This was a game that I created for my final year project at college. It is a fully motion controlled game on mobile. Overall, it is a simple game, but it took a long time to properly implement the gyroscopic controls to allow for the perfect controlling of the ball. It took me a months to create, as I had to teach myself Unity and C# to create it, along with the help of a mentor I had that was a developer in a local game development studio. The aim of the game is to get the ball from the outside of the map into the middle to collect the spinning coin. Through the maze, you need to avoid the flashing yellow lasers, and collecting the different coloured balls to allow you to move on to the next level. It is not perfect, but as my first look into mobile game design, I am very proud of it

If you would like to play the game yourself, please press the below image of the logo to download the .apk for it.

Welcome to the portfolio of Broken Infinity. On here you will see all of the projects and creations fo the creator of our company, Jack Stirling. Above, you will see a slideshow showing off some of our projects. If you wish to see them in more detail, please make your way over to the projects page using the header bar, where you will find a brief overview of the projects, as a think to a more in depth page showing them off. You will even be able to download our flagship game, Rolly-Ball, on your mobile device to try for yourself.

If you make your way over to the Designer Profile tab, you can find some addition information about our creator, Jack Stirling, and even download a copy of his CV. Additionally, you will also find several links for each of your social media pages. Please enjoy your visit to our page!

This is Adventure Bob! Adventure bob was a character that I created to be used in a project that never came to fruition with a friend. If you would like to learn more about him and the game that he is from, as well as seeing his idle animation in action, then please click on his image

Gill is the avatar for the 3D modelling lecturers. I have added him to this site to show you the 3D model viewing capabilities that can be added to our portfolio. If you click on his image, you will be able to view him in all his glory from all angles.

A-Maze-Ing was the first proper game ever created by Broken Infinity Games. It is an Android exclusive mobile game designed to use gyroscopic controls to control a ball going around a maze. If you would like to learn more about it, or even download the .apk for you to try yourself, then plese press on the image

Your form has been submitted successfully (or at least it would have if this form worked and sent your data somewhere). Please click on the button below to return to the previous page

Hello! This page is all about me! Please enjoy a picture of myself looking very handsome on a boat. I am the owner and creator of Broken Infinity Games, and up and coming games development studio based in the sunny town of Bournemouth. If you would like to contact us,

through social media or through or email form, then please press the "Social Media Links" button down in the footer, by clicking on a logo below to take you to the appropriate website or by pressing <a href="socials.html"> here</a> for access to the form.

If you would like to download my CV, then please press on the button below to have it downloaded straight to your computer. I hope you have enjoyed my website and continue to look around

This is Gill! As you can see, he is untextured at the moment, but you can still view his model in all his glory while he stands in a T-Pose for you. Please feel free to interact with the viewer using your mouse, clicking and dragging to spin him, and using your scroll wheel to zoom in and out, or pinch and pull if you are using a trackpad/touchscreen device.