

# BAFTA YOUNG GAME DESIGNERS COMPETITION FINALISTS IN 2014

## GAME CONCEPT AWARD

### **Duck**

*Tap, Slide, Run, DUCK!*

Team: Duck! - Bethany Clifford (14), Ben Symons (14) and Klaudia Stanik (14), from Leicester, Leicestershire, submitted their entry through their school, Newbridge High School.

### **Incandescent**

*The game where you play a light bulb. Yes, a light bulb.*

Team: Lodestar Entertainment - Adam Kavanagh (13), from Kirk Hallam, Derbyshire, submitted his entry through his school, the Horghon Catholic Academy.

### **Ink**

*In a collapsing fairytale world, join the heroine Kitana as she fights to keep the stories she loves alive.*

Team: INKling - Caitlin Wilkie (16), Anna Ward (16) and Jenny Yule (16), from Stratford-upon-Avon, Warwickshire, submitted their entry through their school, Stratford Girls Grammar School.

### **JV Raptor's School Of Falconry**

*Ever been to a falconry session and want to keep the memory alive? Now you can with this game that will send your imagination flying.*

Jade Randall (15) from Bournemouth, Dorset.

### **Meowsic!**

*Time to conduct some Meowsic! Travel through musical-themed worlds and hit the beat counts in time with the music.*

Team: Mewsicians - Lara Ryan (16) and Harley O'Connor (16) from Hemel Hempstead, Hertfordshire.

### **Pixel Escape**

*A 2D speed runner with a puzzle spin mixed with a point and click escape game.*

Team: RFG Hope - Frazer Hope (15), from Walderslade, Kent, submitted his entry through his school, Greenacre Academy.

### **Randomals**

*Creativity is your weapon. Enter a colourful online world where the rules of the game are defined by you. Steer your destiny to greatness for the Randomals fate. Be the hero.*

Team: Puca Productions - Liam Gilbey (16), from Littlehampton, West Sussex, submitted his entry through his school, Angmering School.

### **Soot and Smog**

*An exciting game and informative game, teaching you fun facts about the Victorian era as you go along.*

Team: Hurley Productions - James Hurley (14), from Lytham St Annes, Lancashire, submitted his entry through his school, St Annes College Grammar School.

### **Tomatos Role**

*Sick of being stuck on pizzas, the tomato tries its hand at being treated like a real fruit.*

Team: Willow Flame Productions - Rhianna Hawkins (16) from Taunton, Somerset.

## **JURY FOR GAME CONCEPT AWARDS FINALISTS:**

Chair – Harvey Elliott Chair of the BAFTA Children's and Games Committees, and CEO of Marmalade.

Will Freeman – freelance journalist  
Mark Ogilvie – Design Director, Jagex  
Paul Noddings – Senior Designer, Nickelodeon  
Kirsty Gibson – Project Manager, University of Abertay Dundee  
Ian Livingstone CBE, Co-Founder Games Workshop, Chairman Playdemic and Midoki  
James Svensson – Game Developer, Criterion Games  
Pete Lake – Lead Producer, Criterion Games

## **GAME MAKING AWARD**

### **AlienX**

*A unique drag and drop game in which the player must prevent a horde of aliens from reaching the teleporter by using an array of weapons.*

Team: Hurricane Games - Adam Oliver (15) from Warwick, Warwickshire.

### **Beat Hopper**

*The game is a simple concept: "beats" or small rectangles drop rapidly from the top of the screen, and the player must dodge the rectangles by moving to one of four different lanes.*

Team: Interquartile Games - William Osborne (16) is from Market Harborough, Leicestershire.

### **Cyber Ninja**

*Control a ninja and complete all 37 levels.*

Team: Team L.I.S. - Ammer Azeem (12), from Manor Park, London submitted his entry through Little Ilford School.

### **Delvinator**

*A dungeon exploration game focused on combat, theft and running away.*

Team: Memory Melt - Christopher Sixsmith (16), Jack Naylor (16) and Oliver Bellingham (16), from Dalston, Cumbria, submitted their entry through Caldew School.

### **How Not To Be Human**

*A puzzle platform game about the journey of a Green robot, following him from when he first wakes up and discovers that all is not as it seems in this "human" world.*

Team: Pushkin - Sahaya James (16) from Stroud, Gloucestershire.

### **Laser Rift**

*An infinite game challenging the player to survive the constant flow of obstacles and keep up with the constantly moving screen.*

Clemens von Stengel (15), from north London, submitted his entry through the City of London School.

### **Robo-cat**

*Control the robotic cat as it runs down an endless tube.*

Team: One Maker - Isaac Moselle (13) from Islington, London.

### **Ultimate Tower Defence**

*Survive all 8 rounds to win, by purchasing turrets to prevent enemies from reaching their goal.*

Team: Suggy - Fergus Robinson (15) from Horsham, West Sussex.

## **JURY FOR GAME MAKING AWARD FINALISTS:**

Jury Chair: Imre Jele, BAFTA Games Committee member and Co-Founder, Creator-In-Chief at Bossa Studios

Will Tennant - Development and Acquisitions Manager, Imaginarium Studios

Callum Underwood - Developer Relations Manager, Oculus Rift

Andrea Wastlund - Assistant Producer, FreeStyleGames  
Kirsty Gibson – Project Manager, University of Abertay Dundee  
Guy Cocker – freelance journalist  
Keza Macdonald – Editor, Kotaku UK