

"Constructs"

Science-fiction game, following an alien who is stranded on a world orbiting a dying star. To escape he builds a robot companion.

Focuses on themes of friendship and isolation.

Original Concepts

"Dreamtime"

Based in aboriginal mythology, following a tribe's medicine man, entering an ill patient's dreams in search of a cure.



"Behind the Facade"

Following a young boy moving into a new house, and facing his fears through each new room.



Welcome

We are Kangaroo Magic

Brief: Universal Story

Narrative focused game, with no dialogue or written text.



Artists
Mustafa Celiner
Andrew Golden
Graziek Ziemba
Laura McShaffrey
Design
Karl Inglett
Music
Paul Morton
Programming
Elinor Townsend
Jonathan Jones



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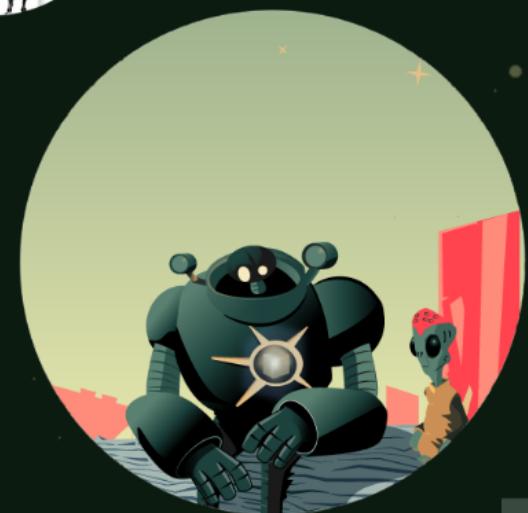
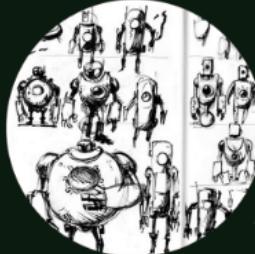


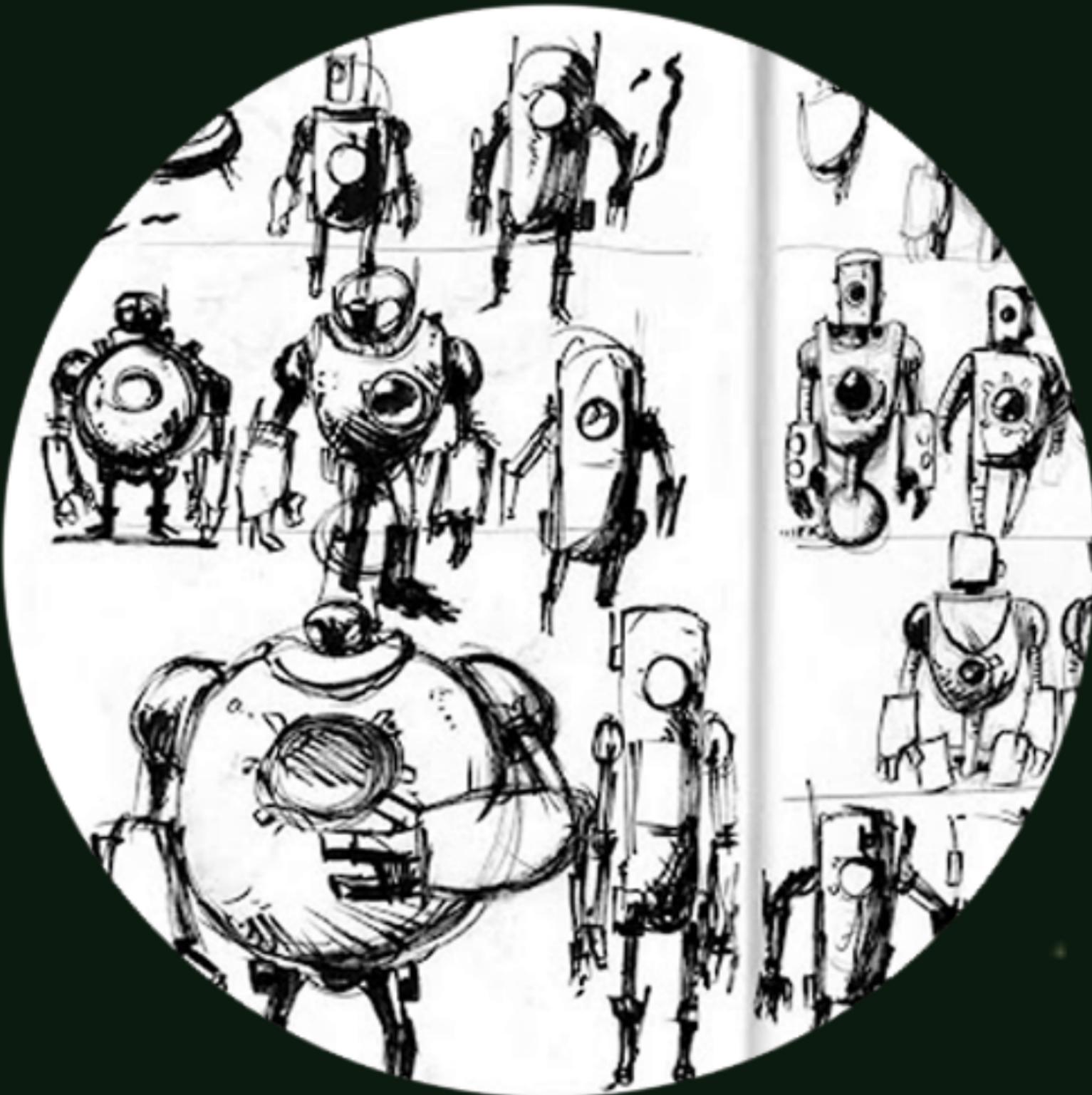


Pre-Production Phase

Oct 11th - Jan 1st

- Design
- Planning
- Conceptualisation
- Research
- Base code framework









Production Part 1

Jan 1st - Feb 26th

- Character Models
- Environment Art
- Sound & Music
- Framework Development
- Game Flow
- Placeholder & Movement
- Robot Building Mechanic



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Production Part 2

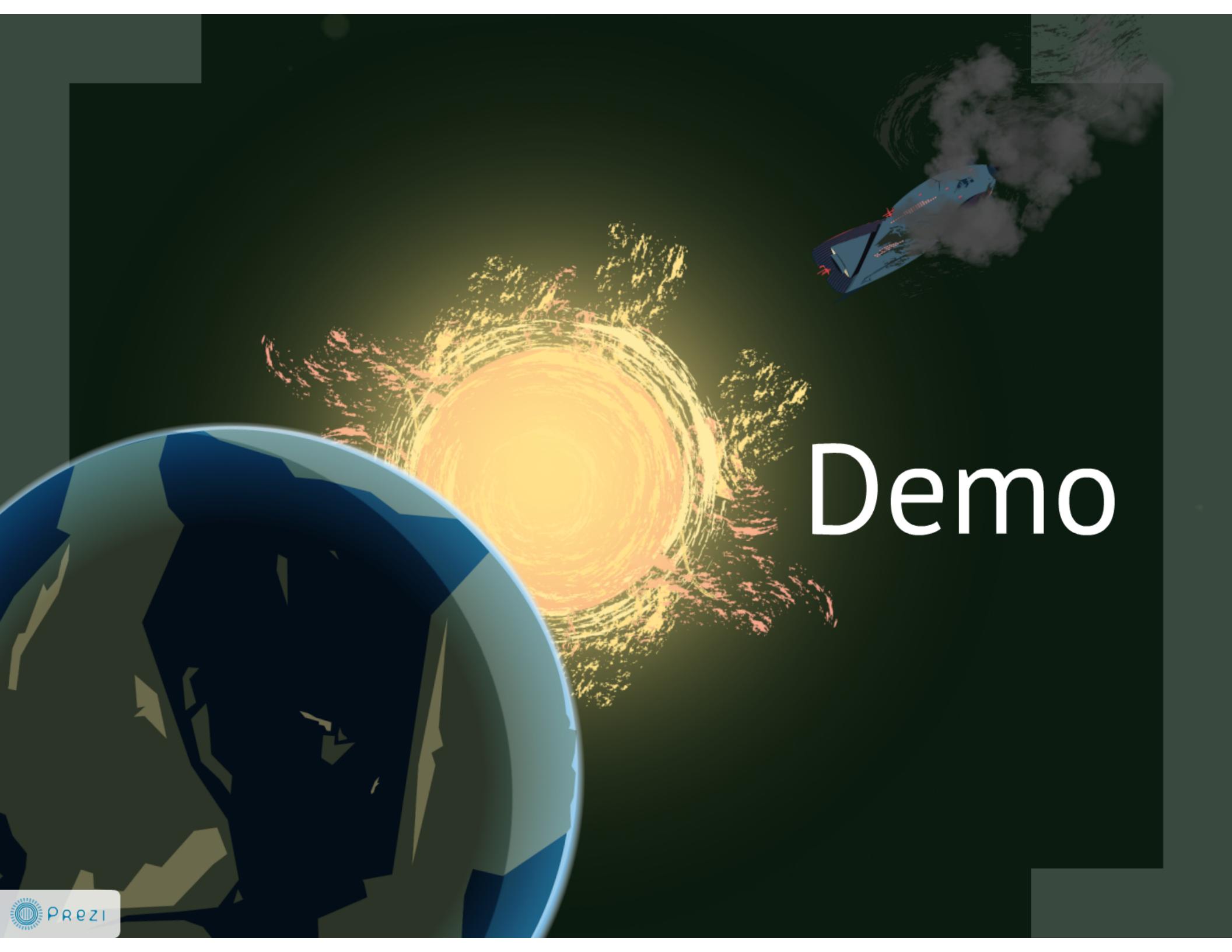
Feb 26th - Apr 6th

- Character Animation & Cutscenes
- Level Editing Scripts
- Level Design
- Mechanics
- Sound Implementation
- Video Implementation
- Polish







A composite image with several distinct elements. In the foreground, a man's profile is shown in a stylized, low-poly style, facing right. Behind him is a large, bright yellow/orange circular object, resembling a sun or a planet, with a complex, swirling pattern of pink, purple, and white. To the right of the sun, a blue and red airplane is depicted in mid-flight, trailing a thick, dark plume of smoke. The background is a dark, textured surface.

Demo



Thank You