

Ski Mask Games

<https://skimaskgames.co.uk>

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Logo & Icon

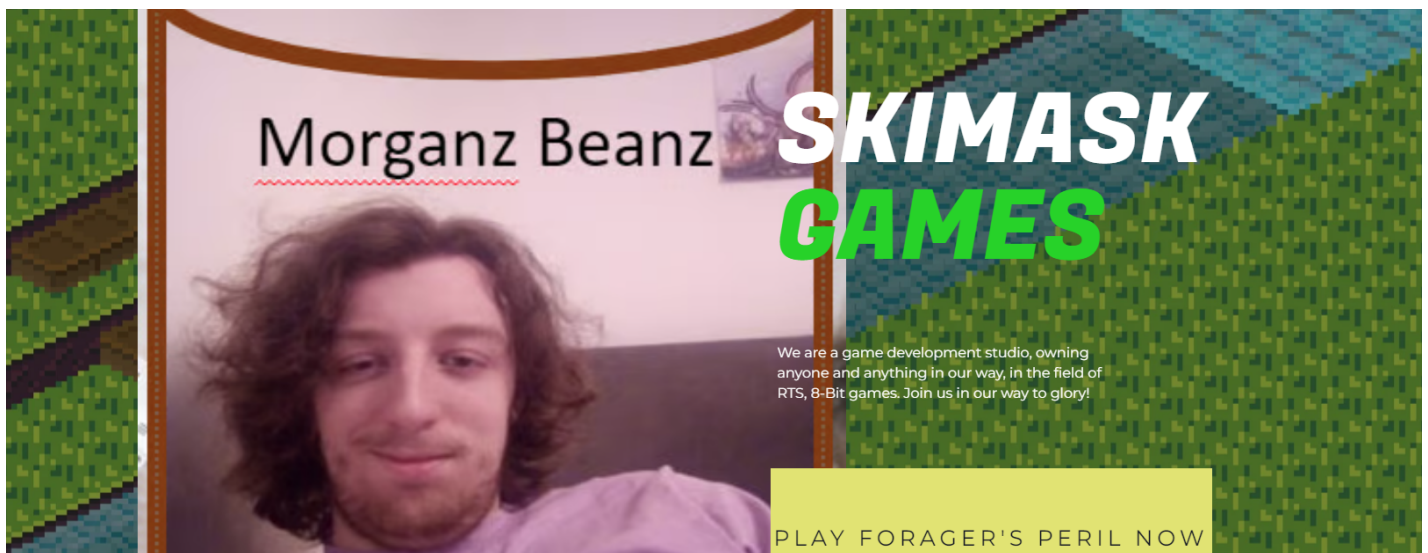
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Factsheet

Developer:

[Ski Mask Games](#)

Based in Plymouth, UK

Founding date:

September 11, 2022

Website:

<https://skimaskgames.co.uk>

Press / Business contact:

social@skimaskgames.co.uk

Social:[Twitter](#)[Youtube](#)[Twitch](#)**Releases:****Address:**

Ben's home adress

Jacob's home address

Morgan wearing a dress

Description

In order to develop a video game the developers have to think of the different types of games that the public would like to play. The developers then look for the most optimal solution to build a game around. They work out which features they would like to use to create a game that matches the needs of a different market. One of the main goals of a game developer is to provide the player with something unique and that matches the requirements of the market. They also want to create a game that has a balance of depth and speed. The game developer then looks to see if the game developer is able to turn that game into a success by providing a game that is easy to understand and play.

History

Early history

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Projects

Videos

Developer Chat [YouTube](#)

Developer chat! First Stream



Images



There are currently no logos or icons available for Ski Mask Games. Check back later for more or [contact us](#) for specific requests!

Awards & Recognition

- "Winner in this highly relevant contest." - *Award Location, 20 October, 1989*
 - "Nomination for this prestigious award." - *Award Ceremony, 4 December, 1991*
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 - "Nomination for this prestigious award." - *Award Ceremony, 4 December, 1991*
-

Reviews

- ""I absolutely love the strategic gameplay and immersive story of this game. As the leader of my village, I feel like I'm really fighting for the survival of my people. The character development and progression system add an extra layer of depth and keep me coming back for more. 10/10, would recommend to any strategy game fan.""
- Sarah S,
 - ""I wasn't sure what to expect when I first started playing, but I was quickly hooked. The gameplay is smooth and the challenges keep me on my toes. I love the different villager types and the sense of community within my village. This game has quickly become one of my favorites.""
- John M,
 - ""The setting and story of this game really drew me in. I love the idea of a nomadic people facing off against an invading force, and the way the game incorporates resource management and strategy makes it feel like a truly epic struggle. The graphics and sound design are top-notch, too.""
- Maria G,
 - ""I'm not typically a big fan of strategy games, but this one really hooked me. The worker purchasing system is a unique twist that I really enjoy, and the character development and progression make it feel like I'm really building and leading my own village. I can't wait to see where the story goes from here.""
- Bill T.,
-

Additional Links

Forager's Peril Itch Page

If you wish to try out one of our games, check out Forager's Peril on Itch.io <https://deskita.itch.io/foragers-peril>.

Team & Repeating Collaborator

Morgan Gorle

UX Guru

Ben James

Technical Lead

Jacob Nettleship

Product Manager

Gustavo Vituri

[Art work of Forager's Peril](#)

Contact

Inquiries

hello@skimaskgames.co.uk

Youtube

<https://www.youtube.com/@skimaskgames>

Twitter

<https://twitter.com/SkiMaskGames>

Twitch

https://www.twitch.tv/skimask_games

Team Website

<https:\\skimaskgames.co.uk\\>

[presskit\(\)](#) by Rami Ismail ([Vlambeer](#)) - also thanks to [these fine folks](#)