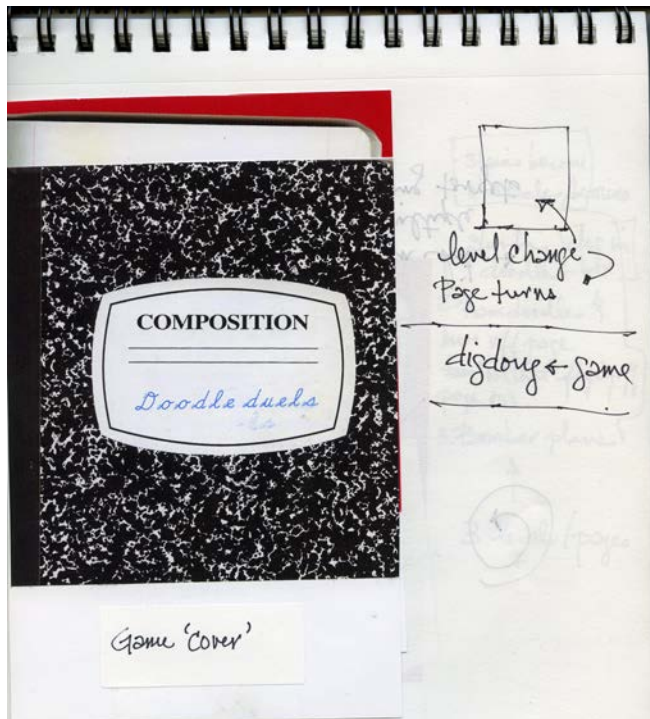
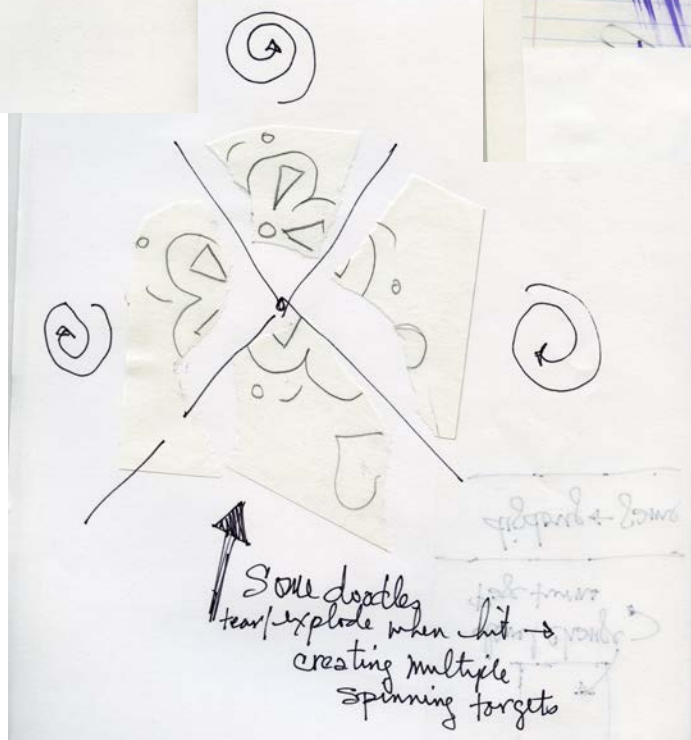
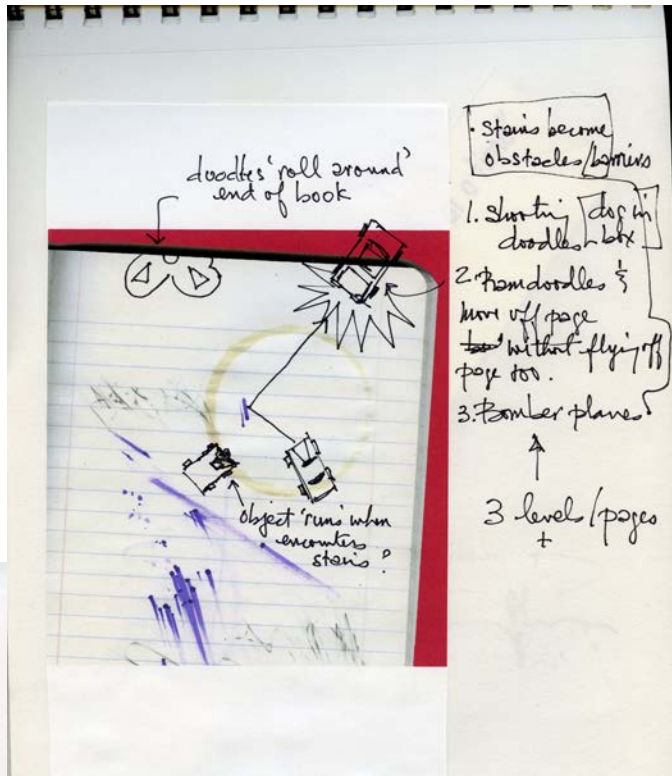


Sketchbook Ideas (Video Games) A selection of ideas scanned from my various sketch books and journals - for future development as video games

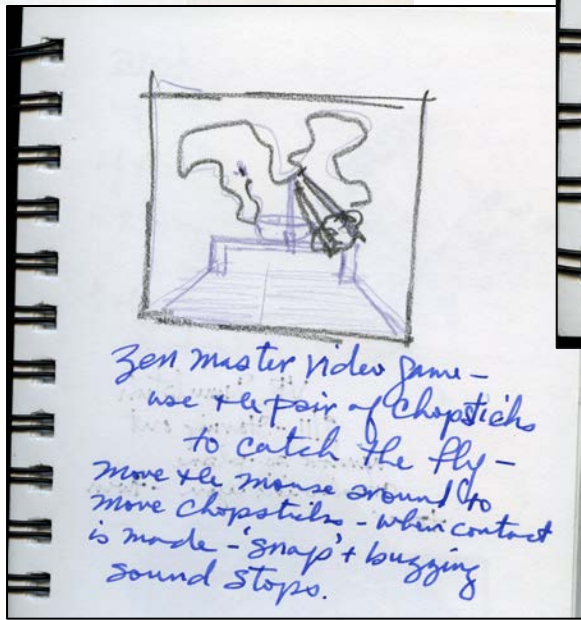


Doodle Duels -
rolling driving game
set on the inside of a
notebook

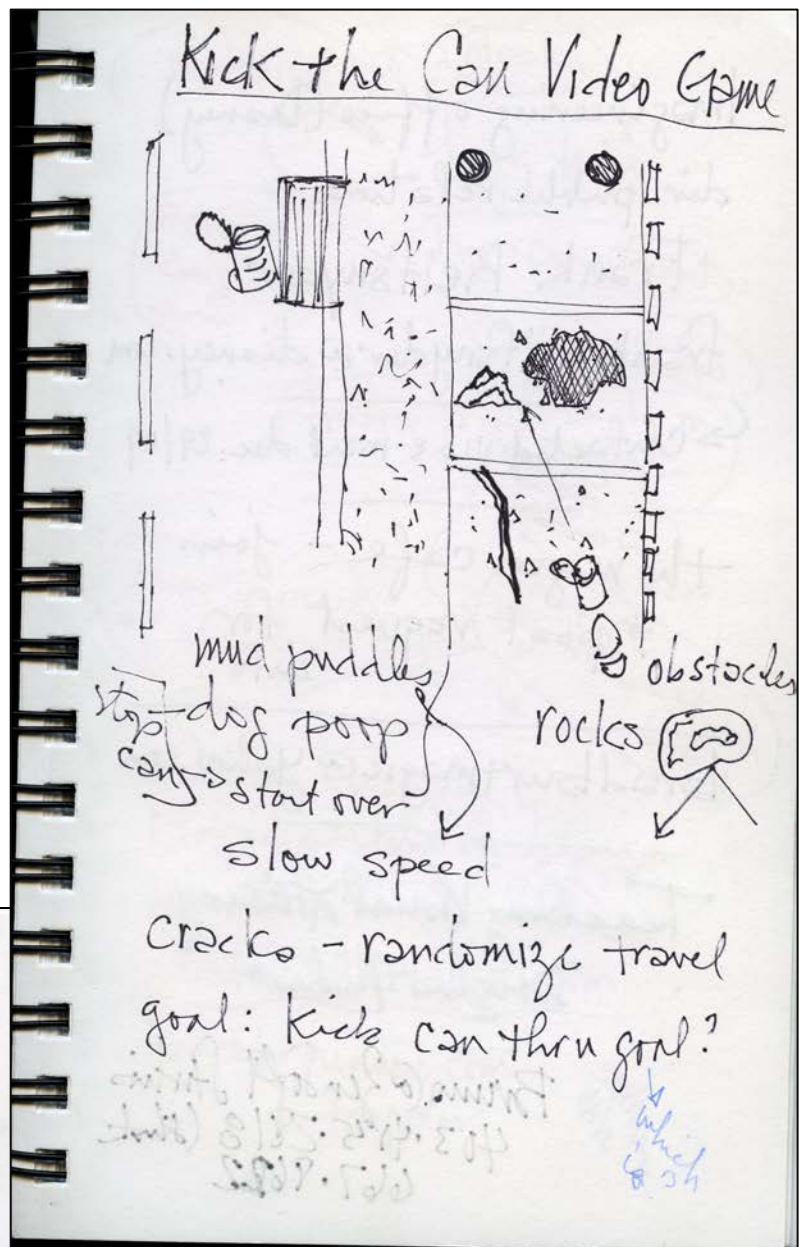


SHANGHAI ALLEY CHASE GAME

Wherein a thief is chased across the rooftops & through the parks of old Shanghai - tai chi practitioners slow down the movement of the players & the bullets being fired by the police; skylights, windows, & rotten floors & roofs provide traps; mazes created by back alleys disorient the characters & may lead to dead ends



Zen Master - player uses a pair of chopsticks to catch a fly



Kick the Can - video game version of the street game whereby the player must move down the street & score a goal

