SAT 25th November
10AM - 5PM
PERTH TOWN HALL
& CITY OF PERTH
LIBRARY

2017
PROGRAM
GUIDE

FREE EVENT
BROUGHT TO YOU BY
City of Perth
Welcome to the 2017 Perth Games Festival!

Welcome to the Perth Games Festival, I’m happy you have been able to join us celebrating the games created here in Western Australia. We have much to share with you!

And this year has been incredibly exciting for the community creating games here. With critically and award winning games Jacob Janerka’s Paradigm and Black Lab Games’ Battlestar Galactica: Deadlock released. Stirfire Games’ Symphony of the Machine was our first multi-platform VR release in the state (well worth playing, especially on PSVR!). And we have seen Dark Mirror Games’ Banishment finish it’s Kickstarter and be released to the adoring public.

In short the Western Australian game development community has been going from strength to strength. We have many incredibly talented developers creating games in a multitude of ways. Bounce House is an fun and polished mobile title, A Land of Hope and Gorey is doing incredible things with their team, A Little Bit Lost reminds you of why bugs are scary and Starlost has some of the best explosions I have seen in years. And many of our developers have had great experiences this part year, with ByteSprite taking Bramblelash to Tokyo Game Show and Artisans Games showcasing Collateral Damage at PAX Australia.

The developers you will meet today are showing the world what fantastic work we can accomplish here!

So this year have a lot to do, you can walk around the Perth Town Hall checking out the games, listen to the podcasts being recorded on stage or just take some time to play Australian board games in the City of Perth Library. And when you’re a little bit curious, be sure to strike up a conversation and ask the question on your mind. We’re happy to have you here and the more knowledge we share the better our community here in Perth will be.

Jon Hayward
Festival Director, Let’s Make Games
Welcome Desk - Let’s Make Games
City of Perth Library - Tabletop Games

Panels and Talks (See Page 7 - 8)
Podcasts (See Page 9)

1. Bounce House - Twice Different
2. Project: Peacemaker - Project Games
3. The Coins of McGuffin Trading Card Game - The Coins of McGuffin TCG
5. Final Days [Mature] - +7 Software
6. Little Bit Lost - King Tide Studios
7. Starlost - Hoodwinked Studios
8. Murdoch Student Showcase - Murdoch University
9. PinBlaster Haunted House - DrewFX
10. Collateral Damage - Artisans Games
11. SAE Student Showcase - SAE Creative Media Institute
12. The Ballad of Crater - Littlefort
13. Land of Hope and Gorey - Binary Space
14. Corporate Combat: Arcade - Concrete Games
15. CoderDojo WA Ninjas - CoderDojo WA
16. Working Class Weyland - Kinsley
17. South Metro TAFE Showcase - South Metropolitan TAFE
18. BrambleLash - Bytesprite
19. Scaredy Catchers - Syntone
20. ECU Student Showcase - Edith Cowan University - Games & Interactivity
21. Nostalgia Box Retro Games - The Nostalgia Box
22. Project Wingman - RB-D2
23. The Adventures of Square - Bigbrik Games

Games highlighted in pink are part of the Badge Quest. Play their games to collect a badge, collect all the badges! Badges are at tables 6, 7, 10, 11, 12, 13, 17 and over at the City of Perth Library!
Visit Developers, Play Games, Earn Badges, Win Prizes!

Win prizes just by playing games! Visit the booths listed below, play their games and earn a badge. Return to the Welcome desk with your completed collection and choose your reward! It’s free to join and easy to play.

WHAT YOU NEED TO DO:
Head to the booths labeled below, play the games you find there to earn all 8 Badges!

VISIT THE MAP ON PAGES 4/5 TO FIND THE LOCATIONS OF THE BADGE BOOTHS

THE PANELS

Throughout the day PGF will host a number of seminars across a range of topics, hosted by industry and community members. Panels run for an hour, with a 30 minute break between them.

10:30-11:30am
A Chat with Morgan Jaffit

Morgan Jaffit has worked in numerous game development studios in Australia including Irrational and Pandemic. Now as the co-founder and director of Deftant Development in Brisbane he has helped bring Ski Safari, Heroes Call, Hand of Fate and most recently the acclaimed and award winning Hand of Fate 2 into our hands. Join us as we talk with Morgan on getting your game out into the world, working with talented developers and creating great games.

Panellists:
Brad Power - Games and Design Lecturer at Murdoch University
Morgan Jaffit - Director of Deftant Development

11:45am-12:45pm
Immersive Sound and Music for VR in FMOD Studio

Showcasing the soon to be released VR experience “Thalu: The Buried” from Frame VR, Josh and Shaun show you through the nuts and bolts of how FMOD Studio was used to create an immersive and powerful soundtrack. FMOD allows Sound Designers and Musicians to work ‘under the bonnet’ in popular game engines like Unity and Unreal, without the need for a deep scripting knowledge. We’ll look at things like positional 3D binaural sounds, generative music soundtracks that shift with the mood of the experience, as well as complex audio assets that are highly interactive.

Presenters
Josh Hogan - Sound Designer and Composer at Soundbyte Studios / Sandbox Postproduction
Shaun Sandosham - Sound Designer and Composer at Soundbyte Studios / Sandbox Postproduction

AUSLAN INTERPRETER SERVICES

Auslan Interpreter services will be available for the PGF 2017 seminars.

If you have any issues regarding the seminars please find a PGF Volunteer and we’ll try to help you out!
THE PANELS

1:30-2:30pm

Worldbuilding with The Page

‘The Page’ is a monthly meetup for interactive writers, game designers, screenwriters and narrative mechanics discussion, and is bringing some of their insights and observations on world building to Perth Games Festival!

With discussion ranging from games attendees have recently played, to projects they are working on, and in-depth analysis of narrative design, The Page is fun opportunity to talk about a common interest in writing and games!

Panelists:

Anthony Sweet - Lead Designer and Writer at Black Lab Games
Ben White - Author and Game Designer
Jacob Janerka - Creator of ‘Paradigm’
Leah Hayward - Crichton- Geologist BSc (Hons)

2:45-3:45pm

From Player to Developer

It has never been easier to get started making games, but with a world full of resources, where do you begin?

Our panelists will share their experiences of getting into game development, along with advice for aspiring developers, plus some tips and tricks they have picked up along the way. Whether you have played games your entire life or are just getting started, there’s no reason to stop you from making them too!

Panelists:

Brad Power - Games and Design Lecturer at Murdoch University
Arsam Samadi - Game Developer at Numbat Byte Games
Sophie Ambrose - Game Creator at Spiral Atlas
Kimberly Larking - Creative Genius at Dark Mirror Games

THE PODCASTS

During the day local podcasters will be recording and broadcasting at PGF. Head to the Stage on the main floor to listen in!

11:30-12:30pm

Pixel Sift

Pixel Sift is a fortnightly podcast based in Western Australia that discusses and analyses the issues and topics making the news in the world of gaming, for both players and game developers. Each episode features interviews with indie developers from Australia, New Zealand and the world and we ask them; Why do you make games, what does it take to make a game, and what have you learnt along the way.

www.pixelsift.com.au

1:00-2:00pm

It’s 7LandHand!

Live recorded show of our fortnightly gaming podcast. Featuring Magic the Gathering, board gaming, war gaming, gaming, movie discussion, geek culture and more. Entertaining, funny, informative and sponsored by Good Games Australia and run out of Good Games Cannington.

Our back catalogue of shows (nearly 4 years worth) can be found on iTunes or on our website www.7landhand.com

KEEP IN TOUCH & SHARE!

#PERTHGAMSEFEST

Don’t forget to share your PGF 2017 experiences! Tag your posts, tweets and photos with #perthgamesfest to share your day!

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/perthgamesfestival /perthgamesfest /perthgamesfest
WELCOME BOOTHE
Enter the doors of the Perth Town Hall, and start your quest here!

Let's Make Games are the ones behind the scenes at the Perth Games Festival.
We're a volunteer-run organisation all about supporting the game developers of Western Australia!

CITY OF PERTH LIBRARY

LIBRARY BOOTHE
Play some of Perth's best locally made tabletop games, or chill out in some peace and quiet!

This year the City of Perth library plays host to tabletop games made right here in Perth.
Learn to play the Library’s collection of board games and collect the Library badge or have a rest in a quieter space.

BOUNCE HOUSE
Test your skills on the world’s longest bouncy Bouncy Castle!

What’s the best thing about making games?
Seeing the enjoyment people get out of playing them.

What advice do you give to aspiring game makers?
Just keep making things!

PROJECT: PEACEMAKER
A wild game of deception, trust and influence. Become a benevolent world leader, and attempt to pacify your opponents through alliances.

What inspires you to make games?
I've always been interested in gaming in general.

What's the best thing about making games?
Solving all the unique challenges in a system, often revising it completely.

What advice do you give to aspiring game makers?
Be patient, and keep trying things.
THE COINS OF MCGUFFIN
TRADING CARD GAME

A collectible TCG where you collect and battle against other people’s fandoms!

What inspires you to make games?
A love of all fandoms, collectible card games, and a tie in to our animated web series. Ultimately we wanted to create something that would educate people on the millions of different geeky fandoms there are in the world.

What advice do you give to aspiring game makers?
Do everything on paper first before you spend any money. Have a firm business plan of the who, what, when, where and why. Some ideas can be too niche to be profitable, others require more planning to ensure the launch has the best effect. And once you start, test, retest, and test some more!

BANISHMENT [MATURE]

A semi-cooperative, asymmetrical card game about demons and exorcism. The most fun you can have while devouring the souls of your friends!

What inspires you to make games?
We are both avid gamers as well as creative people. Games are completely unique as a creative project, as you have to ensure you have constructed it well across so many different dimensions.

What advice do you give to aspiring game makers?
1. Playtesting
2. Playtesting
3. Coffee
4. Playtesting

LITTLE BIT LOST

An experiment gone wrong, shrunk down to few centimetres tall, can you survive a massive world of ants, spiders and so much more?

What inspires you to make games?
The challenges, the sense of achievement and being involved in a great local community.

What’s the best thing about making games?
For me I really enjoy stretching my mind and overcoming large challenges.

What advice do you give to aspiring game makers?
Absorb knowledge, there is never anything you can learn in life that you can’t apply to a video game.

FINAL DAYS [MATURE]

Multiplayer Mutant Massacring Mayhem!
Final Days is an intense coop shooter where you battle for your survival against bloodthirsty mutants!

What’s the best thing about making a game?
For me, it’s got to be creating my own virtual worlds that players can interact with and experience. I’ve always thought that there was something really amazing about being able to do that!

What advice do you give to aspiring game makers?
Making games is really hard work! But if you love it, don’t give up on it! Also, if you’re learning to code – take a look at C# (C Sharp). Not only is it a good choice for games development, but it’s also heavily used in business software development so skills in it are transferable.
**STARLOST**

Starlost is a top-down sci-fi bullet hell and tower defense with RPG & adventure elements. Crush enemies in your customisable battleship!

**What advice do you give to aspiring game makers?**

Creating a game is an enormous journey filled with many challenges and unexpected pitfalls. On the other hand, it’s an immensely satisfying creative outlet whereby your changes are immediately visible.

One thing is to expect to learn constantly, about things you know little about now to others you had no idea existed! This can be anything from marketing or just thinking about what colour your button should be!

Our biggest challenge has been adapting to our community of players and all attention and upkeep that entails.

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**MURDOCH STUDENT SHOWCASE**

A showcase of games from the Murdoch students studying a Bachelor of Communications, Games, Art and Design.

**Squish ‘n’ Squash**

Destroy cities, tanks, and each other on a split-screen pixel-art rampage.

**Singularity**

A two-player co-operative action puzzle platformer where you must manipulate energy types to find a way to the exit portal.

**Long Live the King!**

For the king! Deploy your loyal subjects to make the ultimate sacrifice in the name of their king in this strategy puzzle game.

**Skyscraper**

Dodge bullets, collect weapons, and unleash your firepower in this continuously falling bullet hell shooter.

**Lukomorye**

The fantasy world of Russian folklore takes centre stage in Lukomorye. A story-driven game of exploration, mythology, and discovery.

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**PINBLASTER HAUNTED HOUSE**

It’s pinball with no moving parts! Uses head tracking to produce a 3D depth screen effect.

**What inspires you to make games?**

By clicking the mouse and typing on a keyboard I can make magic happen on the screen.

**What advice do you give to aspiring game makers?**

Never give in. Make a short, quick prototype first, then get your friends to play it. Prove the idea then get in there and make something really special.

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**COLLATERAL DAMAGE**

Collateral Damage is a hero arena brawl. Control unique robots as they fight over the last remaining resources of their crumbling planet.

**What inspires you to make games?**

To create new world’s and new experiences for people to enjoy and explore to grow new friendships and communities around the games we make. We also desire of grower the local game community here in Perth so that we can give the opportunities to other aspiring game designers and developers.

**What advice do you give to aspiring game makers?**

Don’t overthink it start learning and just make a game, start small and work your way up.
**SAE STUDENT SHOWCASE**

Come see a variety of PC, mobile and VR games from the SAE Game Development, Animation, Graphic Design and Audio students.

**Vectoid Wars (PC)**
A low-fi retro arena shooter featuring multiple weapons, many enemies and even boss fights!

**Loot Nubz (mobile)**
A fantasy adventure game for mobile where you recruit Nubz then roam the countryside in search of Loot!

**Gods Of Old (VR)**
Explore Buddha’s sky temple along with the Gods of old, seeking enlightenment.

**THE BALLAD OF CRATER**

Ballad of Crater is a quirky top down action adventure game inspired by the classics!

**LAND OF HOPE AND GOREY**

After the UK suffers a self-inflicted apocalypse, Hope Andrews crosses an undead-infested land with her new BFF - a zombie called Dave.

**Corporation Combat: Arcade**

Corporate Combat is coming back, the same game you love only now on a classic hand-made Arcade machine!

**What's the best thing about making games?**
Learning new skills, techniques and different ways of creating things always inspires me to create more.

**What's the best thing about making a game?**
The satisfaction of seeing other people enjoy playing your game

**What advice do you give to aspiring game makers?**
Never give up. Life will present it’s challenges but it’s important to just keep at it.
**CODERDOJO WA NINJAS**

Games made by Ninjas! (young Western Australians aged 7-17 who are involved in @coderdojowa)

What inspires you to make games?
Young people love making games because it's FUN!

What's the best thing about making games?
The best thing about making a game is watching someone else play it.

What's the best thing about making games?
Just start!

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**WORKING CLASS WEYLAND**

A parody platformer with a bit of a dark twist, lots of running, jumping and head stomping

What inspires you to make games?
The idea that I can use my imagination to create worlds for people to explore

What's the best thing about making a game?
Solving a problem and that feeling of satisfaction when things click

What advice do you give to aspiring game makers?
Finish projects, no matter how small, do game jams, network with other devs and never stop making games

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**BRAMBLELASH**

BrambleLash is a spritely local multiplayer co-operation with team swapping action. Tether with a friend, then cooperate or betray to win!

What's the best thing about making games?
It might sound cliche, but bringing a smile to people's faces is really priceless.

What advice do you give to aspiring game makers?
Never stop seeking to learn new things. Try and experience as many new and wonderful things in life as you can, not just in games but in the wider world as well. You never know where you will be able to draw inspiration from. Having a wide palette of sights, sounds and experiences under your belt is invaluable in any creative endeavor.

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**SOUTH METRO TAFE SHOWCASE**

A showcase of games from the students from South Metro TAFE

What's the best thing about making games?
To inspire creativity in others or just make people happy :)!

What advice do you give to aspiring game makers?
It's ok if your first game is bad, just keep swimming!
SCAREDY CATCHERS

Follow a group of cute, cuddly critters down into the netherworld in Scaredy Catchers: a fast-paced strategy RPG. Spooky!

What inspires you to make games?
I’m a musician by trade, so hearing all the wonderful music coming out of the game industry inspires me greatly.

What advice do you give to aspiring game makers?
Learn the basics of audio! Simple things like footsteps add a huge amount of polish to a concept.

ECU STUDENT SHOWCASE

Various game genres created by students at Edith Cowan University

NOSTALGIA BOX RETRO GAMES

Play the best games from back in the day at the Nostalgia Box table!

What inspires you to make games?
We aim to take you back to the nostalgic memories of your gaming youth - and gives kids a chance to experience gaming old school style.

What’s the best thing about making games?
This is the perfect opportunity to share your childhood with your loved ones, or simply relive it once more. Come join us for a unique experience today!

PROJECT WINGMAN

Project Wingman is an arcade combat flight sim that places you in fast paced air combat scenarios.

What inspires you to make games?
I like to be creative and create experiences for other people to enjoy. Seeing people play, talk, and enjoy games that I create is definitely one of the best feelings ever.

What advice do you give to aspiring game makers?
Start now and keep working on it. In life as you can, not just in games but in the wider world as well. You never know where you will be able to draw inspiration from. Having a wide palette of sights, sounds and experiences under your belt is invaluable in any creative endeavor.
THE ADVENTURES OF SQUARE

The Adventures of Square is a frantic-paced FPS of paintball guns and sentient polygons, in a colourful, cartoony game all ages can enjoy.

What’s the best thing about making games?
Being able to create a universe all of your own in a virtual environment that is tailored to your creative skill set and aesthetic preferences.

What advice do you give to aspiring game makers?
Start now and keep working on it.

Binary Space is an indie game developer who developed the games Class 3 Outbreak and Zombie Outbreak Simulator, which feature a zombie apocalypse played out in real locations on maps. Now here is their new project.

Land of Hope and Gorey is the latest game from Binary Space and is takes place after the UK suffers a self-inflicted apocalypse. Hope Andrews crosses an undead-infested land with her new BFF - a zombie called Dave.

Head to booth 13 to try it out and collect your badge for Badge Quest!

For more details, head on over to:
http://www.binaryspacergames.com

Have you collected all your badges yet?
Badges are at tables 6, 7, 10, 11, 12, 13, 17 and over at the City of Perth Library!

THANKS FOR COMING! SEE YOU NEXT YEAR!
Explore your city as it lights up with 52 nights of events and activities.

visitperthcity.com
#thecityatchristmas