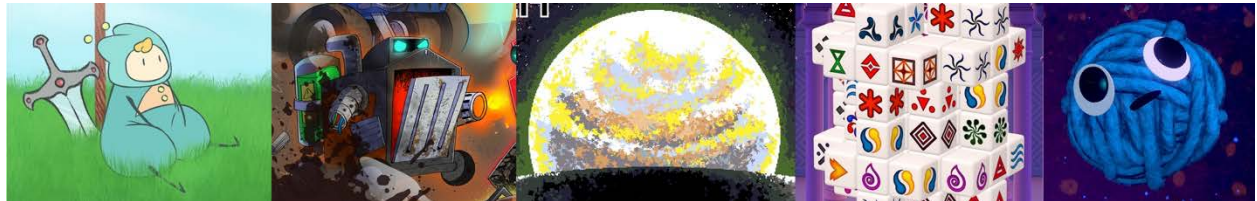


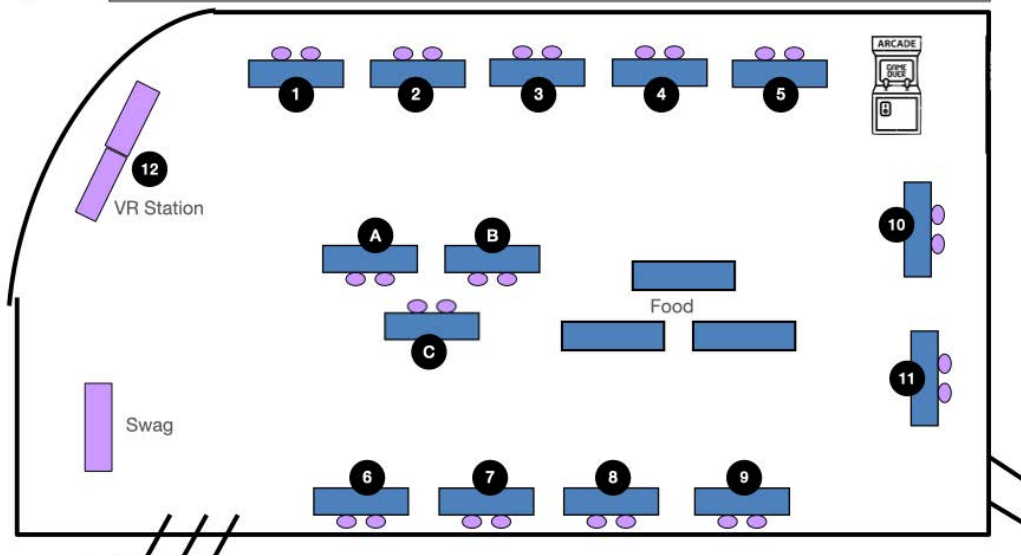


## The 2023 Unreleased Games Arcade Yearbook



## Game Summaries & Event Photos





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**40 presenters**  
**20 games**

# Report on the Death of Robert Evergreen

**WINNER: Most Anticipated Game of 2023**



Report on the Death of Robert Evergreen is a journalism game that blends physical and digital media, in which the player is the Editor in Chief of a local newspaper in the early 1990's.

**Developed by:** The Local Rag

**Arcade presenters:** Darcy Gutierrez, Sarah Doherty Granoff, Nick Portugal, Jackie Murray, Ashley Eliassaint

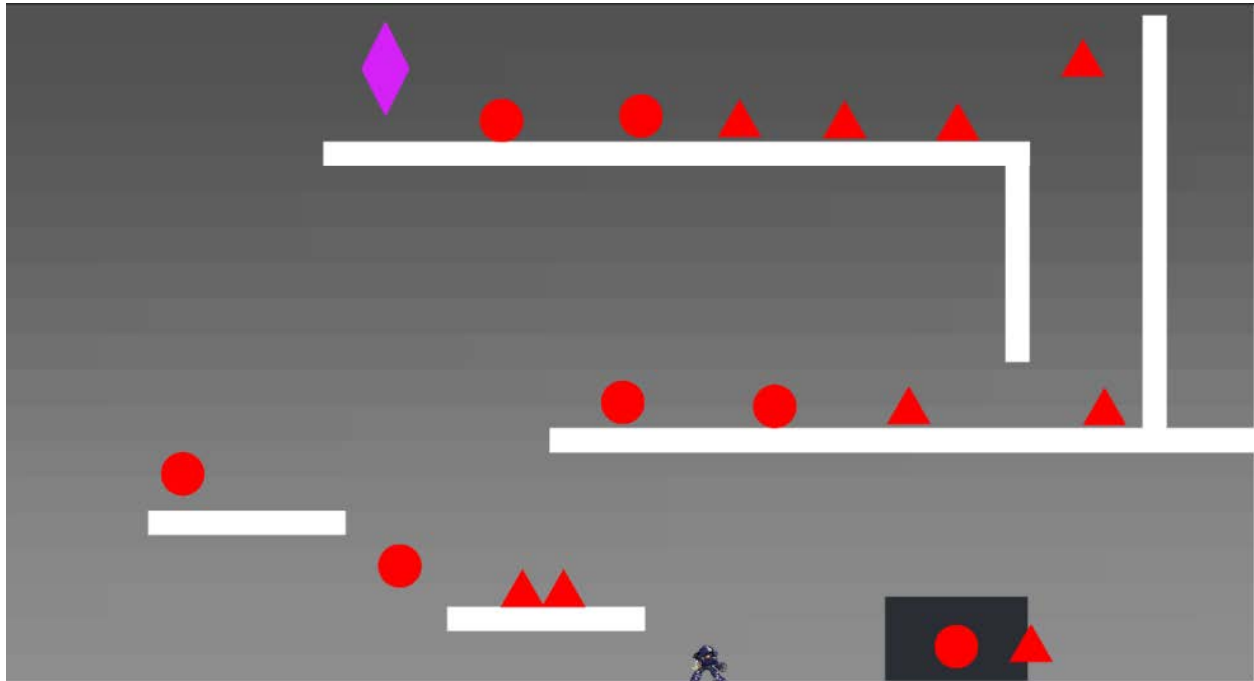
**Game status:** Alpha

**Reason for Arcade participation:** We want to not only showcase our hard work on the development of our project but also meet fellow NYC game developers and see thier work as well!

**More about the game** [here](#)

# Cyber Dome

**WINNER: Best Game Mechanics**



A 2-player platformer in which one player sets traps for the other to evade to reach their goal. This game is still being developed.

**Developed by:** CCNY Class

**Arcade presenters:** Ken Park, McCain Henry, Mark Allman, Daquan Griffith, Anthony Melendez

**Game status:** very unfinished



# Unwound

## WINNER: Best Visual Design



UNWOUND is a land of lost objects and lost souls. Explore this far-out and forgotten place and get to know its eccentric inhabitants. Stuck in this limbo world, will you build a new life here or make a daring escape?

- Roll through an atmospheric setting that refashions mundane objects into stunning scenery
- Customize your body and abilities by turning random objects into arms, legs, hats, and faces
- Chat with the strange citizens of Otherlight and make lasting friendships - or deadly rivalries
- When you can't talk your way out of trouble, pick a fight with hordes of roaming Dust Bunnies
- Explore a dense, exciting vertical world, finding secrets and mysteries along the way

**Developed by:** Wirescribe Corp

**Arcade presenters:** Valentina Stanislavskaia, Porrith Suong

**Game status:** Pre Alpha

**Reason for Arcade participation:** We want to show off our game and support CCNY!

# Waiting For Evening

## WINNER: Best Story



Waiting for Evening is a narrative-heavy, mystery room style game about love and intergenerational relationships, spanning 40 years of personal life of a queer Anglo-Indian woman in colonial, and later independent Bombay (now Mumbai). The player embodies a young relative, waiting for her return, searching her home over an afternoon for traces of who she is and why hers, holds the key to much of their family histories. Assisted by the shifting perspectives of other people in Frieda's life, the game is a personal take on time and queer relationships. It is meant to be played as a "soft co-op", a theatrical game for 2 players to explore together. This game was created as thesis project at NYU Game Center (MFA class of 2021). After we graduated from the program, we got busy with our own lives and weren't able to focus on the project until recently, when we slowly resumed work on the project and hope to complete it slowly, over the next couple of years.

**Arcade presenters:** Varun Saxena

**Game status:** In-development

**Reason for Arcade participation:** We resumed work on this game after taking a break and are excited to see how a broader audience will react to this demo. The feedback we receive at this event will be very helpful to us, in deciding possible directions we can take this game to!

**More about the game** [here](#)

## Big Boss



Big Boss is a comedic asymmetrical fighting game where parties of heroes are defeated by you, the player, as you fight your way to become THE Final Boss. As a Boss, you are able to customize your lair, moveset, technique and strategy after each group of heroes are defeated. Additionally, you can fight your friends in a 1 v 3 matchup for the fate of the world!

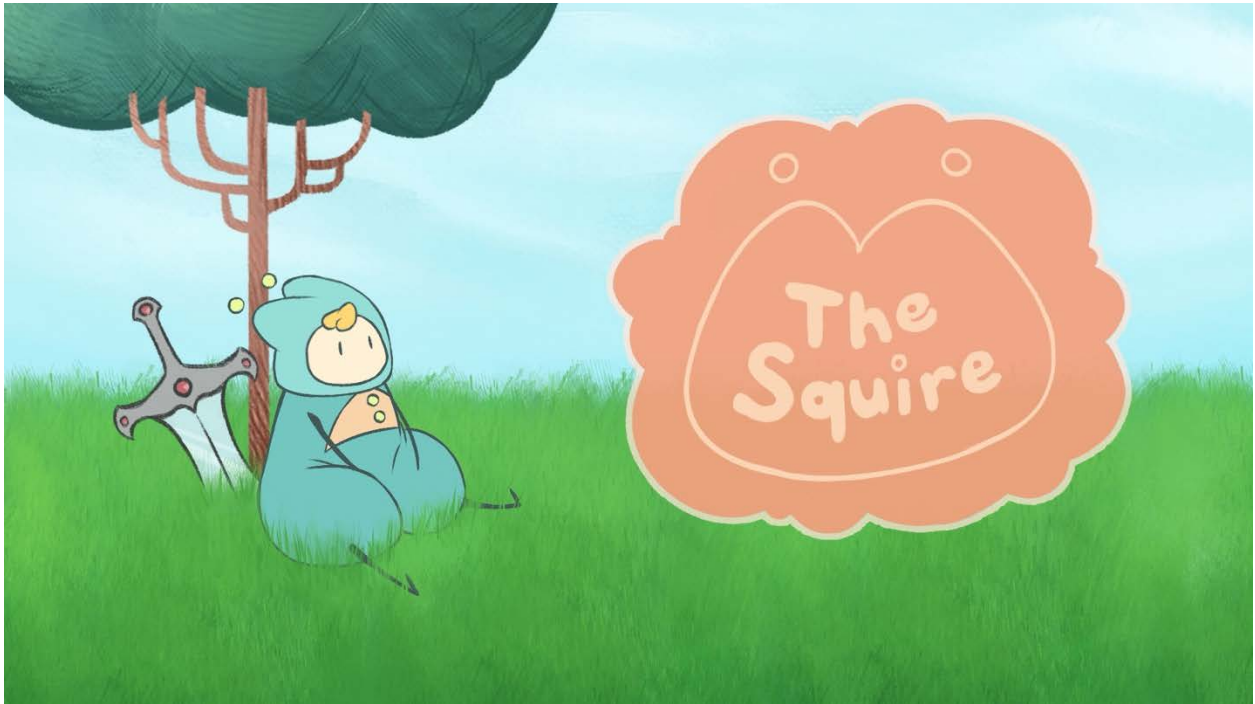
**Developed by:** Hamra Digital

**Arcade presenters:** Matthew Hamilton-Roux

**Game status:** Pre-Alpha

**Reason for Arcade participation:** Getting playtesters and wishlists!

# The Squire



In The Squire, you play as the ever loyal squire of the legendary and honorable Sir Tim Pasta. He entrusts you with the task of collecting the god-tier weapons at the end of each level because your glorious master "forgot" to collect them when he totally ran these dungeons earlier. As his loyal squire, you brave the hazards of the dungeons, untrained and unarmed, to gain your knight's trust. But you are sneaky and quick on your feet – and it helps to have these weapons with you as you make your way back out of the dungeons as they are full of some (surprisingly cute) creepy-crawlies

**Arcade presenters:** Hamna Faisal, Trevor Smith-Holbourn

**Game status:** 3 levels

**Reason for Arcade participation:** Good opportunity to demo our game and get feedback

**More about the game** [here](#).



# Mutology



A monster maker expandable card game in development since 2019.

**Arcade presenters:** Jeremy Bartlett, Zora Levkovski

**Game status:** Alpha

**Reason for Arcade participation:** I know others who are going!

**More about the game** [here](#).

# Cafe Chat 2



Cafe Chat 2 is a cafe AU visual novel, where you play as the owner of a cafe and interact with different customers while making choices that affect the story. This game is being developed by Chosen Times, a studio within EGD Collective's Exploration Program, and will debut at Waffle Games 6.0 in April.

**Developed by:** EGD Collective

**Arcade presenters:** Du Lam, William Castelan

**Game status:** 1st Playable Prototype

**Reason for Arcade participation:** Our team is motivated to present our game as an opportunity to get feedback from a larger audience and to see how it will be viewed in the perspective of a player rather than as a developer.

**More about the game** [here](#).

# Iridescent



Scientists have experimented with citizens' DNA in an attempt to bring forth supernatural abilities to further the advancement of human beings. However, that ended up creating a monochromatic world in their eyes. Eons later, an unexpected phenomenon occurs as colors began to appear. Suddenly being thrown into a color-changing world, people are becoming prone to drastic changes in emotion, from calmness to violence, from peace to war... ENTER THE PRISM OF MADNESS! IT'S IRIDESCENT! This game is being developed by team4fun, a studio within EGD Collective's Recreation Program. It will debut at Waffle Games 6.0 in April.

**Developed by:** EGD Collective

**Arcade presenters:** Ethan Lavinsky, Melanie Li

**Game status:** We are in the process of finalizing the mechanics and conceptualizing the overall aesthetic of the game and we would strongly appreciate any thoughts or constructive feedback on what we have so far before we move forward.

# Day Break



Imagine a utopian city where agriculture meets technology-- the farmers who plow the land are also botanists and researchers developing new ways to make a more sustainable society. Play as Alonso, a protagonist whose reckless curiosity might get him into more trouble than his tinkerer's mind can handle. Follow his adventure as he travels throughout the city, uncovering long-hidden secrets, and face dangerous beast with his mechanical arm that is able to harness the power of the elements! This game is being developed by Studio Aspen, a team of 30 students in EGD Collective's Studio Program. It will debut at Waffle Games 6.0 in April.

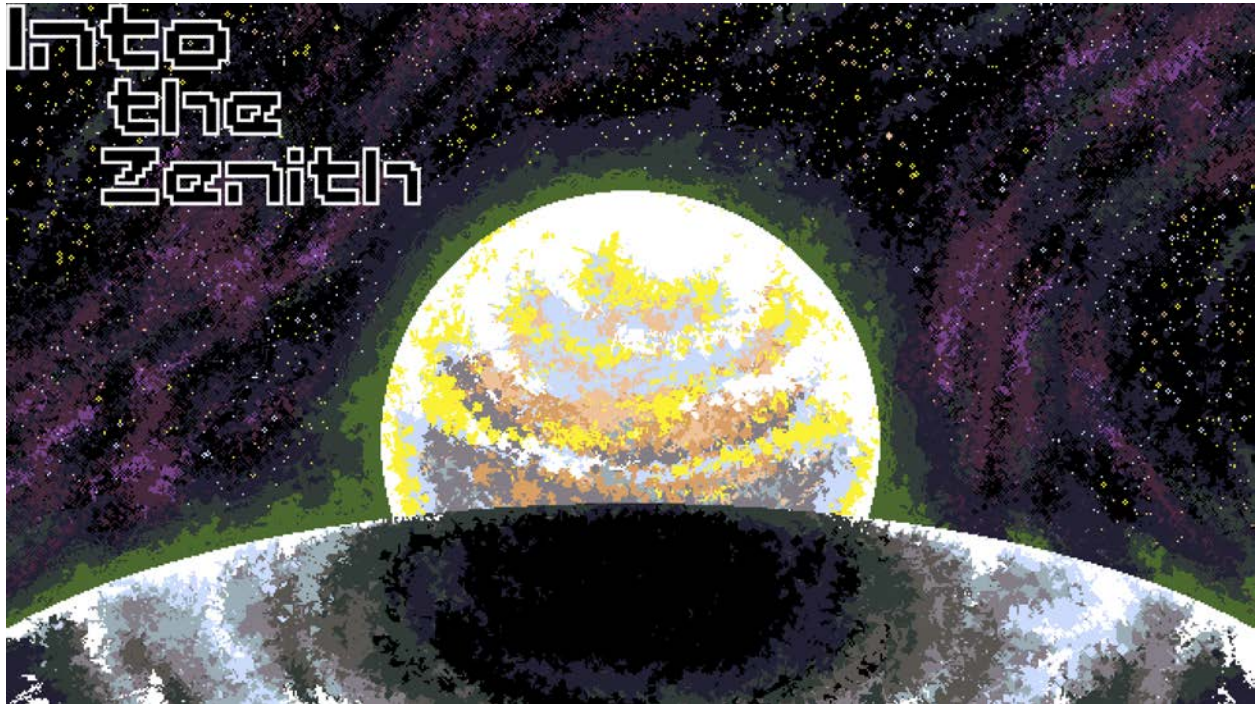
**Developed by:** EGD Collective

**Arcade presenters:** Mark Allman, Anthony Melendez

**Game status:** 1st Playable Prototype

**Reason for Arcade participation:** We're representing the EGD Collective and want to see what we've been up to

# Into the Zenith



The goal of "Into the Zenith" is for players to make their way to the center of the universe by defeating enemies and completing stages. For this prototype, the player will take on battles and events within Sector 1 and their end goal is to advance to Sector 2

**Developed by:** CCNY Class

**Arcade presenters:** Christian Romero, Talike Bennett, Oscar Cheng, Elinor M. Beckwith,

**Game status:** Prototype 1

**Reason for Arcade participation:** Class assignment

# Ritual Night



Social deduction meets rogue-lite with NO player elimination. Through teamwork and betrayal, attempt a ritual to summon Cthulhu. Watch out! Someone is an icky human who wants to sabotage the ritual. After every round, the game evolves, granting potent magic powers to each side to deduce or deceive.

**Developed by:** Outfox Games

**Arcade presenters:** Masaya Heywood, Mike Zhang

**Game status:** Beta

**Reason for Arcade participation:** We want to stay engaged with our community! We like being NYC developers and want to be relatable, accessible designers. High Schoolers are also our target audience.

**More about the game** [here](#).

# Breakthrough



A Language Learning Visual Novel

**Developed by:** YugiJitsu

**Arcade presenters:** Eric Ding

**Game status:** Alpha

**Reason for Arcade participation:** To show case the game and get more interest of the game going

**More about the game** [here](#).

# Scrapbots



Become a junkyard warlord, battling your rivals in a post-apocalyptic robot wasteland. Gather up scrapbots and gadgets to quickly forge a strategy. Overwhelm your rival with Malfunctions to win the game!

Scrapbots is a 2-player competitive card battler, similar to a TCG. However, unlike a TCG, Scrapbots doesn't feature collecting cards or deck-construction. Instead players will have everything they need for an exciting duel right out of the box.

Scrapbots core game play is solid but it is still being play tested heavily. Artwork is currently being produced.

**Arcade presenters:** David Torres, Catherine Parra-Torres

**Game status:** Nearing completion

**Reason for Arcade participation:** I'm interested in getting feedback from potential players and hopefully building a community around my game.

**More about the game** [here](#).



# Mahjong Dimensions App V2



Mahjong Dimensions V2 is the mobile app reimaging of the popular Arkadium web game. Players will undertake a journey through space & time while solving a variety of three-dimensional puzzles with a mix of objectives. We're targeting a soft launch in the app store near the end of Q2 2023, but have not yet released due to wanting to test various mechanics to improve our fun factor.

**Developed by:** Arkadium

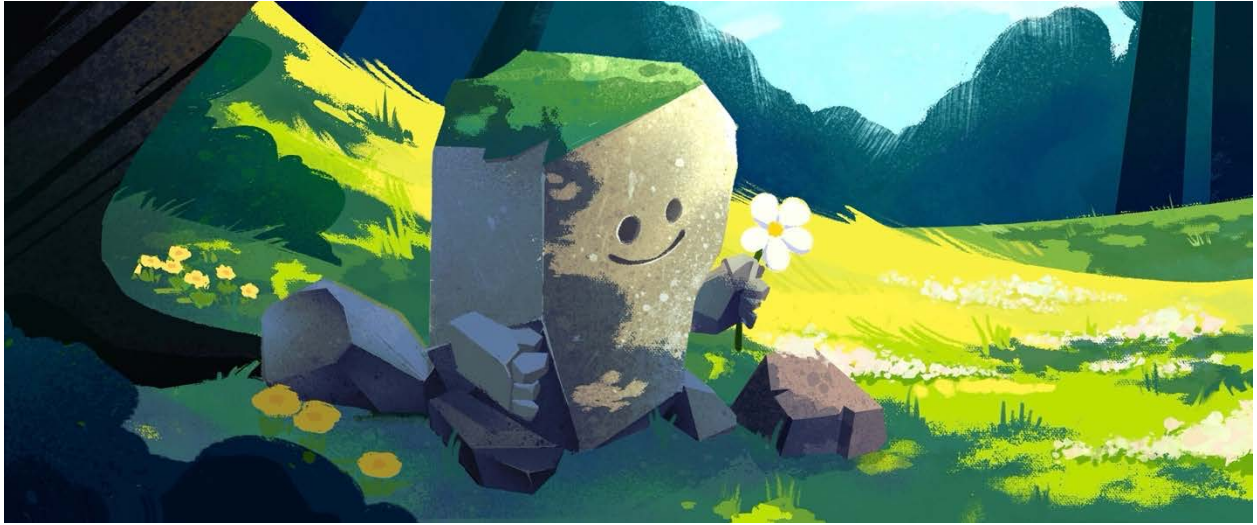
**Arcade presenters:** Tristan Judice

**Game status:** Mid-stage Prototype

**Reason for Arcade participation:** Collecting feedback for our upcoming soft launch on the app stores.

**More about the game** [here](#).

# Mergician



An action strategy game that incorporates deck building elements.

**Developed by:** NYU Game Center

**Arcade presenters:** Reef Liew, Xiao, Kerby, May, Eric

**Game status:** Beta

**Reason for Arcade participation:** To just get out there and get feedback and meet some new people

**More about the game** [here](#).

## Refold



A platformer where you play as a piece of origami. You can fold yourself into different origami forms, each with different abilities the player can utilize to clear obstacles. This game is being developed by Studio Sleepwalk, a studio within EGD Collective's Exploration Program. The game will debut at Waffle Games 6.0 in April.

**Developed by:** EGD Collective

**Arcade presenters:** Wiktor Kolakowski, Ashley Saldana

**Game status:** 1st Playable Prototype

# Museum Multiverse VR



The Webby Nominated Museum Multiverse is a virtual reality puzzle platformer. This 3rd person experience chronicles the adventures of a child that has mysteriously awoken in an abandoned museum. (Ran out of funding to finish the experience on Oculus)

**Developed by:** Made in Brooklyn Games

**Arcade presenters:** Hessvacio Hassan

**Game status:** polish and release phase

**Reason for Arcade participation:** We want to show the youth that a couple of BIPOC boys from the block can make video games.

**More about the game** [here](#).

# Palestine Skating Game

Jet Set Radio Palestine. Arabic electronic music and an unlimited supply of paint up against military occupation.

**Developed by:** Political Games Group

**Arcade presenters:** Justin

**Game status:** Partial prototype

**Reason for Arcade participation:** money and fame

**More about the game** [here](#).

# Broken Pieces

Experimental horror comic.

**Developed by:** Playmatics

**Arcade presenters:** Nicholas Fortugno

**Game status:** Beta

# Photos from the Day



















