



## **Current project breakdown:**

### **Cerebral Palsy and Gaming**

Jessika Wiper

This project aims to analyse the gaming experiences for people with Cerebral Palsy and find a solution for these problems, to design and create a game which can be accessed and enjoyed by all types of players. Regardless of physical ability, gaming experiences should be equal for everybody. This should also raise awareness and encourage more people with disabilities to get involved with gaming with plans to continue developing and exploring these issues and making what once may have been a frustrating experience, a fun, enjoyable and immersive one.

### **Fareed**

Farah Lufti

The story of Fareed is a first-person, biographical, exploration game. Guide a young boy through the Arabian Gulf of the 1960s, far flung from the glamorous versions of the cities we know today. There is also an educational aspect of the game in terms of historically focused on the U.A.E., the whole village to be explored is historically accurate to my father's memory - so exploring the village as it was in the 1960's will be a possibility! This game will be two-dimensional, and single player - but it will be like interacting with an art piece, or a painting – except digitally!

### **Pocket Hatchery**

Bianka Kovacs

Pocket Hatchery takes the player on a journey of creation, customizing a dragon that can be raised through an interesting reward system while the player participates in mini games hatching dragon eggs. One example of a mini games is inspired by a Whac-A-Mole style casual gameplay in which the player controls a dragon mother's fire breathe keeping her unhatched babies warm enough to hatch.

### **Lux & The Shadowmaker**

Constance Fleuriot

Lux and the Shadowmaker is a game about light and shadows. It starts when Lux, our protagonist, is woken up by a finger of moonlight through the

curtains, and goes outside to explore a midnight landscape, finding magical creatures and encountering shadows trapped in the landscape by the mysterious Shadowmaker. The story of Lux and The Shadowmaker which unfolds over the course of the game is influenced by fairytales I read as a child, where brave children would outwit terrifying beasts and all would (hopefully) be well in the morning.

### **Codename: Standoff**

Chloe Goodchild

This will be like a mix of 2 classic games, Starfox (on nintendo) and Starwars rogue squad. This is planned to be on PC but could be Xbox 1.

### **Star Catcher**

Alice Bowman

Star Catcher is a point and click exploration game with a fairy-tale feel set in a beautiful, Victorian-style fantasy world. You play as Eleana, an 8 year old Star Catcher who has lived in the Planetarium for as long as she can remember. Using Eleana you can explore the world of Star Catcher, discovering the secrets of the Planetarium and unwrapping the cities mysteries. Eleana interacts with the world through the game's point and click mechanic, picking up and examining items of interest, moving between rooms and areas and exploring the world.

### **Iphigeneia**

Margarita O'Brien

'Iphigeneia' is a game about a hitwoman hired by the Greek mafia family, the Trakas. She was kidnapped as a young child by the Godfather of the Trakas, Spiros. After being loyal to the family almost her entire life, they betray her by sending her to a very personal job. Iphi then breaks away from the Trakas and vows to take them down as revenge.

### **Sign Language Recognition Game for People with Deafness**

Natasha Angelopoulou

The game will teach gestures to people with deafness or severe hearing loss, and combine this with educational material. The target audience will be children, and their parents, who are learning sign language. There is already a prototype and algorithms developed by us that can recognise a small subset of the alphabet. We would like to extend the functionality by recording the full alphabet of the BSL, improve the art of the game by creating more appealing 3D graphics, improve the feedback given to the users after a gesture is performed, improve the educational aspect of the game play.

### **G.R.A.D (working title)**

Abby Roebuck

Going to be making a range of different types of games for PC, Xbox,PS,IOS etc - exact project to be confirmed before launch.

### **Thinking!**

Samantha Liebenberg

Thinking is a new free 'brain' game that not only challenges your individual general knowledge but also has a 'Party Mode' so you can battle your wits against friends and foe. Every game covers a range of 10 subjects: from general knowledge to maths, from words skills to puzzles, sports, the arts, history, geography and even musical know-how.

### **Little Vamps**

Charlotte Gittins

In this game, little vampires have to move through the office, staying in the shadows, without being seen!

### **Junior Ninja**

Letitia Graham

Junior Ninja is a 2D platformer game in which our main character is in training to become a qualified ninja. To do this, his Sensei has set him a number of tasks to test his skills and assess whether he is worthy of the title of ninja! He will need to navigate his way through a number of levels, collecting coins and completing set missions from his Sensei. These vary from defeating all enemies, reaching a certain location in the level using the environment and his insane ninja skills. Be warned, his sensei is very demanding!

### **Public Transport Game (working title)**

Tulin Memory

This game involves navigating through the busy city using public transport. Players can jump on buses, ride the tube or even hop on a Boris Bike.