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## Mikael Segedi: Public Portfolio

### Concepts

#### Concept: Monster pet GDD

In English

This is an elaborated concept document on a monster pet fighting game that would be able to be played online together with other players. It also has a description on how the game would be able to make revenue.

#### Concept: Fantasy Warfare

In English

This is a first-person multiplayer fantasy game, where the player can play through classic multiplayer game modes on different maps, collect experience, level up, and gain new weapons, armor, artifacts, skills, spells, and other abilities. These rewards can later be used by the player to customize the player character and create unique character classes.

The player can also create his own clan with his friends, go in to battle against other clans, and climb the online ranks.

#### Concept: Bad Street

In English

This is a concept document for a 4 player side scroll fighting RPG, inspired by the NES game "River city ransom".

#### Concept: Beat 'em' Up

In English

This is a concept document that represents a formula for a good multiplayer fighting game. It is written in a way that a designer could easily add any theme or story on top of it.

### Analog Games

#### Simple Fantasy

In Swedish

Simple Fantasy is a role-playing game written during 3 weeks' period. I have written role-playing games before, and received an impulse to write a really simple role-playing game. My goal with the game was: legible, space for improvisation, simple rules, and fast storytelling.

#### Global Paparazzi

In English

This is an elaborate version of the portable travel-game, developed for the company Idekompaniet.



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### Skogskorsordet (Forest crossword)

In Swedish

This is game was created during the project "Pro bono Slottsskogen". It was designed to be played by visitors of Slottsskogen- Gothenburg.

Digital Games

J.TD

[Link to trailer](#)

In English

The player plays a detective that has to solve a mysterious case. I worked during the development a lot with the games sound effects, and used them to make motionless pictures come alive.

- Music made by: Josef Falkensköld, [falconshield.com](http://falconshield.com)

### My Teddy

In English

The story is about a young boy that loses his best friend, and a father who tries to convince him to comeback.

Analysis

### Thesis: Varför spelar vi Facebook-spel (Why do we play Facebook games)

In Swedish

This is a thesis that explains why we play (during that time) the three most popular Facebook games (Farmville, Happy Aquarium, Café World). We also look closer at what's unique about these games, and what attributes they have in common.

### Analysis: Ultimate Street Racer

In Swedish

This is an analysis on a Facebook game named "Ultimate Street Racer", from [Stillfront](#). Stillfront gave me the task to analyze their game, and see what can be improved. They compared my analysis with theirs, and got surprised on how well their analysis resembled mine.



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