

\*All Hostos Game Design majors are expected to attend and support the finalists\*

SPRING SCRAMBLE FINALS EVENT - SUNDAY, APRIL 22nd FROM 2-5PM in C-456

# 2018 HOSTOS SPRING SCRAMBLE GAME DESIGN COMPETITION

## FINALS

SUNDAY, APRIL 22ND 2-5 PM IN ROOM C-456

These four finalists will be presenting their games with an open play session. Come out, play some games and support Hostos game designers! The winning team will be awarded a **\$500 prize** to support the continued development of their game, courtesy of the Ravenfox Fund.

The full rules are available at [tinyurl.com/2018scramble](https://tinyurl.com/2018scramble)

### Cave Escape

Calherbe Valcin, Oscar Martinez

"A fun mini 3-d adventure game collecting bricks to escape the cave."

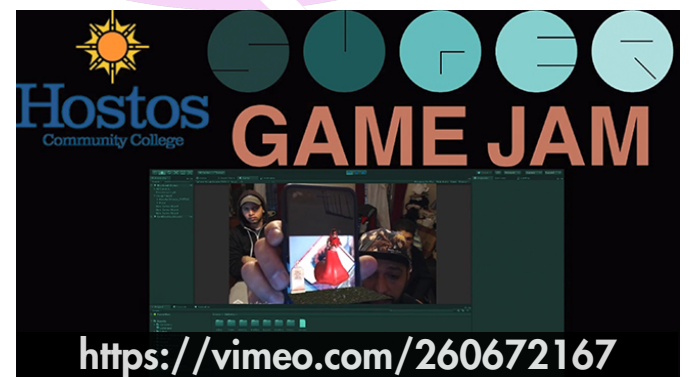


<https://vimeo.com/261756646>

### Moving Forward

Jose Otero, Jose Patrone, Brendon Laluz, Auystine Perez

"It is an AR game to be used in mobile phones that is based on the idea of what slows and holds people back from going to school. the goal is to destroy the AR objects which is timed before entering class. [...]"

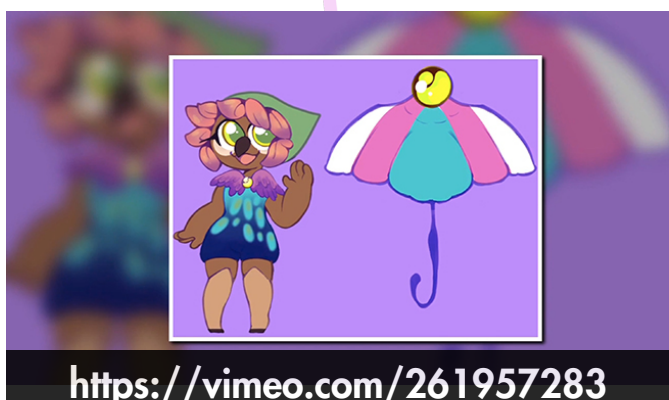


<https://vimeo.com/260672167>

### Parasoul

Sanzida Raina Islam, Jay Mark [withdrawn]

"The game is about a bird humanoid character the uses her umbrella to navigate the ruins of a temple. At the center of the temple lies its history that she is determined to find."



<https://vimeo.com/261957283>

### Velocity Rush

Andy Garcia, Brandon Torres, Carlos Martinez, Eric Bello

"This is a sci fi action adventure game where you are placed in the middle of a war between humans and an ancient alien race, who's intent is to conquer all life."



<https://vimeo.com/261739539>