

## FRACTER a fan favourite at Game Development World Championship



By Jasen Obermeyer

FRACTER, a mobile game recently released on iOS and Android, won the Fan Favourite award at the Game Development World Championship (GDWC).

It was one of six games to be nominated in that category, and was the sole Canadian one.

"It's great," said Riverview native Coulter Baker, who was the game and level designer, and along with a team of others, helped the game quickly gain popularity. "It's exciting to know that people liked it enough that it got the fan favourite award."

Developed by 4L Games, FRACTER is described as "a perilous quest for light through a cryptic labyrinth of shadows." It is an isometric puzzle adventure game "set in a mysterious labyrinth of glowing black architecture," where the young hero "has set out on a perilous quest to dispel the darkness within." Players must explore this "world of shadows, discover secrets hidden in the dark, and outsmart ominous creatures while solving each meticulously designed puzzle using their only force against darkness: light."

Their Facebook post states, "Everyone here in the studio is absolutely humbled by all the support, thank you so much for voting!"

"It's more than I could have hoped for," commented Mr. Baker, 24, and a graduate of Sheridan College's Game Design Program.

"I'm very happy to know that it's doing so well and that people seem to be connecting with it."

He previously told this reporter that he likes FRACTER for its unique art style, and presentation, and has enjoyed games his whole life, ones that "create varied gameplay each time they're played," with different elements that create diverse experiences that change each time.

He added that it's great to have helped design a game given his young age. "I'm excited to see where the game goes in the future and what other games I get a chance to work on."

FRACTER beat out five other games for the award, including: Haimrik, from Below The Game, Colombia; Hand of Fate 2 from Australia's Defiant Development; Smile'N'Slide by Mykhail Konokh, Ukraine; Songbringer from Wizard\_fu, USA, and Suicide Guy by Chubby Pixel, Italy.