Short description of me 200 words max

Hello! My name is Ryan Rothweiler. I’m 21, I live in Salem Oregon, USA, I’m attending college for computer science and I am a game designer. I spend most of my time either programming for school, programming for work, or programming for my own personal projects. In high school I was sure I wanted to be an engineer. Before college I thought hard about it, but looking into the future I just couldn’t see myself taking that career path. So I decided to attend college for graphic design. While taking graphic design classes and working, I was also working on a side project, an iPad game called Miniverse. I spent 3 years developing Miniverse, and just released it last July. After the release of Miniverse I realized how much I enjoyed its development and decided to continue developing games while attending college for computer science. I then used Miniverse to market myself around the local game community and found some paid contract work programming a game called Keyhole. Game development is my passion which I plan to pursue. Hopefully that pursuit lands me Stugan.

Short description of the game 200 words max

The game I’m working on, and hope to work on in Stugan, is called Origin Tower. It’s a randomly generated arcade game designed with the intention of begin played in an arcade cabinet. The game is action centered but features no guns or killing. The game is set in the future, where the ability of the earth to support life has become questionable. So it was decided that all biological diversity is to be saved, captured, and sealed in one giant ark like skyscraper, called the Origin Tower. The purpose of the Origin Tower is to serve as a starting point, in the event of catastrophe. Recently some of the life inside the tower has been dying because of a disease which evolved inside the tower. The job of the player is to administer vaccines to the various life inside the Origin Tower. The flora and fauna inside the tower is extremely dangerous, but also extremely valuable. The player must keep themselves alive, while also saving the inhabitants of the Origin Tower. The game features a unique puling mechanic akin to Luigis Mansion and small randomly generated levels much like Spelunky, which when combined create a very unique arcade experience.

Description of my goal. What am I trying to achieve in Stugan? 50 words max

My goal with my time in Stugan is to finish a broad horizontal slice of the game. Before continuing development, and especially before starting plans for the cabinet, I want to have the mechanics and systems of the game worked out. This is certainly possible to achieve in two months.

(90 second video presentation)

Contact info.