Client Brief 1: A Natural Match!

# Overview: (Team Size 14 + Designer)

Yuppie Whale is a recognized mobile/tablet developer looking to expand our repertoire of fun, accessible games! With a strong enthusiasm for nature and the environment, and a catalogue of games catering to those who think like us, we want to become a stronger competitor in the market and are looking to establish a new franchise of match-3 games!

We want to offer a product to our players with a different feel or experience than other match-3 games – there’s already too many Candy Crush and Bejeweled clones out there! We want something edgy and modern that can also be played by loads of different people and represent the Yuppie Whale brand.

Ideally the project will take less than a year to develop by a small team, as we have many other projects being developed in parallel and can offer a moderate budget to a smaller but productive team.

Interested designers should provide a prototype by 23/05/2019. Hope to be working with you soon!

Client Brief 2: Watermarked Pages!

# Overview (Team Size: 6 + Designer)

Order Theory is a brand-new start-up developer looking to create the newest mobile/tablet experience: Tales from the Watergrave. We are a small but multi-talented team looking to bring a multi-narrative experience to mobiles and tablets around the world!

Our Kickstarter has currently raised over $20,000 and is still on the rise! The world is craving a narrative-focused mobile game where player choices make all the difference; where the player’s device isn’t just a small e-reader, but the provider of an interactive narrative that comes to life in their hands.

Ideally, the designer in charge of this project must have a solid understanding of multi-narratives and non-linear story development, as well as a solid understanding of Unity and how to make the most out of the engine and art assets. Interested designers should know that we don’t just want a choose-your-own adventure book experience, but so much more!

Our stretch goals include developing a framework design that can be applied to many different types of stories, for many different readers and players. Eventually, we would also be interested in localization so that our stories can reach all corners of the globe! We are strong believers in the free-to-play model and would be interested in how a designer could bring our vision to life!

Interested designers should provide a prototype by 23/05/2019. Let’s tell stories together!

Client Brief 3: Run, Don’t Walk!

# Overview (Team Size: 18 + Designer)

Are you ready for the greatest runner to ever hit the online stores! We are Foreseen Attack Studios, and we want you to help us make the newest, most high-octane runner on the mobile/tablet stores to date!

We pride ourselves in making games that take skill, like our Bitumen driving game series and our Beat Lightsword alternate reality rhythm game. Now, we want to bring that high-energy, extreme-skill experience to the endless runner market!

Ideally the game will follow the same freemium model of our other games, and help represent our brand of energy, excitement and adrenaline! We want a game where players can show-off to each other and compete for the grandest of prizes in time-sensitive meta-game events! Much like our brand, our development cycle is fast, and we want this product to be on virtual shelves in approximately 3 months! (With optional add-on content after release.)

We have a large sized team with a high level of experience in developing extreme special effects that help our games look the best they can. Designers interested in this game would consider the strategic but liberal use of explosions, special effects, and eye-candy assets to help us bring excitement and energy to our new endless runner!

Interested designers should provide a prototype by 23/05/2019. May the best contestants win!

Client Brief 4: Defend Our Honor!

# Overview (Team Size: 3 + Designer)

Pistol Whip Studios is a company newly formed from ex-developers of SMG studios. We are a small team looking to break away from our larger parent company, and have been given a limited budget and timeframe to demonstrate our ability to create immersive, tactical tower defense games within these harsh restrictions.

We are looking to deliver a strong, engaging tower defense experience to a large player base, including those from our parent company’s following of Fantasy Defense 5. We want to offer these players and those new to tower defense games an alternative, that provides more than the wait-around gameplay traditional to the genre.

Our team is small but very skilled, and has years of experience in developing high-quality mobile/tablet strategic games. We’re looking for a designer to help round out the team, and to help us deliver an innovative experience to the tower defense genre; one that’ll really help us stick out on the online stores and prove to our parent studio that our production model can work.

We already have access to basic 2D development licenses, on loan from our parent company. Now we just need the designer to help our vision be seen by all!

Interested designers should provide a prototype by 23/05/2019. Good luck and hope to work with you soon!