

ROGUE APE STUDIOS
Making games with a peel

Meet the Team



Level Monkey

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Code Monkey King

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Code Monkey

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SFX/VFX Monkey

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Game Design/Communication
Monkey

Loes Reyniers



UI/UX Monkey

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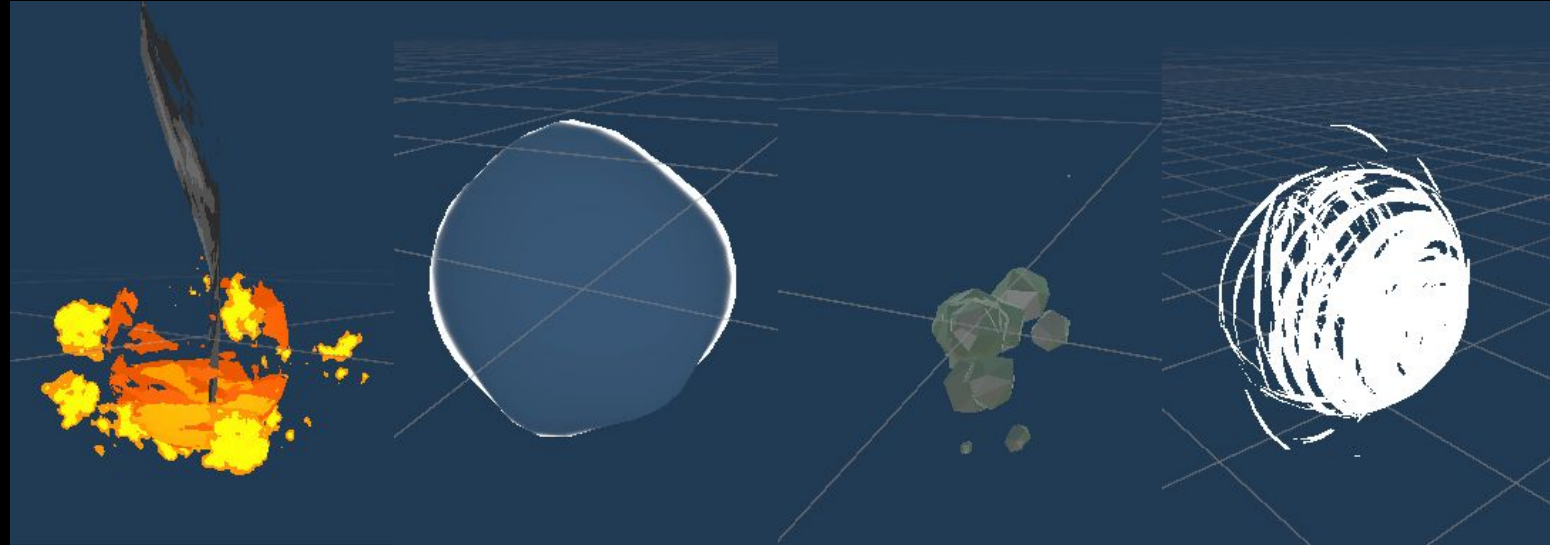




VR puzzle game where you use your hands to cast spells and overcome challenges



- Access to multiple spells
- Unique interaction with the environment
- Casting sequences

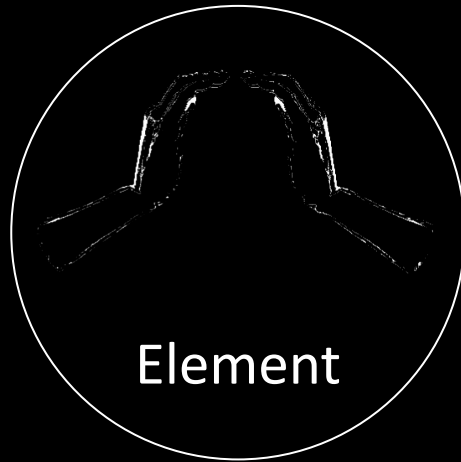




What does our language look like?



Start Sign



Element



Spell Type



Fire Spell

- Sets object on fire
- Can break certain objects





Water Spell

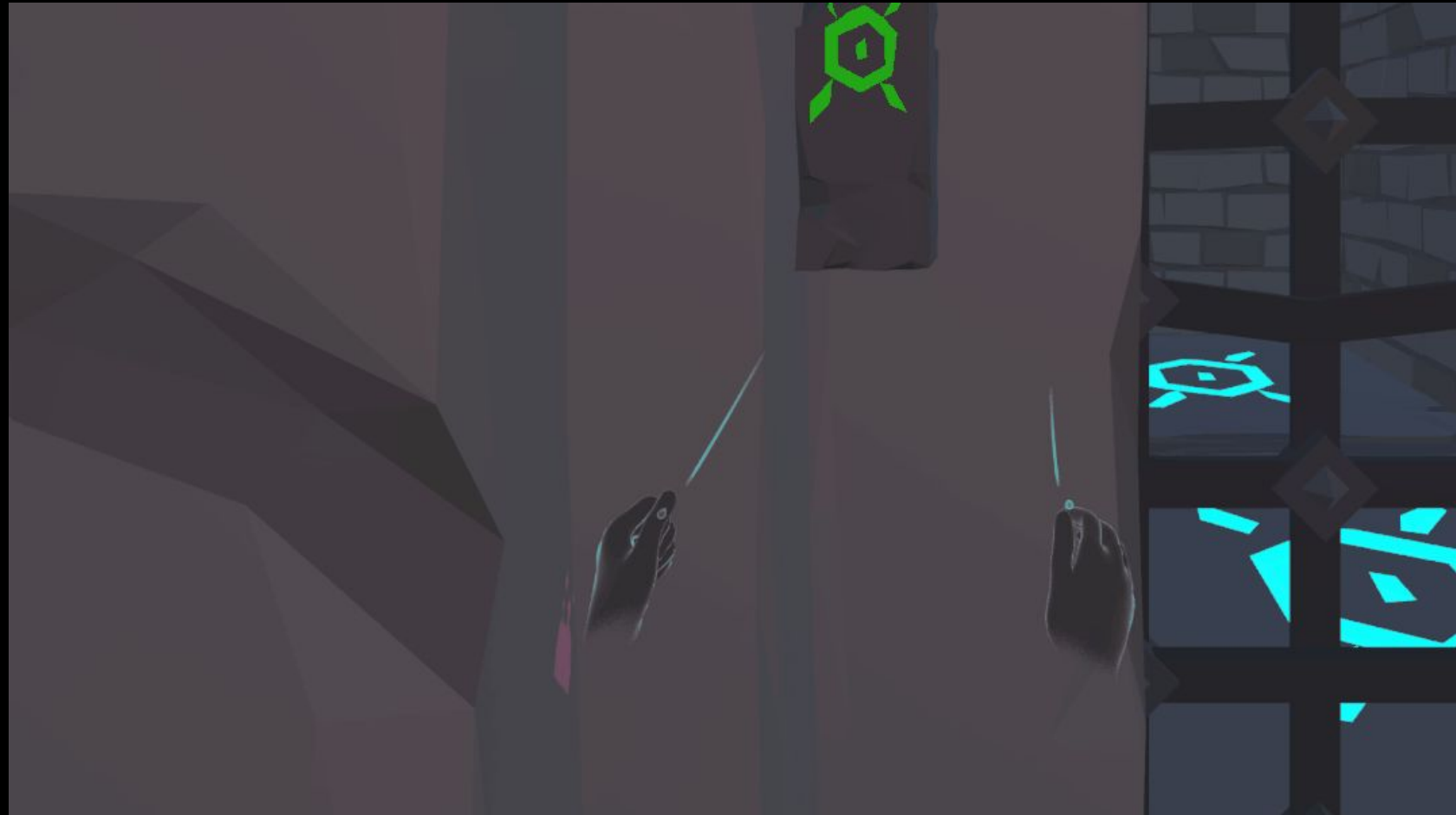
- Extinguish fires
- Fill objects
- Wash away grime





Earth Spell

- Grow/Shrink objects





Air Spell

- Blow away objects
- Make fans spin
- Blow wind through pipes





Locomotion





Locomotion

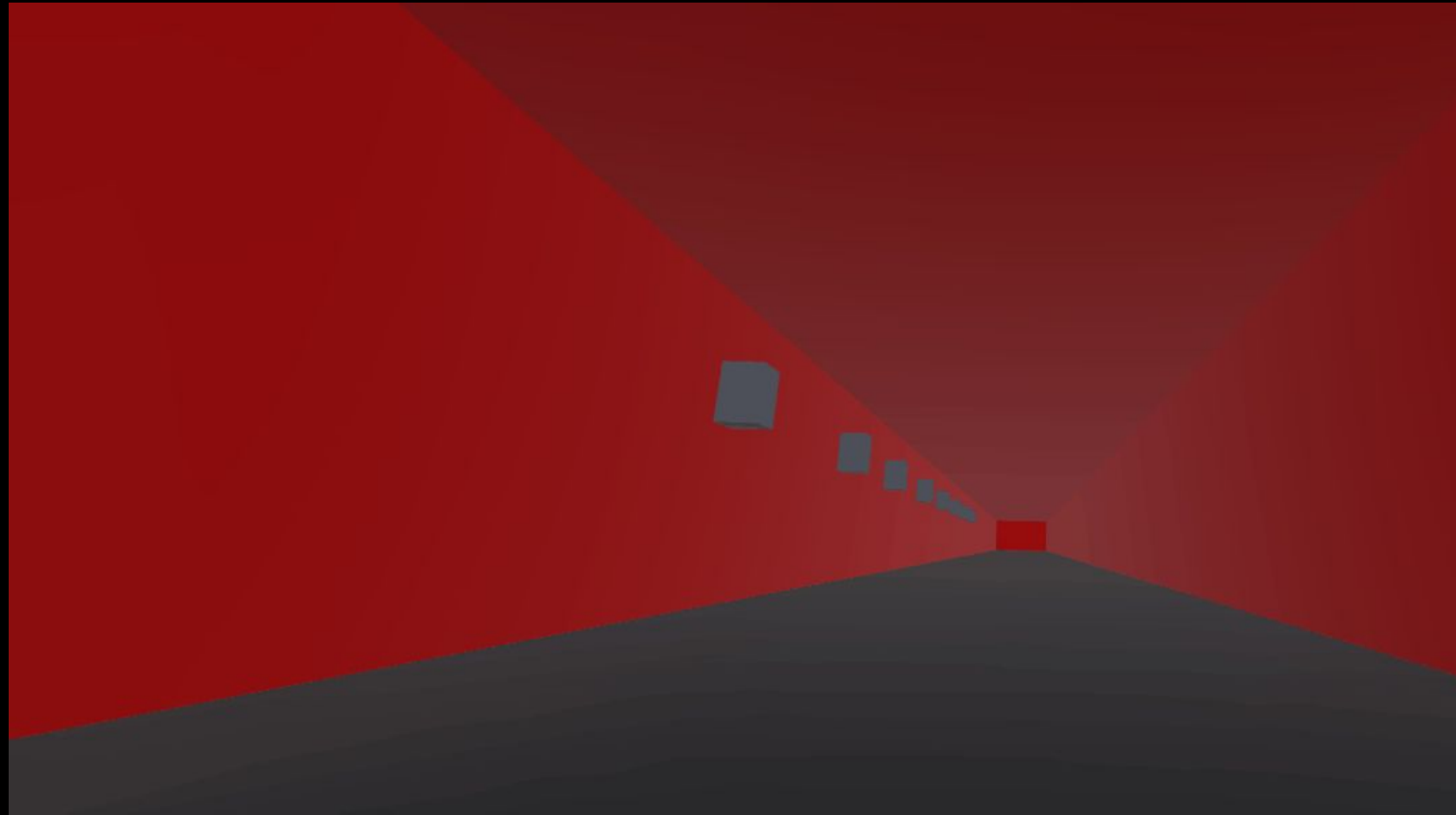
- Teleportation





Locomotion

- Teleportation
- Look Direction





Locomotion

- Teleportation
- Look Direction
- Hyper Flexibility Mode



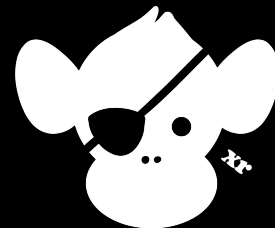




A little bit about Ignacios







ROGUE APE STUDIOS



Keep a lookout for Secrets of Ignacios here:

<https://rogue-ape-studios-xr.itch.io/>

Or scan the QR code below

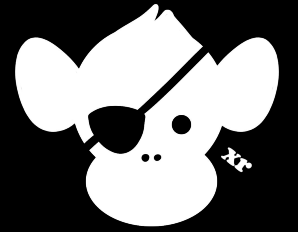




Next steps

- Focus on UX
 - Ease of use of gestures
 - Aiming spells (E.g. set your own timer)
- New spells
 - Combination spells
- Further development of our “sign language”

SECRETS OF IGNACIOS



ROGUE APE STUDIOS

