The combination of cyberpunk and medicine conveys new design signals and opens up design ideas. It spreads Chinese traditional medicine, promotes the inheritance and innovation of medicine, and realizes the common development of medicine and cyberpunk.

At the beginning of the game design game rules of the overly simple, later after many internal tests, modified game rules have been substantially improved. The character cards and the medicine and cyber skill cards have been modified many times, and finally presented both the Chinese tradition and cyberpunk, attracting players' interest with a unique design style. In the initial conception of the screen, it failed to integrate Chinese traditional medicine and cyberpunk well, and was too forceful in the screen, after many revisions, the Chinese tradition and cyberpunk are very close to each other, and blend into one. After many revisions, Chinese tradition and cyberpunk are very close and integrated. It can better show the integration of cyberpunk and Chinese traditional medicine.

Four years of spring and autumn, fleeting, since the early fall of 2020 to the end of summer 2024, time has taken away the chapter of youth. Looking back on the university years, I have experienced the metamorphosis of growth, harvested the fruits of friendship, and tasted the bitterness of challenges.

First of all, I would like to thank my supervisor for helping me, giving me valuable advice and encouraging to stick to my own ideas, so that I can successfully complete my graduation design and thesis. Secondly, I would like to thank my parents for respecting and understanding me, and supporting me to keep moving forward in the

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This is the end of the four years of my life.

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APPENDIX

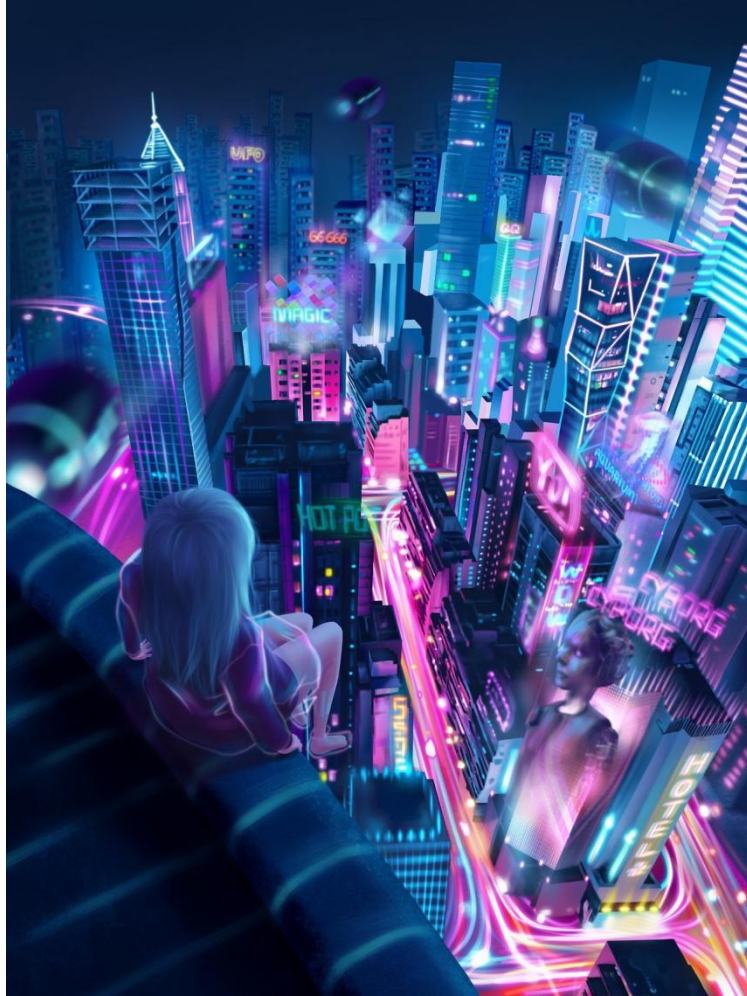


Figure 2-1 Cyberpunk Series Illustration Zong Zong Zong Original Artwork



Figure 2-2 Cyberpunk 2077 street scene.



Figure 3-1 Golden Jade Rich Businessman Character Design Cards



Figure 3-2 Plotting Serpent's Shadow Character Design Cards



Figure 3-3 Craftsman Ironheart Character Design Cards



Figure 3-4 White Tiger Frost Soul Character Design Cards



Figure 3-5 Emerald Fairy Spirit Character Design Cards



Figure 3-6 Lingering Thief Character Design Cards



Figure 3-7 Ginseng Tonic Skill Deck



Figure 3-8 Chenpi Detoxification Skill Deck



Figure 3-9 Huanglian Poison Intoxication Skill Cards



Figure 3-10 Goji Berry Tonic Skill Cards



Figure 3-11 White Peony Recovery Skill Cards



Figure 3-12 Angelica Harmonizing Skills Deck



Figure 3-13 Chuan Dome Swiftess Skill Cards



Figure 3-14 Porcupine Protection Skill Cards



Figure 3-15 Ganoderma Senjutsu Skill Cards



Figure 3-16 Bergamot Fresh Scent Skill Cards



Figure 3-17 Lifelink skill deck

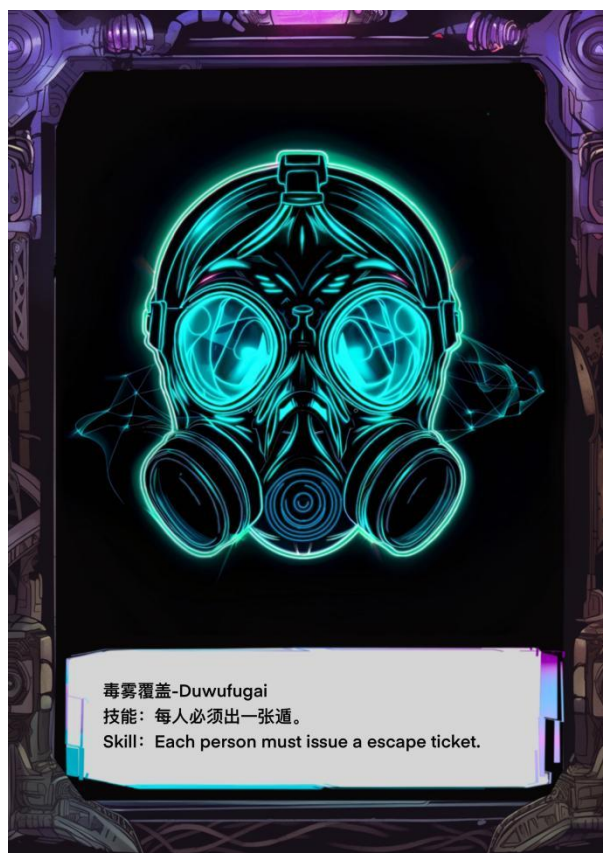


Figure 3-18 Poison Fog Coverage Skill Deck



Figure 3-19 Life Sucking Skill Cards

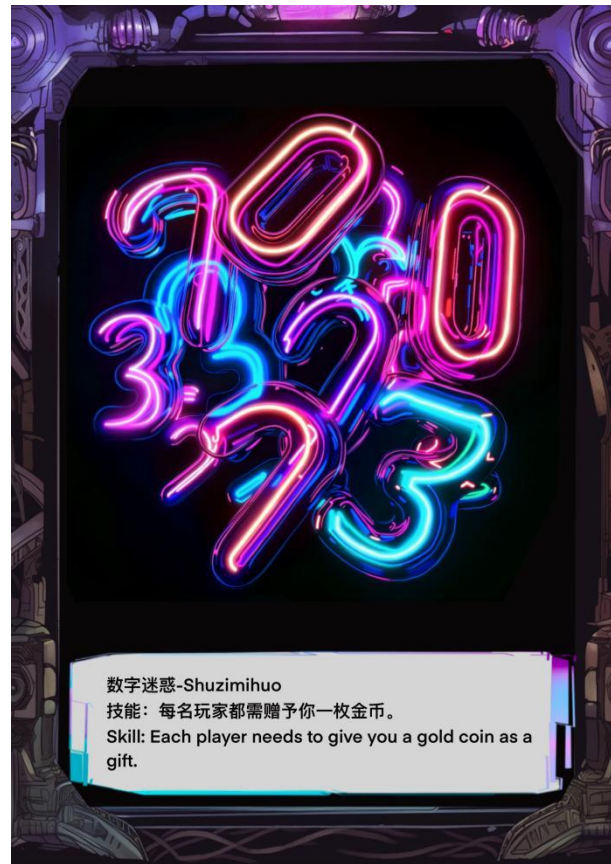


Figure 3-20 Digital Confusion Skill Deck



Figure 3-21 Biochemical Modulation Skill Deck



Figure 3-22 Data Stripping Skill Cards

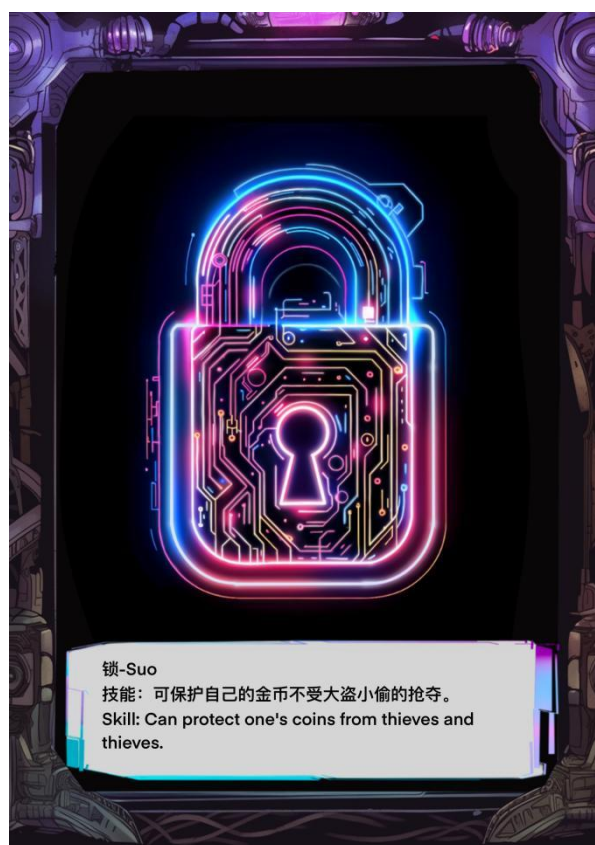


Figure 3-23 Locked Skill Cards



Figure 3-24 Nuclear Blast Storm Skill Deck

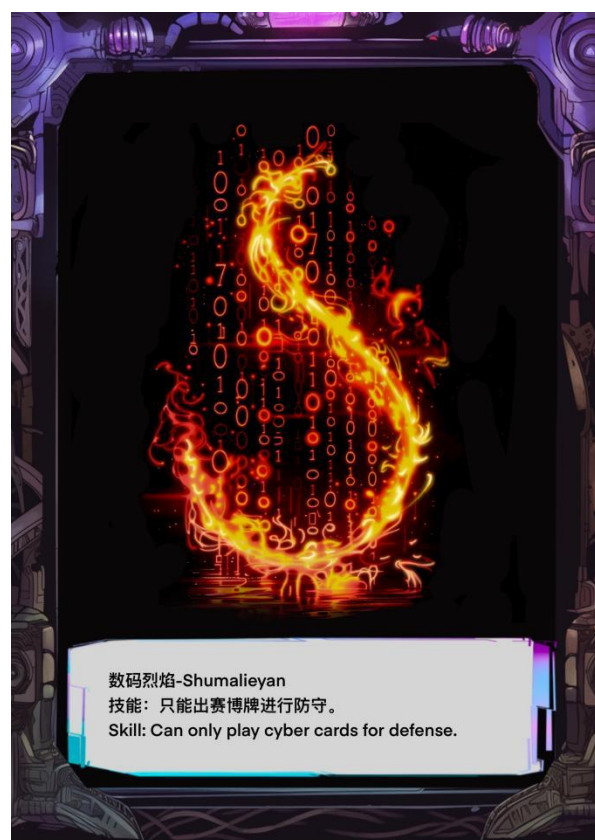


Figure 3-25 Digital Flame Skill Cards



Figure 3-26 Kenshin Sword Doctor Skill Cards



Figure 3-27 Game card back design

Figure 3-29 Game card packaging design



Figure 3-30 Game card poster design

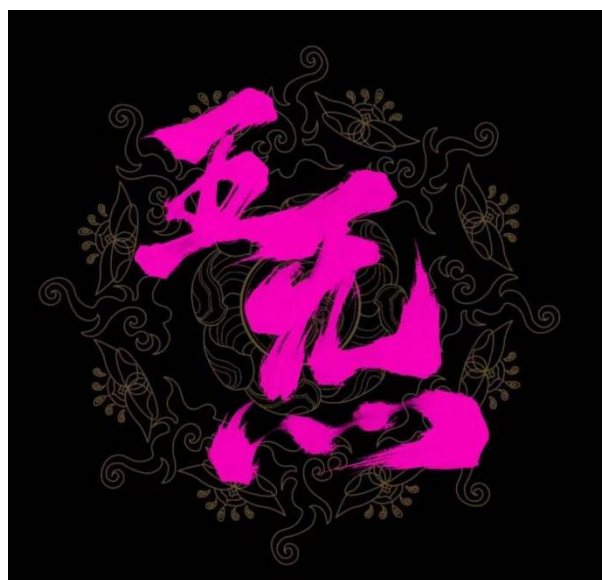


Figure 3-31 Game card logo design



Figure 3-32 Related Cultural and Creative Designs