

## **YGD 2017 Game Concept 10-14yrs**

### **Last Light**

Campbell Mearns (14 years)  
*Catterline, Aberdeenshire*

The world has run out of light, plunged into darkness. You are the last flame in the world, and it is your job to reignite it.

### **Space Race**

Elizabeth McMahon and Jade Liggitt (13 years)  
*Holy Trinity Academy Trust*  
*Kidderminster, Worcestershire*

You are a space man or woman and you have a dog or monkey as a companion. The aim is to complete all races across the planets in our solar system and progress to save a lost space team, who ran off course during a mission similar to yours.

### **TorchLighter**

Elsie Mae Williams (13 years)  
*Penzance, Cornwall*

Your character has just been hired by TorchLighters Inc., a company that provides what is essentially janitorial services to dungeons. As an employee, you will travel to dungeons and make sure they are in working order. As the name implies, you will be lighting torches, but you will also reset traps, lock doors, make sure minions are ready to fight and occasionally perform special tasks for the bosses that hire you.

### **The Scrappy Races**

Harry Gorrill (11 years)  
*St Egwins CE Middle School*  
*Croydon, Greater London*

You choose a team to work with and make a racing vehicle out of parts that you find in a scrapyard with a series of challenges. You have six hours at a mini scrapyard between each challenge to make your car worthy for the task.

### **Henna Station**

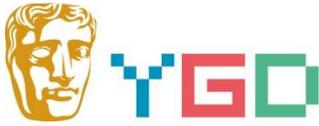
Jayavarshini Sankaran (13 years)  
*Old Palace of John Whitgift School*  
*Croydon, Greater London*

A game for the artistic people out there. The game is a henna station where you have templates of henna and you have to trace over it. In each level you will earn coins in which you can buy new henna cones as one henna cone runs out. You will earn coins when your designs are precise and look realistic and you will lose coins if you drag the lines out of the templates or if you squeeze out too much henna.

### **Clearing MEMORY**

Kitty Belcher (13 years)  
*Swindon, Wiltshire*

When a seemingly innocent glitch sucks Pixel into her games console, she has to battle her way through all her old games to get rid of the glitched save file - a stroll through your favourite genres, all in one.



### **Adrianna's Hero**

Mya Oaten and Eleri Gray (14 years)  
Newport, Wales

Princess Adrianna has been kidnapped by Asho, an intimidating dragon, and is being taken to his castle. Rudy, a boy who is deeply in love with Adrianna, sets out to save her. What seems to be a typical story has a devastating twist, experienced through an innovative new style of gameplay.

### **Kagaku**

Neha Biju (12 years)  
Sutton Coldfield, West Midlands

Kagaku is an educative yet addictive game that will inspire young teenagers to be part of the world of stem (science, technology, engineering and mathematics) and encourage them to learn the order of the periodic table. The game is to go through a mythical maze in which you will find various monsters who are guarding the element you want to find.

### **Ctrl+U**

Sophia Snow (13 years)  
Twickenham, London

Ctrl+U is a unique puzzle game in which you are put into the shoes of a white-hat hacker working for the police in New York. You start the game on your first day at work, and complete missions as you work your way up the employee ladder.

### **Seconds; Sentient**

Yue Qi (13 years)  
Coventry, West Midlands

A chance to re-live a week with some additional quirks; what if you could see sounds, hear colours and touch emotions with that second chance to guide you on your journey of perfecting mistakes - but you can't control your actions? Players will 'guide' the playable character - Yumin - within the game, watching the progression of Yumin becoming self-aware across journey filled with odd aesthetics.



## **Game Concept 15-18 Years**

### **Where's my Tea?**

Adam Mehta, Daniel Lee and Owen Hickman (18 years)  
Bradford, West Yorkshire

'Where's my Tea?' is based in the era of colonial Britain, landmarking its vast empire. The twist is that the premise of the game resides within space.

### **Guzzlesarus's Culinary Capers**

Anna Carter (15 years)  
Lincoln, East Midlands

Guzzlesarus's Culinary Capers is an exciting adventure game for three to six year olds, which is all about teaching culinary skills. Each week, the parent chooses a recipe from the list which will be cooked at the end of the week with their child; at this point the ingredients list is emailed to them to save any hassle. In build up to the big culinary cook off at the end of the week, a new game arrives each day in HQ relating back to the ingredients in the recipe.

### **ANY.TIFF**

Aryaan Awais (17 years)  
King Edward VI Aston Grammar School  
Birmingham, West Midlands

ANY.TIFF focusses the subject on editing: Use unique photograph editing tools (and video editing tools) to carefully guide your program from one end of the level to another.

### **Kanji Warrior**

Daniel Goldie-Furlong (17 years)  
Edinburgh

A samurai without a sword fights against ninjas and monsters from Japanese folklore with only a calligraphy brush. Players perform attacks and solve puzzles by writing in Japanese, while simultaneously teaching the player the three Japanese alphabets (Hiragana, Katakana and Kanji)

### **Hide the Seekers**

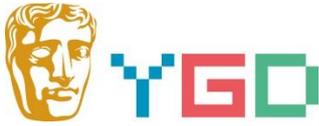
Djenaba Davis-Eyo and Katie Lim (16 years)  
London

A history lover and physics fanatic find out that they are the Seekers - the ones that will save time and history when the Old Time Keeper inevitably loses the fragments of time. The two young girls must dedicate their lives to restoring history's most important events.

### **Strike Vector**

Hugo Webber (17 years)  
Southborough, Kent

You are the admiral of the last great space fleet; marshal your crews and assign your orders, then sit back and watch cinematic battles in 3D. Strike Vector is a game about successfully managing your junior officers to succeed in epic space battles.



### **Beloved Reverie**

Keelin Rose MacGregor (17 years)  
Uxbridge College  
Chalfont St.Peter, Buckinghamshire

Your sister recently died of heart failure, and despite your young age all you can feel is the numbing shock of your loss. On your way home from school, your lack of concentration causes you to be in a hit and run accident. You devolve into a comatose dream, your escape from reality. The game is in five stages, focusing on the five stages of grief.

### **Sundjata, The Lion of Mali**

Keziah Zen-Aloush (17 years)  
Mayfield, East Sussex

Sundjata, The Lion of Mali is a role-playing game based on a Malian epic story set in Mediaeval Mali where the player has to outwit an evil brother, a sorcerer king, wild animals and opposing armies to become the first emperor of Mali.

### **Spectrum**

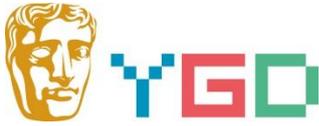
Lewis Hepworth (15 years)  
Castleford, West Yorkshire

You find yourself trapped in a cell. Details include a concrete floor, rusty bars and shambled brick walls, and two guards patrolling the perimeter. You, the player, must obviously escape. But how?

### **Subatomic**

Toby Tonks (18 years)  
Alcester, Warwickshire

A unique and educational strategy game with a particle physics theme. Blending aspects from the tower defence and trading card game genres, players are able to place a variety of particles with different abilities and effects in order to destroy the enemy's atom, and protect their own.



## **Game Making 10-14 Years**

### **Leap in the Dark**

Alex Keller (14 years)  
Sawston Village College  
Cambridge, Cambridgeshire

Software: GameMaker:Studio 1.4

Your character is constantly moving along the X Axis, and when you tap it inverts your speed. The character's Y position stays constant. The aim of the game is to get the highest score possible while avoiding all the falling white blocks.

### **Doodle Warz**

Ariyan Hormoz (10 years)  
London

Software: Corona SDK (to create a windows game)

You have to attack evil creatures to protect your village and keep your title as the great protector. You are a small stick man who shoots oversized arrows and you are protecting a village from evil glass of Water-men. If they reach the left side of the screen they destroy your village and you die.

### **Island of Illusions**

George Whysall (12 years)  
Belper School  
Belper, Derbyshire

Software: Gamemaker 8.1

You are a pirate and you have to make it through the 4 levels (maybe more) and hit the emerald treasure.

### **Meteor Mania**

Jaime Williams (13 years)  
Glenrothes High School  
Glenrothes, Fife

Software: Scratch

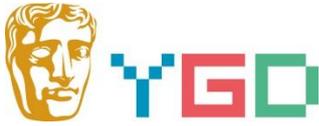
My game is an easy and strategic quick game that focuses on your timing skills. The goal of my game is to collect enough stars in the set time limit without hitting any meteors. Every level gets shorter and shorter, making it hard to collect enough stars in time.

### **Clash of Steel**

James Holley (13 years)  
Southend-on-Sea, Essex

Software: Unity (5.6.0f3)

My game is an online massively multiplayer online game (MMO) about building robots and fighting them in a persistent universe. Use futuristic parts to create fighting machines to assert dominance over a planet. The main point is that everything should be dynamic; you should be able to affect the universe in any way you want, and this will be reflected for other people.



### **Stealth**

Jamie Buttenshaw (14 years)  
Cumbernauld, North Lanarkshire

Software: Python 3.4.3 & Pygame 1.9.2 in PyCharm, GIMP, Audacity and LMMS

In Stealth, you are an MI6 agent sent into an enemy occupied warehouse, with the mission is to infiltrate, destroy and escape the facility - but all without being caught!

### **Da Platformer**

Lucas Drayton, Joel Cutler and William Stoppard (13 years)  
Callington, Cornwall

Software: Scratch

The basic idea is the platformer, you, are trying to escape the world that you are stuck in, and you even leave the planet to try and be free from the red anti version of yourself.

### **Block Dash**

Owais Hussain (12 years)  
Ealing, London

Software: Scratch

An epic addicting puzzle-platformer with a unique way to play. All levels ARE possible! They are made and tested and edited to perfection!

### **Alphabet Arc**

Sam Curran (12 years) and Tom Curran (14 years)  
Wilmslow CoderDojo  
Wilmslow, Cheshire

Software: Scratch (1.4)

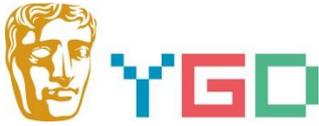
A game for children with dyslexia developed by a dyslexic coder The player must put the 26 letters of the English alphabet in their correct order and into their correct place on an arc. The letters start being randomly placed inside the arc and playing against a timer the aim is to beat your own personal best, or play against others to see who can achieve the quickest time.

### **CyberPNK**

Spruce Campbell (12 years)  
Uckfield, East Sussex

Software: Unity 5.5 in C#

Your friends persuade you to try this amazing new VR software they just cracked. Upon entering the "Hivemind" you are accused of being a convicted criminal, sentenced to indefinite years in the game. A platforming adventure through a dangerous, corporate neon-glowing labyrinth with alternate realities.



## **Game Making 15-18**

### **Evade**

Adriano Matousek (17 years)  
Cumnor, Oxford

Software: Unity Engine, Cinema4D+Photoshop (for creating assets), Audacity for creating SoundFX, LogicPro X (for creating "Time to Run" soundtrack)

Tilt your phone to dodge incoming rocks and 'evade' the evil red enemies that chase you round relentlessly! You can collect powerups throughout the game to help you on your increasingly difficult journey!

### **CoSine**

Aravind Prabhakaran (16 years)  
Abingdon, Oxford

Software: iOS - Xcode, SpriteKit; Assets - Flash Animator; UI Design - Sketch; Music - Garageband, Audacity

In a simple, clean geometric design the user controls what is in essence two waves, and by making them further apart or moving them up and down, they dodge obstacles and survive.

### **Dungeon Raiders**

Bartek Biskont (17 years)  
Cambridge Regional College  
Red Lodge, West Suffolk

Software: Clickteam Fusion 2.5 (Developer)

Dungeon Raiders is a platformer where you walk around randomly generated dungeons collecting weapons and items, fighting through enemies and bosses while also taking a huge risk the further you go as death means going back to the start.

### **Telepod**

Ben Porter (15 years)  
Bristol

Software: GameMaker Studio

You fall into an abandoned lab and must solve puzzles to escape using the TelePod or Teleportation Pod. A First Person Shooter Game (FPS) where you can teleport to wherever you fire your 'TelePod' to.

### **Paradox**

Ben Saunders (18 years)  
Cambridge Regional College  
Burwell, Cambridge

Software: Game Maker

You follow a character named Yin who travels around a world that is completely unknown. It is your goal to work out this unknown world and solve all of the problems to find your way to the end.



### **Recalling Monochrome**

David Khachaturov, Avanes Khachaturov and Zacharie Sciamma (17 years)  
London

Software: LÖVE, Paint.NET, Audacity, GarageBand, MuseScore

Recalling Monochrome is set in New York, 1930. You are living paycheck to paycheck, trying to make ends meet by working as a private eye. The game features rather smart AI-infused enemies, that alert one another of the player's position if they see you. An intense, stylized top-down shooter that requires careful planning and on-point execution, with supernatural abilities and a noir story line.

### **Fractured Minds**

Emily Mitchell (18 years)  
Watford, Hertfordshire

Software: Unity, Autodesk Maya, Photoshop, Audacity

Fractured Minds is an immersive puzzle game that uncovers the daily struggles of people living with anxiety or any mental health issue. It is designed to give the player a genuine insight into the experiences of those quietly living with mental illness – the feelings of isolation, of being trapped, of everyday situations being distorted beyond recognition.

### **Dimension Surfer**

Jakub Dranczewski (18 years)  
Dulwich College  
London

Software: pygame (a Python library), Blender (level design and export)

A 2D platformer in which the levels are actually 3D and you can freely (and sometimes dramatically) change how the part you see on the screen looks just by moving your mouse slightly.

### **Defuse the Bomb: Wire Cut**

Rory Nickolls (17 years)  
Fareham, Hampshire

Software: Unity, Microsoft Visual Studio 2017, Adobe Photoshop CS3, Adobe Illustrator CS3, Audacity

Race against the clock to stop the bombs exploding! Are you fast enough? Each bomb has a different configuration of wires that must be cut in the correct order to be defused. Each wire has a different colour, and the colour that must be cut next is shown by both the indicator at the top of the bomb and the background colour.

### **Luge**

Thomas Crowe (18 years) and Jack Chateau-Loney (17 years)  
Milngavie, Glasgow

Software: Gamemaker

A puzzle platformer where you play as two detachable parts of your own body - arms and legs! The main mechanics of the game revolve around arms and legs detaching from each other and using their different skills to help them complete the level.



## **Mentor Award**

### **David Chilver**

*Lowestoft Sixth Form College & Lowestoft Game Designers Club  
Lowestoft, Suffolk*

"Dave understands the psychology of gameplay which he distils into great lessons. He tells students the best way to design a good game is to design 10 bad ones. By narrowing their focus and designing achievable goals I believe that Dave's students have a better understanding of why games work rather than simply how they're coded." - *Colleague*

"Dave has helped local schools develop their own Games curriculum by creating the Lowestoft Young Game Designers. This encourages students to enter the BAFTA competition but also to have their work reviewed by the University of Suffolk. The best entries will also be featured at the Norwich Gaming Festival." - *Colleague*

### **David Renton**

*Curriculum & Quality Leader for Computing at West College Scotland  
Renfrewshire, Scotland*

"He is always looking for ways to make sure his students have as many opportunities as possible. Most recently he has been working with students to encourage them to run coding clubs in local schools to teach the children how to make games." - *Colleague*

"By working with David he has inspired me to push myself at work and outside of work by also working with the students and the clubs and encouraging me with my own clubs that I run as well as my game jams which he has been speaking at." - *Colleague*

### **Julia Sutherland**

*Deputy Head and Head of ICT at Great Walstead School  
Lindfield, West Sussex*

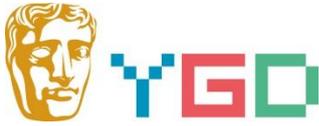
"Julia (or Mrs Sutherland as I knew her) gave me, and is giving hundreds of other students, every opportunity possible during the time we spent and spend at prep school to get into game development. She is wholly passionate about IT and game development, and is always aching to find new ways to get people interested in games and technology." - *Student*

"She was incredibly passionate about teaching pupils not only to code, but also introducing them to other software which could aid the development of games, such as photo editing software and 3D modelling software. She was also incredibly dedicated and set up a club where students could go to develop games, ranging from games made in Scratch and Microsoft Small Basic, to those made in Unity." - *Former student*

### **Matthew Applegate**

*Founder of Creative Computing Club  
Ipswich, Suffolk*

"Matthew has a real rapport with the young people in the group and especially those like my son who have autistic/Aspergers conditions. He has also mentored young designers through an iGCSE course to help them achieve entry grades for a Games Design Diploma and onwards to degree level." - *Parent of student*



"[He] has also helped me get my iGCSE in computer science and deserves to be named YGD Mentor 2017 because he has also helped many other people to achieve their iGCSEs in computer science. He runs gaming marathons to help local charities raise money to help them." - *Student*

**Sarah Bramley-Dymond**

*Head of IT at The Redmaids' High School for Girls  
Bristol*

"Mrs B-D has been a huge source of support for not only me, but also the code club that she started at our school. From getting external speakers in to talk and inspire her students, to giving us a taste of what virtual reality can be, to embracing 4 hour train rides to allow us to participate in app and game development competitions, Mrs Bramley Dymond has been with us every step of the way." - *Student*

"On the school VLE, she has put RSS feeds to tech companies like Wired so that we can stay up-to-date on all of the latest developments, and she organised the annual trip to the Wired Next Generation convention. Also, she has recently started up a school radio station with a team of students so that we can tune in to revision podcasts and tech updates." - *Student*