YOUR LAKESIDE DESIGNER



YASH SOAD SAXENA

GAME DESIGN GAME PRODUCTION GAME ART CREATIVE WRITING

I am Yash Soad Saxena, a seasoned game designer with over 8 years of experience in the industry. My creative journey began with an initial foray into graphic design, where I honed my visual aesthetics and artistic skills. However, I soon discovered a deeper passion for game design, an art form that allowed me to merge my love for visuals with storytelling and interactive experiences. This shift marked the beginning of my dedication to crafting immersive worlds that captivate and engage players.

Game Design		Game Production		Project Management		Additional
Economy Design	System Design	Specification Doc	Art Direction	Agile	Communication	Breakdown
UI/UX Design	Game Progression	Budget Scoping	Funding	Resources	Management Tools	Simulation
Monetization	Documentation	Grant Work				Pitch and PPts
Level Design	Balancing					

Tools

Game Projects



Clientele

/yash-saxena-1b561393/ @yashdevourer @yash.soad

PUZZLE SCOUT IS A WORD MATCH GAME BASED ON AFRICAN HISTORY. JOIN KOBBY AND AYESHA IN SCOUTING FOR SCATTERED STORIES ACROSS THE LAND

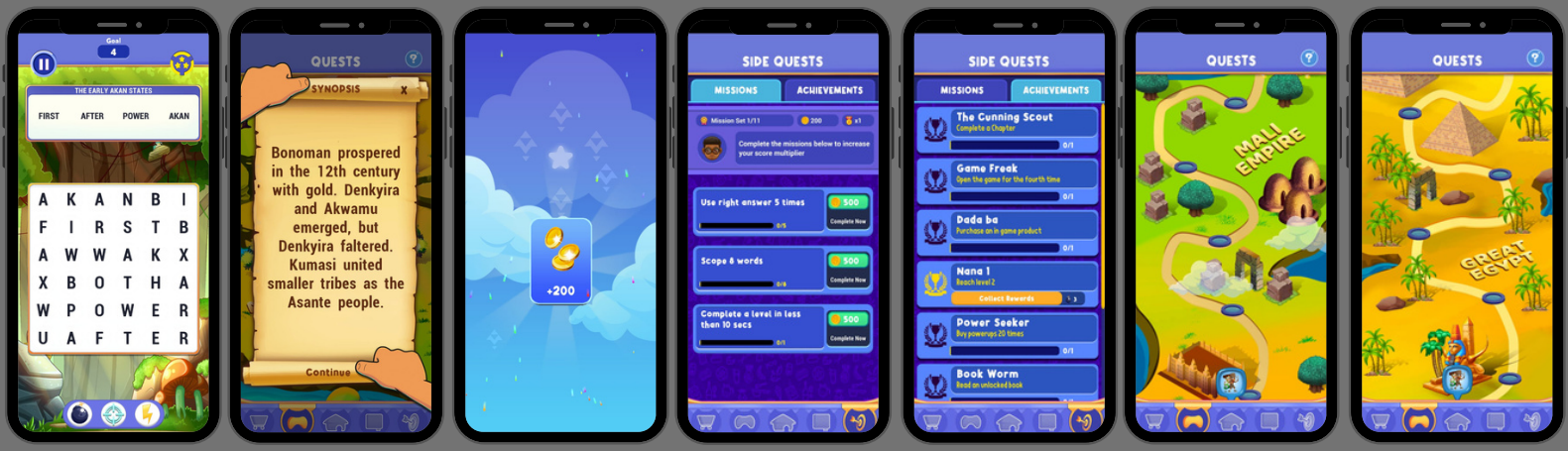
PUZZLE SCOUT



Theme : Immersive word search game on African History
Genre : Word Search
Visuals : Stunning, vibrant aesthetics showcasing African locations and symbolism.
Educational Aspect : Player delve into the signicicance of African history. It offers historic stories across Africa in a fun and engaging word search and trivia gameplay

Game Design| Biz Dev| UI Design| Product Manager

Gallery

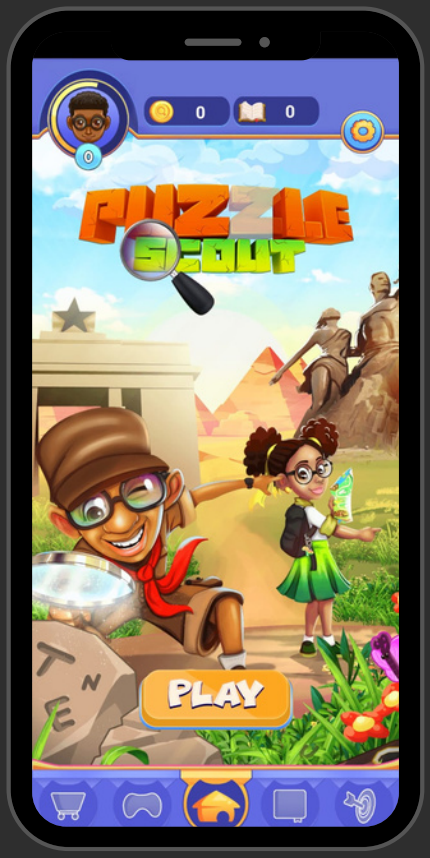


Tags

Single Player | Word Search | Casual | Mobile | Rated 'E'

Target Audience

Casual Players, Cultural and History Enthusiasts, Youngsters



Download

Google Play Link
Apple Appstore Link

A game by

LETIARTS

SESA IS AN EDUCATIONAL FARMING AND MANAGEMENT GAME WHERE PLAYERS, AS BOAMAH FAMILY MEMBERS, NAVIGATE CHALLENGES TIED TO THE WORLD FOOD PROGRAM'S SIX CORE PILLARS, SHAPING THEIR TOWN'S DEVELOPMENT. THROUGH STRATEGIC CHOICES AND ENGAGING GAMEPLAY, PLAYERS LEARN VITAL LESSONS IN FOOD SECURITY AND SUSTAINABILITY.



Role : Game Producer | Lead Game Designer

Theme : A township inspired game based in Ghana
Genre : Casual, Puzzle, Education, Serious, Story Telling, Farming, Management, Simulation
Visuals : A vibrant representation of a Ghanaian community, featuring a mix of lush greenery, traditional markets, and modern infrastructure. The isometric layout captures the essence of Ghanaian landscapes, showcasing expansive savannas, winding rivers, and lively urban areas.
Educational Aspect : There are 6 core pillars of the game, based on WFP. Each narrative and mini-game is based on these pillars. These pillars also have specific buildings where players can engage in conversation or do activities.

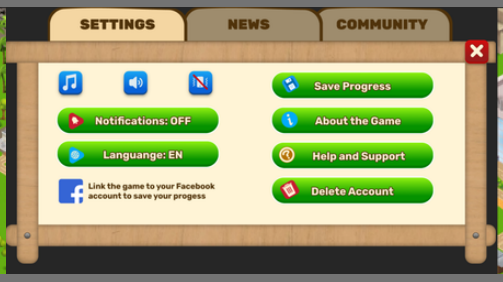
Gallery













Target Audience

Hyper Casual Players, Cultural Enthusiasts, Art and Design Lovers

A game by

LETIARTS

Tags

Single Player | Rated 'E' | Management | Mobile

A TRAIL IS A HYPER CASUAL ART GAME. YOU CONTROL DELVE INTO ABSTRACT IMAGINATION OF AN ARTIST. THE GAME IS SETUP INSIDE THE ARTIST'S APARTMENT

A TRAIL



Theme : Immersive exploration of African culture
Genre : Hypercasual, Cultural
Visuals : Stunning, vibrant aesthetics showcasing African patterns, weaves, and symbols.
Educational Aspect : Player delve into the signicicance and history of African symbols and masks. It also offers glimpse into the rich tapestry of African heritage

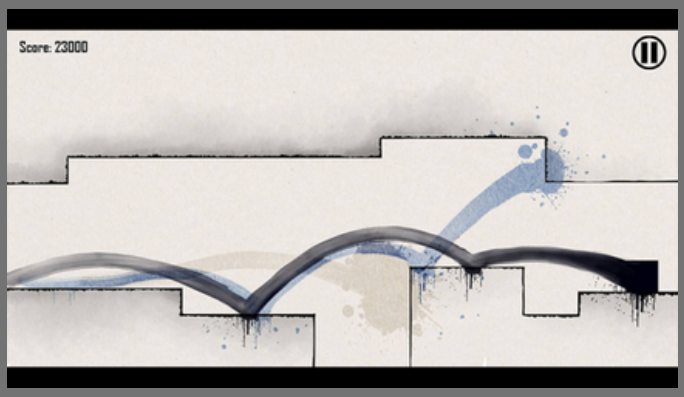
Role : Game Designer

Gallery









Target Audience

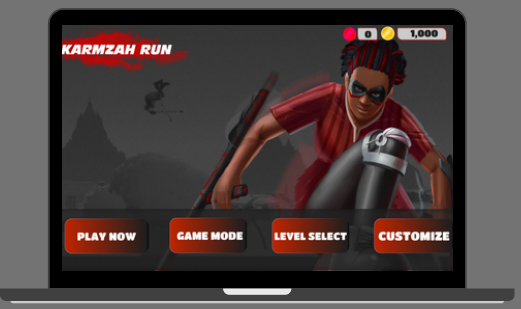
Hyper Casual Players, Cultural Enthusiasts, Art and Design Lovers

Tags

Single Player
Rated 'E'
Casual
Mobile

SWEAVE IS A HYPER-CASUAL GAME THAT SHOWCASES THE BEAUTY OF AFRICAN CULTURE THROUGH ITS UNIQUE PATTERNS, WEAVES, AND SYMBOLS.

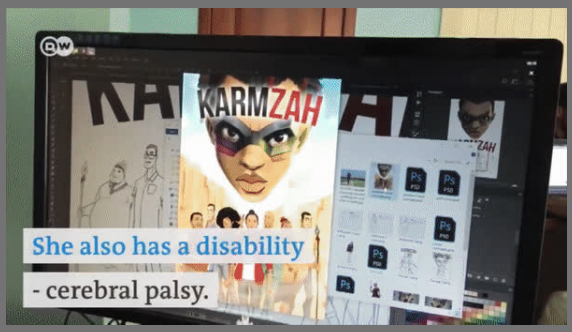
KARMZAH RUN



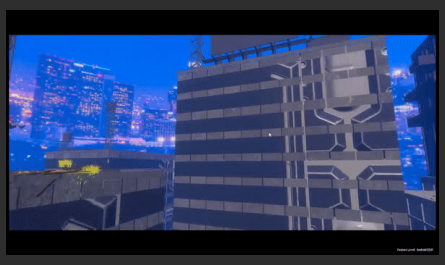
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Role : Game Producer | Lead Game Designer

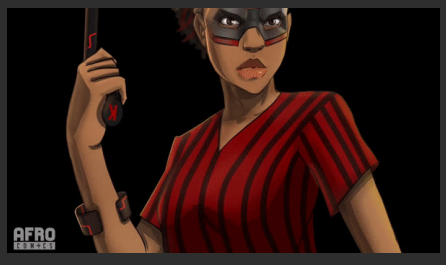
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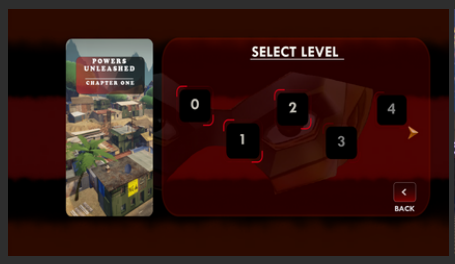














Target Audience

Youngerster, Superhero Enthusiasts, Casual

A game by

LETIARTS

Tags

Single Player | Casual | Auto Runner | Mobile/PC

SWEAVE IS A HYPER-CASUAL GAME THAT SHOWCASES THE BEAUTY OF AFRICAN CULTURE THROUGH ITS UNIQUE PATTERNS, WEAVES, AND SYMBOLS.



SWEAVE

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Role : Game Design | Biz Dev| UI Design | Product Manager

Gallery

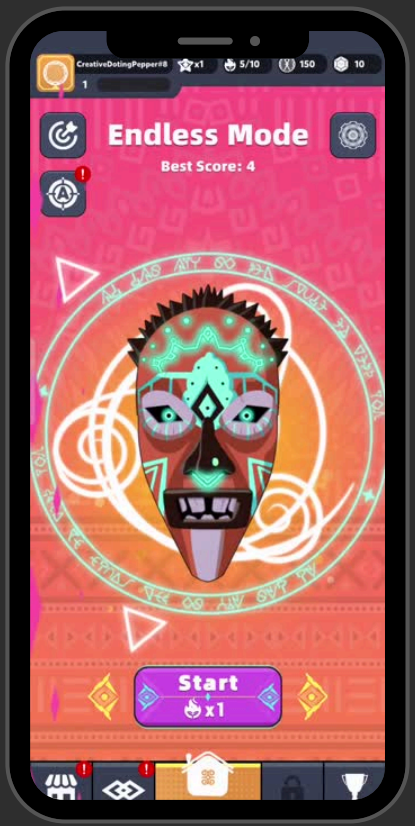


Tags

Single Player | Hyper Casual | Mobile | Rated 'E'

Target Audience

Hyper Casual Players, Cultural Enthusiasts, Art and Design Lovers



Download

Google Play Link
Apple Appstore Link

A game by

LETIARTS

SHKOREY (“CUTIE” IN TIGRINYA) IS A SERIOUS GAME THAT IS TARGETTED FOR ERITREAN NEWCOMERS TO THE NETHERLANDS WITH INFORMATION ON HUMAN BODY, SEXUALITY, BIRTH CARE AND RAISING SMALL CHILDREN.

Theme : A serious game targetted for Eritean newcomers that focuses on body health, sexuality and birth care
Genre : Serious | Point and click | Narrative | Trivia
Visuals : Game’s visual are culturally rich with rich cast of Eritean characters and environment.
Educational Aspect : The narratives revolve around the themes like body health, birth care and sexuality. Game also an integration of local healthcare map.

Role : Project Lead (Leti Arts) and Art Direction

SHKOREY



Gallery



Tags

Single Player | Education | Mobile | Narrative | Serious | Rated ‘E’ | Trivia

Target Audience

Eritrean Youth, health care workers and teenagers.



Download

Google Play Link

A game by

LETI ARTS

AFRICA'S LEGENDS CLASSIC IS A DYNAMIC TURN-BASED MATCH-3 FIGHTING GAME WHERE PLAYERS, USING LEGENDARY AFRICAN CHARACTERS. SWIFT GEM MATCHES PAUSE THE TIMER AND UNLEASH POWERFUL ACTIONS.

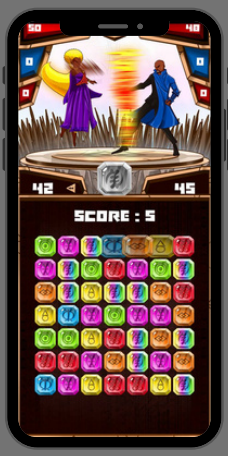
Theme : A match 3 fighter based on African Characters
Genre : Match 3 | Fighter
Visuals : Stunning, vibrant and powerful animations with epic African symbolism and locations.
Educational Aspect : Player delve into the signicicance of African history by learning about different African Legends. It offers their stories in a fun and engaging match 3 fighter game. The cast of characters covers the whole continent.

Role : Product Lead and Game Designer

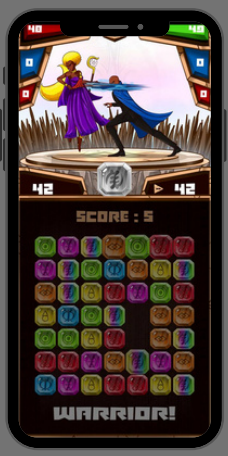
AFRICA'S LEGENDS

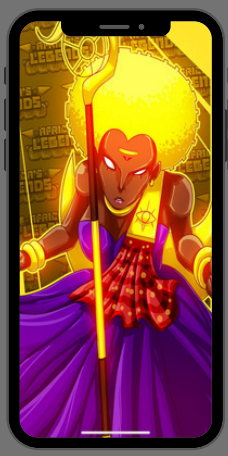
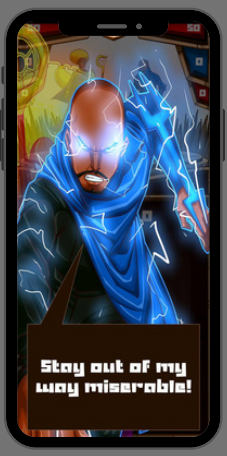


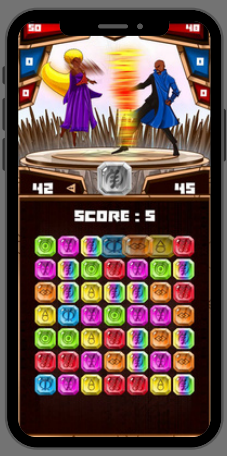
Gallery







Tags

Single Player/Multiplayer
Fighting
Rated 'E'
Mobile
Match 3
RPG

Target Audience

Casual Players, Cultural and History Enthusiasts, Youngsters



Download

Google Play Link
Apple Appstore Link

A game by

LETIARTS

"MISSION 55 - CONFLICT IN ANAKA" IS A SERIOUS GAME THAT TASKS PLAYERS WITH RESOLVING CRISES AND CONFLICTS USING TOOLS AND FRAMEWORKS FROM THE ANAKA GOVERNANCE, PEACE, AND SECURITY ARCHITECTURE. IT FOCUSES ON DECISION-MAKING FOR CRISIS MANAGEMENT AND POST-CONFLICT DEVELOPMENT.



MISSION 55

Theme : Serious game about development in Anaka
Genre : Casual, Serious, Peace
Visuals : Fantasy universe Anaka has various beautiful landscapes. The characters are cartoony with realistc features
Educational Aspect : Player delve into the signicicance and history of African symbols and masks. It also offers glimpse into the rich tapestry of African heritage

Role : Project Lead (Leti Arts) and Art Direction

Gallery



Tags

Single Player | Casual | Strategy | Mobile | Management | Simulation

Target Audience

Students, Youth, Activists



Download

Google Play Link

A game by

LETIARTS

SHKOREY (“CUTIE” IN TIGRINYA) IS A SERIOUS GAME THAT IS TARGETTED FOR ERITREAN NEWCOMERS TO THE NETHERLANDS WITH INFORMATION ON HUMAN BODY, SEXUALITY, BIRTH CARE AND RAISING SMALL CHILDREN.

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Visuals : Game’s visual are culturally rich with rich cast of Eritean characters and environment.
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Role : Project Lead (Leti Arts) and Art Direction

MAMA ATINGI



Gallery



Tags

- Single Player
- Education
- Mobile
- Narrative
- Serious
- Rated ‘E’
- Trivia

Target Audience

Eritrean Youth, health care workers and teenagers.



Download

Google Play Link

A game by

LETI ARTS

PITCH DECKS

I have extensive experience in creating impactful pitch decks and fundraising slides tailored for diverse audiences, including publishers, investors, funding partners, and grant programs. My expertise spans various domains, from gaming and entertainment to corporate proposals and grant-winning presentations.

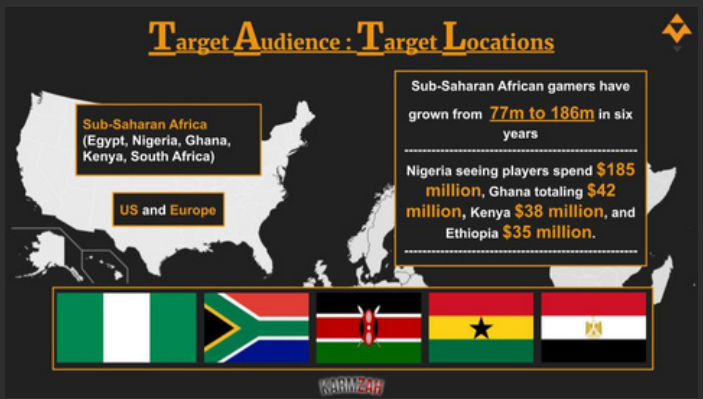
- Karmzah Run Pitch Deck: Secured studio funding of €10,000.
- Bank Proposal Deck: Recognized as one of the top shortlisted decks.
- Disney Pitch Deck: Crafted for a prominent game pitch.
- TV Show Proposal Deck: Developed for a compelling series concept.
- Airline Pitch Deck: Designed for a major airline initiative.
- Company Pitch Decks: Delivered customized decks for publishers, investors, and funding partners across various industries.









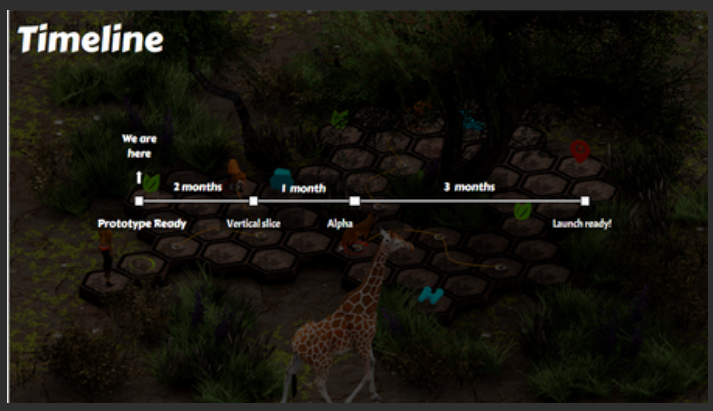


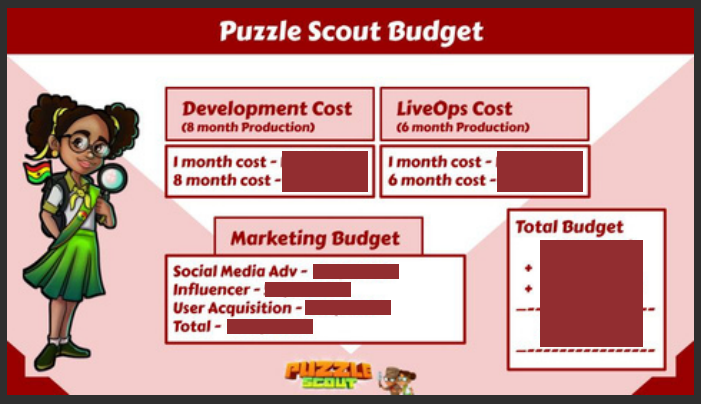


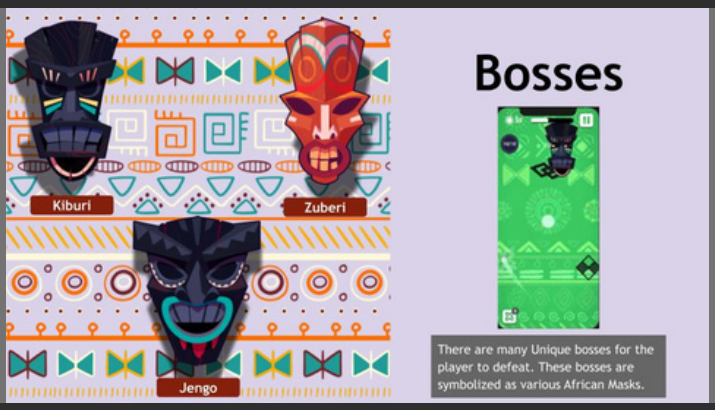
PITCH DECKS

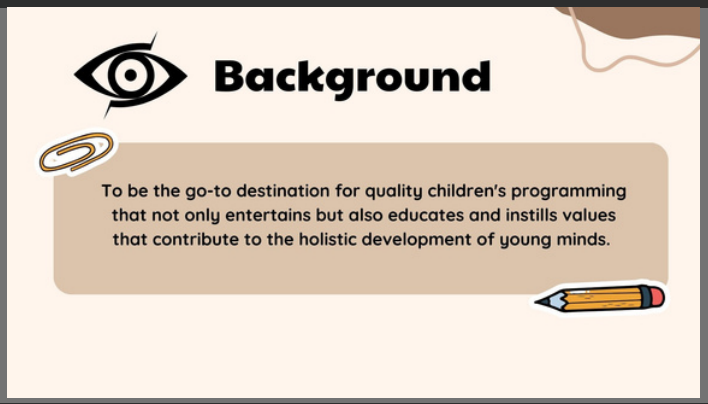

Gameplay
SWEAVE
Tap
Dodge
Sweave


Cost Launch VS Extended Content
Game Launch
Game Launch + Extended Content
4 story scenarios
20 unique levels
3 unique characters
15 unique stunts
40 vanity items
Crutches, wheelchairs and more
Auto runner mode
4 other exciting modes
1 new story scenario
5 unique levels
1 new unique characters
15 unique stunts
20 vanity items
For old and new characters
New events
And more every monthly update!
Each month!


Timeline
We are here
2 months
1 month
3 months
Prototype Ready
Vertical slice
Alpha
Launch ready!


Puzzle Scout Budget
Development Cost
(8 month Production)
LiveOps Cost
(6 month Production)
1 month cost -
8 month cost -
1 month cost -
6 month cost -
Marketing Budget
Social Media Adv -
Influencer -
User Acquisition -
Total -
Total Budget


Kiburi
Zuberi
Jengo
Bosses
There are many Unique bosses for the player to defeat. These bosses are symbolized as various African Masks.


Background
To be the go-to destination for quality children's programming that not only entertains but also educates and instills values that contribute to the holistic development of young minds.


TV Shows
Hottseat TV Show
Sweave Time
Africa's Legends Quest
Puzzle Scout Adventures


Karmzah Story
Morowa born with Cerebral Palsy
Archaeology Department
Karmzah is born!
Karmzah Run!

ARTWORKS



