

JOSHUA KEENE
-
GAME DESIGNER





Fallacy

FINAL MAJOR PROJECT

Fallacy is a top-down fantasy narrative-focused game. Take on the role of a Sentinel, a warrior from an ancient order of daemon hunters. Rumours of strange happenings on the island of Edgepoint lead you to investigate the source of these events and discover the island's dark secret. Explore the island, forests, swamp, and mountain. Talk to the inhabitants and eradicate the daemon presence using your deadly combat skills and magical abilities.

This game was my final major project, and I choose to take the task on solo; I love working in a great team, but I wanted to push myself to create a quality game that required me to delve into every design aspect.

While the project's focus was quest design as this is the field of design I find most fascinating, I also had a great time undertaking the level design, UI/UX design, and gameplay design challenges the project offered. Detailed production can be seen in the blogs, viewable on my website. You can also download the game on [Itch.io](https://itch.io) if you want to try it for yourself!



HACKTIVIST

HACKTIVIST follows a hacker in the dark future. Having been put into virtual world to target a corporation's darkest secrets, he became captured and is now trapped in a quarantine file. The hacker must now ally with outside help to hack back into the corporation's systems to complete the job they came to do and then break himself out of the system before the corporation can match his brain activity against him in the real world.

This is a walking sim style game with its focus on a strong and unique story. I created this game with two other designers and it was also fully voice acted.



Smugglers Cove

Smugglers Cove is a first person, escape room style puzzle game. The player is an explorer during the golden age of piracy, they have across an abandoned smugglers hide-away and decided to investigate. They become trapped, and now they must find a way through the hideouts hidden puzzles and secrets to escape back to their ship, perhaps learning of the life of the smugglers that once called this cove home.

This project was a great exercise in not only puzzle design but also in UX and polish. It was my first project that involved extensive testing and interation to create a sleek player experience.



THE BRINK

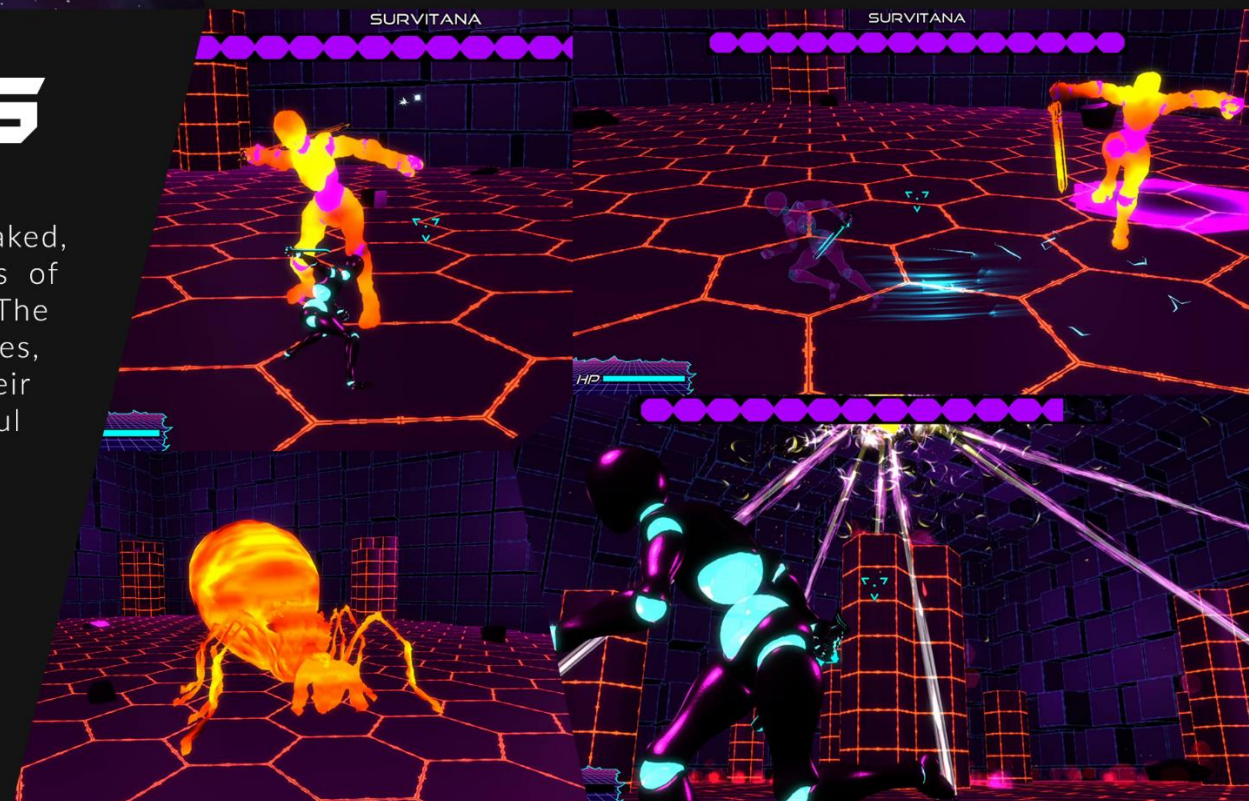
In The Brink the player commands the CSV Reproach, a state of the art military vessel and must patrol the outer systems to keep the peace and to ensure the laws of the central government are adhered to. Keeping order out on the brink of civilisation is not an easy task and players are left with nothing but their instincts to guide them. The two main officers under the players command are Commander Flynn and Lieutenant Ashton, their view points are endlessly useful in weighing any decision they have to make.

This adventure game was created for a case study in which I investigated the effectiveness of different types of consequences to player choice.

PROJECT VIRUS

Project Virus is a fast-paced, third-person, neon-soaked, character action game, where the player fights a series of bosses, with a focus on meaningful and satisfying combat. The player will be expected to actively attack the bosses, harassing them with light attacks, dodging through their attacks and finding openings to use their more powerful techniques and abilities.

For this project I was a part of a four-man team in which I was the level designer. This was a greatly challenging task as the area transforms between each stage. I endeavoured to create a customisable and scalable system that allowed for easy tweaking and iteration.





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