



YGD 2016 Game Concept 10-14yrs

Blast off!

Indumita Prakash (14 years)
Brigg, South Humberside

This is a fun, enriching journey beyond the four corners of our earth!
In my game, children learn about the different planets in our solar system. Laika, the first ever dog in space, is their fun `tour guide` who tells them about the planets.

cross keys

Ellen O'Regan (12 years)
John F Kennedy Catholic School
Caddington, nr. Luton, Bedfordshire

Many years ago, the typelings and other electrical devices lived merrily in their unique home planet: computiper, it was in a completely different solar system but that was before a virus tragically struck their world destroying almost every byte and bit. Now it's the typeling's turn to help with their heroic leader king key.

Fluffology@

Ria Paulraj-Cooper (10 years)
Old Palace of John Whitgift School
Croydon, London

Fluff-Puff is a cross between a hairy Ewok and a colourful pink ball of fluff with hands and legs. Fluff-Puff is obsessed about Science - Biology, Chemistry and Physics and wants to be a Botanist when she is all grown up. Fluff-Puff travels from site to site learning about evolution, taxonomy, ecology, biology, environmental biology and conservation.

GIRLGANG

Zoe Denning & Alice Li (14 years)
Old Palace of John Whitgift School
Croydon, London

In a dystopian reality, there is only one saviour from tyranny and destruction; GIRLGANG
The player must choose which of the five GIRLGANG members they want to play as to fight off alien beings.

Ice cream avalanche

Kyle Randall (13 years)
Bournemouth

The Objective of the game is that in each level you must catch ice cream balls that are falling from the sky, but watch out because trash and rubbish will also be falling from the sky and you don't want a banana skin in your ice cream tower.

Imagibots – Save Eden Green

Aysheq Hussain (13 years)
Birmingham

One day out of the blue, Professor Eden received a telephone call from the Mayor of Eden Green. It was terrible news, there was a massive asteroid on a collision course for the village and apparently there was nothing the government could do to save Eden Green from being obliterated?



Leap Frog

Josh Golding (11 years)
Royal Russell School
Croydon, Surrey

You're a small frog on a small lily pad. You get points by eating flies, dragon flies and other small insects. The more you eat the more points you score and the bigger you get. As you grow in size you become too heavy for the lily pad and so you will sink. It's frogtastic!

Supernatural Café

Team Name: Vyrahlotte
Charlotte Campbell & Vyshnavhee Gutunathan (14 years)
Newstead Wood School
Orpington, Bromley, London

Supernatural Cafe is a challenging, competitive and interactive game which never gets boring! Users can play as different mythical creature customers in this 'supernatural café' or a member of the waiting staff and can even play against other users.

The Extra Experiment

Ethan Smith (12 years)
Haydock, Merseyside

The Extra Experiment is a colourful yet challenging puzzle game set in a strange facility where you control four different characters each with a different superpower. Each character can do something different - Control Fire, Control Water, Control the Ground, Control the Air. You go through the game by completing puzzles and learning about how you ended up in the facility.

Tree of Life

Sidonie Sutcliffe

You start with Earth – 4,000 million years ago, before any life has evolved. Your first job is to populate the planet with Bacteria – you design the Bacteria and set them free to colonise the planet. Some of them may thrive and multiply, some of them may die out.



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Apocalypse Alpha

Charlie Thurston (14 years)
Forest Row, nr East Grinstead, East Sussex

Software: Microsoft Small Basic

The world has been ravaged by a deadly and mysterious infection known as The Judgement, the lucky ones are dead and the minds of survivors are destroyed. Society crumbles and those left with their humanity intact must fight to survive. Throughout the game you must scavenge for supplies and weapons, fight your way through the hordes of Infected and reach the Airbase in one piece. You'll make friends and enemies, but in the end it's every man for himself.

Box Maze

Zak Buzzard (14 years)
Islington, London

Software: Unity (Coded with C#), Blender, Caustic

You are a red box trapped in a maze of 20 levels; each level is harder than the one before. You must get to level 20 to escape the maze and beat the game. The game is two dimensional except for the final level where the game shows the third dimension as the camera rotates in an unexpected way, revealing the final exit.

Crab Catcher

Kyle Randall (13 years)
Bournemouth

Software: Scratch

The main aim of my game is to become the crab catcher champion. Each time you complete a level, the next one becomes even more of a challenge... The amount of crabs in the level, the number of sharks in the level, the score to reach in the level or and number of creatures in the level at once change through the game.

Genre

Jay Bennett (14 years)
North End, Portsmouth

Software: Unity

Genre is an homage to the classic 8-bit collection of games that started the gaming industry. You're a square in an unfamiliar world, and you have discovered new powers. Genre feels and is familiar to a lot of people, but with its own unique spin of combining the different genres of games, and it is this idea that makes Genre unique.

Gravity

Aasmaan Yadav (12 years)
Southwark, London

Software: Corona SDK (lua language), inkscape, sublime text, apple paint

The main objective is to hit the sun with one of your asteroids but you only have a certain amount of asteroids for each level. Some planets block you from hitting the target, and you have to use the gravity of planets to slingshot/re-aim your asteroids so that they hit the sun. There are different types of planets, so far Jupiter, Pluto and Earth.



Illuminate

Harry Petch (14 years)
Marden, nr Maidstone, Kent

Software: Gamemaker: Studio

Illuminate is a platform game where you can't see the level and where you need to go. You must navigate each of the levels and reach the door at the end of each level. But if the level is shrouded in darkness, how will you be able to see where you are going?

Kyta

Team Name: Mindscape
Merle Durant (14 years), Timothy McCarthy (14 years), Natasha Hayball (12 years)
The Woodroffe School
Honiton, East Devon

Software: Scratch

Kyta is an action game with a pixel graphics atmosphere and hopefully adorable twist. The player controls a small cat shaped character using the arrow keys. In story mode, the player will watch a short intro where the two main characters explain what's going on, the boss must be destroyed to complete the level and free a randomly generated villager.

Medic

Louis Jackson (13 years)
Hove

Software: Gamemaker Studio

You play as Pete, a medic part of a rebel group in an unidentified war set in 1950's Britain. Your goal is to re-join your former allies by travelling towards them using notes they have left. To overcome terrain, you need to solve mind bending puzzles & think outside the box to keep up with your lost allies & take down the enemy.

QuirkArt

Sophia Snow (12 years)
Twickenham, Middlesex

Software: Scratch 2

The main concept of QuirkArt is very simple: an avatar travels around, drawing a line behind it. However, there's way more to it than this, it's quirky, fun and surprising! There are three modes on QuirkArt, Free Mode, Guess Mode and Trail Mode.

System Guardian

Scott Parker (14 years)
Walton-on-Thames, Surrey

Software: Construct 2, Paint.net, GarageBand

Hackers have infiltrated your computer, uploading a virus, in order to steal the invaluable computer core. System Guardian is a unique scrolling game, where the player, a piece of anti-virus software, has to fight numerous viruses and retrieve the computer core. You face a significant decision at the end - will you choose wisely?



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Antibody

Jack Harding (18 years)
Esher college
Walton on Thames, Surrey

In my game you play as an antibody names glob that is tasked with saving the life of the host he is injected into. Glob must use a variety of weapons to defeat malicious bacteria and viruses to save the life of his host.

Blokwork

Madison Riley (17 years)
Priestley College
Widnes, Cheshire

Blotch is a small blob of black ink that is navigating the worlds after the creature escaped, looking for the rest of the blots and their palettes, solve the puzzles in each world to find the missing Blots.

Fallen Kingdom

Daniel Wood (15 years)
Alder Community High School
Hyde, Cheshire

The game is about climbing to the top of the hierarchy in a medieval setting, it follows similar rules to chess except it does not include the limitations of movement from each piece. The game is a strategy game in which you control troops of soldiers such as rooks, knights, bishops, a queen and a king.

Last Alive

Vilte Bendziute (16 years)
Romford, Essex

An astronaut finds out a journey to a distant planet has left her as the last human alive, miles away from Earth, and attempts to navigate back home under the guidance of an AI developed by an alien species.

Salt without Pepper

Bethany Maia Evans (16 years)
Llandybie, Carmarthshire, Wales

In a charming tale of friendship and heroism, behold the great lengths Salt will go to in order to remain with his partner Pepper. While the food industry attempts to separate the duo by replacing Pepper with a new spice, Capiel, we must guide Salt through a series of obstacles in order to reunite the pair.

Save the Rainforest Mobile & Table

Lauren Calvert (15 years)
Methodist College Belfast
Belfast, Co. Antrim

Protect the rainforest at all costs in this fun, action-packed and educative game. The Amazon Rainforest is constantly bombarded with threats, ranging from forest fires to poachers. The player is given a section of rainforest that they have to try to protect. The ultimate goal is to save your rainforest for as long as possible.



The Ashes Call My Name

Jordan Han (16 years)
Dundee, Scotland

The Ashes Call My Name is a 2D puzzle game where the player solves the puzzles in either Constructive, or Destructive ways. Azar has been swept away from their home: a literal hotspot known as The Pyros, right at the base of The Great Torch. They need to navigate their way home through the forest they and their fellow flames only previously referred to as "The Dark".

Vista

Team Name: Phase 18
James Clements (18 years), Lauren Farwell (18 years), Jacob Deacon (17 years)
Swindon, Wiltshire

Vista is an episodic, choice-based game about life. Through the perspectives of playable sisters Eva and Celia, players can shape and experience their lives, as they both go through very different periods of turmoil. How strong or weak their relationship is by the end of the game is entirely down to your choices.

Working Stiff

Aryaan Awais (16 years)
King Edward VI Aston Grammar School
Birmingham

Working Stiff is a game of management, organisation and tactical tricks based in a restaurant: from acknowledging the customers to creating your cuisine; it is a systematic procedure which is designed to make you feel anxious and alert.

YOU ARE BEING FOLLOWED

Nicolas Gordan (18 years)
Derby

YOU ARE BEING FOLLOWED is a story-driven game, containing puzzle and exploration elements. You control of Emma, a blind woman, driven by paranoia to leave the noise of her home in a bustling metropolis in pursuit of a place of complete silence.



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Abandoned Mine

Team Name: Playing with Concepts

Jordan Power (17 years), Joseph Reynolds (16 years), Karl McCrae (17 years)

Kilwinning, North Ayrshire, Scotland

Software: Gamemaker Studio, Paint.net, Audacity

A randomly generated re-playable semi rogue-like side-on adventure with enemies to shoot at and bullets to dodge. You control a character named Phil. Phil has a magic slingshot and uses it to attack enemies. The goal of the game is to go through all the levels, defeat any bosses you encounter and win!

Capeless Heroes

Team Name: Capeless Heroes

Gabriel Aldridge (17 years), Josh Curry-Glasper (16 years)

Sunderland College

Sunderland, Tyne & wear

Software: GameMaker: Studio

In this game, you must rush into a burning building to extinguish fires, rescue civilians and recover valuables before the integrity of the house causes it to collapse right on top of you! With a top-down view and a retro feel of crisp pixel graphics creating a well-polished and highly-researched little indie game.

Cell0

Max Baraitser Smith (16 years)

London

Software: Processing

In Cell0, you play as a classic game character, up against a series of lethal entities, which morph their shape and size to stop you getting past. The game is made up of two parts, day and night. Each part uses an arcade style structure, where the objective is to progress to the end without getting hit.

EVVADE

Syd Lambert (15 years)

Henley – on – Thames, Oxfordshire

Software: Coded in Java

In Evvade, the player must collect as many green orbs as possible whilst avoiding the enemy drones that spawn with each orb collected; the more points you collect, the harder the game becomes. With an easy to master control system, classic feel and a minimal aesthetic, Evvade is easy to pick up and very addictive.

Metal Labyrinth

Tom Panton (16 years)

Stonehouse, Gloucestershire

Software: Eclipse, Photoshop, Acorn, Logic Pro

In Metal Labyrinth the player must navigate a procedurally generated space-station, fighting turrets and enemy spaceships while collecting coins to upgrade and customise their spaceship.



The player is able to pilot ships they find, each having different attacks, speeds and health. If the player runs out of health they have to restart their entire run, adding an element of challenge.

MINUTEMAN

Jim Bruges (17 years)
Semington, Devizes, Wiltshire

Software: Twine

MINUTEMAN is a twine adventure game about a nuclear dawn, curiosity and adventure. Uncover the long shadow of the Cold War as you delve deeper into an abandoned fallout bunker.

Ow

Vaida Plankyte (16 years)
Edinburgh, Scotland

Software: Construct 2

Ow is a two-player local multiplayer cuddling game inspired by real events. The two players can choose between playing competitively or collaboratively. The goal of the game is to match the cuddling positions that are being shown by moving your character's limbs with four keys, faster than your opponent. However, the keys are mapped in a way that doesn't make it easy to learn!

Space Drifter

Calum McCartan (18 years)
Ardishaig, Argyll, Scotland

GameMaker: Studio

The player pilots a spaceship through an asteroid field from a top down perspective. The objective is to defeat waves of enemies. Between waves the player can buy upgrades from a station. The ship has no friction which makes flying fun and challenging.

Spectrum

Daniel Smith (17 years)
Gateshead, Tyne & Wear

Software: Unity, 3DS Max, Photoshop, Audacity

SPECTRUM is a mind-bending first person puzzler that challenges you to switch colours and manipulate gravity in order to escape a digital labyrinth. You don't know why you're there or what the purpose of the place is. The only way to navigate the chambers is completing increasingly challenging puzzles, the more you overcome, and the more you learn the dark secrets this digital place hides.

Stepfish

Team Name: Team Stepfish
Joseph Burton (16 years), Moses Burton (14 years)
*Calday Grange Grammar School
Wirral, Cheshire*

Software: Eclipse IDE for Java

Stepfish is a platform game in the style of old retro games such as Manic Miner. The catch is that you're not always sure if you can step on that platform... or if you can go through that spike... Are you the right colour to proceed?