



MICROBATTLE

Eric Li (UI Design)

Tony Tao (Programming, Art, Audio)

Tianncheng Jiang (Programming)

Xiwei Wang (Programming)

Raymond Du (Art, Audio)

Cody Chen (Art)

Designed amid the global pandemic, this educational computer game is open to all age groups with the intention of letting players have basic understandings of how our body's immune system defends against various pathogens it encounters, and develop good and sustainable sanitary behaviors that potentially improves our immunity and overall health.