Island game developers showcase their skills in summer-long project

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A team of Island game developers are putting their skills to the test this summer after being chosen to work with Game Garage, a video game incubator project run at the Atlantic Technology Centre in Charlottetown.

The team, made up of two Holland College graduates and three UPEI graduates, are working together to create a first-person shooter game called Cipher that will eventually be geared at a PC gamer audience.

Along with them is a group of five NBCC Miramichi graduates who are working to create a cell phone game.

"A lot of the tools we are using are pretty advanced," said Island team member John Hughes.

"We've been really learning the way the top industry people work."

Which, even for recent graduates, is a big step.

Guardian photo by Nathan Rochford

Marshall Harrington plays through a game he is working on called Cipher. The first-person shooter style game is being created by a team of five Island game developers as part of Game Garage, a summer long incubator project held at the Atlantic Technology

It's been a process of stepping up what we learned in college.

- Holland College graduate Marshall Harrington

"It's been a process of stepping up what we learned in college," said Island team member Marshall Harrington.

However, the payoff is definitely worth the work.

When finished the final product will be a testament to game studios of what the graduates are capable of.

"Today is about getting the game studios to come in and see the work that's been done here the past few months," said project manager Brian Murray.

He said the opportunity offered through the summer project is a great one for developers just entering the industry.

"This is for them to showcase their talents so the game studios can see what they can do and hopefully hire them."