

Game name:

NOSPHERE

Developers:

Luke HaneyLewis MitchellJim Cook

Release Date:

TBC

Platforms:

iOS App Store (iPhone® & iPad®) | Google Play Store®

Web:

<http://soursoupgames.com/nosphere.html>

Languages:

English

Preliminary Rating: PEGI 7

## Who are Sour Soup Games?

Founded in January 2016, we are a brand new games company, with our first title being NOSPHERE. We hope to bring you new and innovative games for years to come - after all, this is only the beginning!

## A brief description of NOSPHERE.

Our first ever mobile game NOSPHERE simply involves your character protecting their pride and joy from enemies coming in all directions. You control the main character as they annihilate the quickly approaching villains, but your movement is limited to being around the center circle!

Our game is free to play, so you can enjoy the game and it's full features without having to put your hand in your pocket! Of course, this would be the easy way to start generating revenue in order to grow our company, but we felt that microtransactions were not the best way to go about it. It was the result of this that we decided to include small banner ads that allow us to generate some turnover.

## Design and production of NOSPHERE, how was it done?

Did it start when the game was dreamt of? I suppose, but it really started to take shape on the Unity Engine when the main elements were created. Through countless 'eureka!' moments followed by a multitude of 'why is it doing THAT??!' moments, we know that we have put everything we've got into this game, through production of the website, logos, posters and colours.

We used MagicaVoxel for the character design (thanks to Jim for the characters!), and the Unity Engine for the actual game.

## Features

- Beautiful graphics, including character models, facades, and backgrounds.
- Fast-paced, yet fluid gameplay makes for an overall fun playability.
- Completely free to play!

## Credits

- Character Design:

Jim Cook
- Sound and Game:

Luke Haney
- Art:

Lewis Mitchell

## Contact Us

Any questions or concerns, please don't hesitate to contact us!

Lewis Mitchell

lewismitchell@soursoupgames.com

Luke Haney

lukehaney@soursoupgames.com

@lukehaneygamedev

Web:

<http://soursoupgames.com>

Twitter:

[www.twitter.com/soursoupgames](http://www.twitter.com/soursoupgames)

Facebook:

[www.facebook.com/soursoupgames](http://www.facebook.com/soursoupgames)