



www.beloudest.com
info@beloudest.com

Beloudest is a games design and development company based in south London, with an extended, scalable and multi-disciplinary team of up to 15. It focuses on harnessing the potential of Virtual Reality technology in creating immersive and story-based games.

Beloudest head honcho and Creative Director Stuart Spencer works with a creative writer to develop storylines, and leads the programming thereafter. He relies on a wider team of 3D modellers, programmers, motion graphics designers, concept artists, sound designers, composers and copywriters to bring the games to life.

Stu founded Beloudest in 2012, and after initial forays into mobile game (including 8-bit music rhythm game 'Chip Beat Blaster') and app development, the company also worked in music and audio production, cloud infrastructure and website design. In 2014 Beloudest began to concentrate on designing larger, engaging game concepts. The team has also partnered the SciFi London Film Festival in creating a politically-based VR experience named R.I.S.E.

The first project to involve mass collaboration from the team was Exo Exit, a sci-fi action, adventure and exploration game based on the surface of Mars. Developed for PC, plans were made to incorporate Virtual Reality gameplay and to develop console versions. Based on a novel by Beloudest associate Louis Weinblatt, the game features an expansive playing environment and deep character and plot detail.

Seeking to create more immediacy and to work with VR technology from the off, Stu began work on another game, Bad Day To Fly – a flight combat shooter. Supporting recognised hardware manufacturers HTC and Oculus, the basic VR game outline was developed into a fully formed, story-driven, immersive aerial combat simulation centred around the highly intuitive controls of its quadcopter centrepiece.

The project now approaches its Alpha release.

Beloudest continues to pursue its mission of marrying the latest Virtual Reality technology with immersive gameplay and engaging storylines.

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