

Name: Jelly Stomp

URL: <http://www.copenhagengamecollective.org/projects/jelly-stomp/>

Screenshot:



Description: Playstation move controllers, wrapped in plastic and tethered to the player with rope floats in the water. The aim is to plunge the other players controllers under water by stomping on them, breaking the bluetooth connection and taking one of their lives.

Interesting: I like that this game incorporates the use of the sea and party play aspects. I instantly was drawn in by the picture above of friends having a new experience in a beach environment. The idea of creating ways to play in new places.

Name: Pirates vs tentacles

URL: <http://volumique.com/v2/en/portfolio/pirates-vs-tentacles/>

<http://shakethatbutton.com/pirates-vs-tentacles/>

Screenshot:



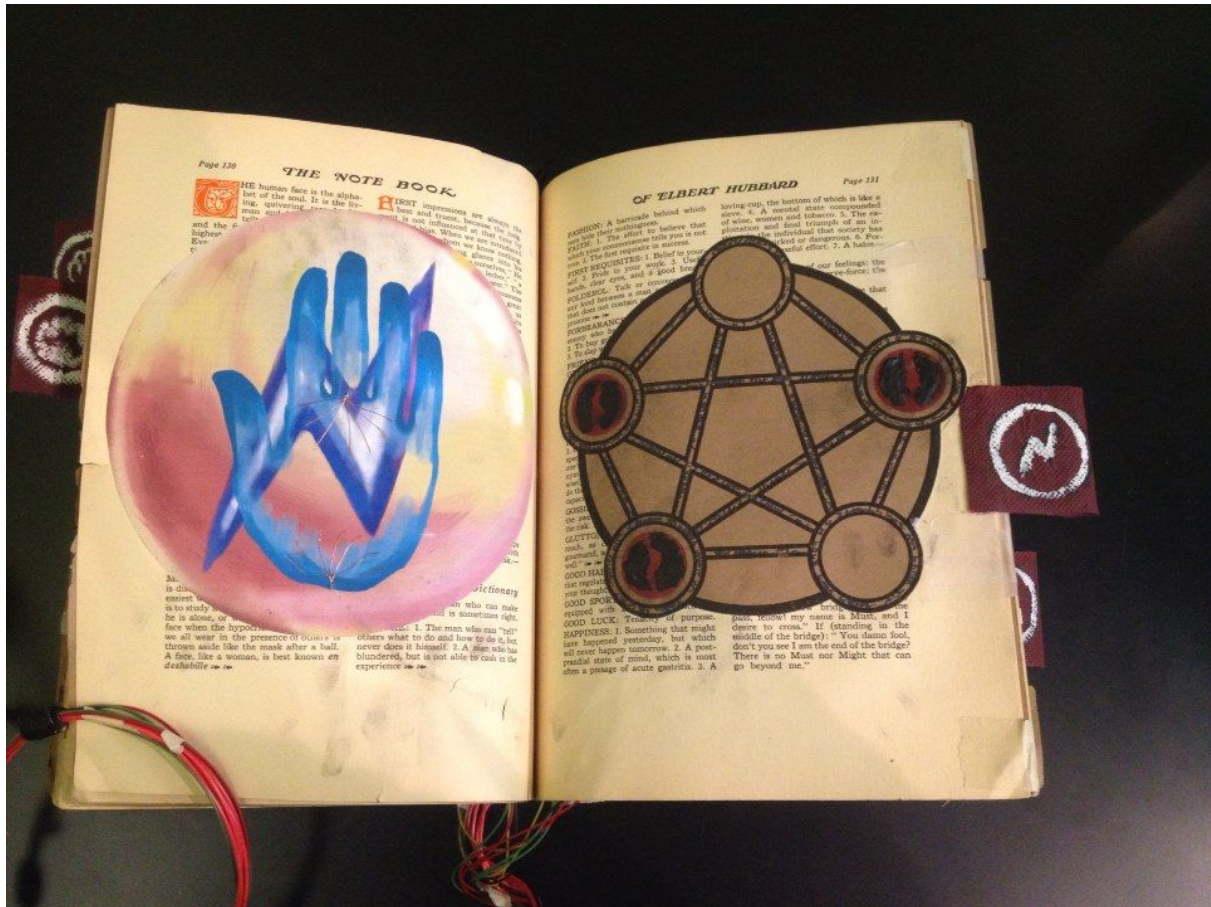
Description: Pirates vs tentacles is a tablet boardgame for two players with pirate fleets fighting and competing to reach their destination first. Players must explore islands, gather resources and find treasure to bring home.

Interesting: As a fan of boardgames I find it really interesting to see the combination of tablet and classic game pieces. Allowing for a moving world that your pieces live in, giving more immersion to the game by bringing it to life.

Name: Book of Fate

URL: <https://nigelerandall.wordpress.com/book-of-fate/>

Screenshot:



Description: The game puts the player in the role of a young wizard on a mission to rescue her master from an evil dark wizard. The game is a on-rails experience with the character steadily being moved forward throughout the world. The player uses a spell book to choose and cast spells with magic symbols to defeat enemies attempting to block your path.

Interesting: The way the book is used to cast spells is an interesting take on spellcasting. Making the user cast the combos for the spells using a book brings a more authentic experience. I'm also curious about how they have managed the different inputs on different pages of the book.