Fated.Quest

INDEPENDENT GAMES. GAMEPLAY FIRST. NEW DEVELOPMENT TEAM.

Computer vector created by pikisuperstar - www.freepik.com

WHO ARE WE?

We are an independent-group of developers with a mission of creating unique game experiences for players. Founded in the United Kingdom by Scott Foster with the goal of developing and publishing small titles for all to play. Fated.Quest is an umbrella name to unify work produced with Scott and other contributors involved and is not intended to become an independent studio.

Technology photo created by DCStudio - www.freepik.com

OUR AIMS AND OBJECTIVES

We have laid out our aims and objectives as a clear and achievable target for us to hit. It is vital to have a clear idea of who we are, what our values are and what we would like to achieve within the industry. This we express through our aims and objectives, through our work and with how we make decisions. Economics and education play a large role in the decision process for our place in the industry and as such these feature into our aims and objectives.

AIMS

- To produce quality games for a wide variety of audiences to enjoy
- To develop new design concepts into our products to provide new experiences
- To provide a good value product for our players
- To contribute in a positive way to the games industry

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OBJECTIVES

We are developing games with large audiences in mind

We strive to move design back to basics, looking at a wide variety of sources to find the next refinement or innovation in game design.

We observe the current markets and find methods to ensure our players are provided great value.

We work with outside contractors seeking talent, we spread knowledge through social media and collaborate wherever we can

OUR TEAM

LEAD DEVELOPER

Scott is a trained professional games developer from Staffordshire University. They have worked in industry and have been working in the games industry for around 3 years.

They received industry training at Staffordshire University for their degree in Games Development. They have worked in software and currently in the triple A games industry where they gained further skills to provide the knowledge to produce quality games. Scott is committed to the craft of great quality games, experiences, and value to players.

VISIT PORTFOLIO

BRANDING

The company is called Fated.Quest. The name should be written Fated.Quest with a capital F, Q and with a period in the middle.

When displaying the name with the images four versions are given. Ideally Ghost purple background is used. Where a small logo is more appropriate the square logo should be used.

Ghost Purple

White

Ghost Purple

White

Black

Transparent

Black

Transparent

COLOURS

Our branding colours are used throughout all the Fated.Quest material.

Robot Blue

Contract Colour

#3699B3

Morning Blue

Heading Colour

#40D7FF

Pencil Yellow

Main Text Colour

#FFC534

Ghost Purple

Main background

#3D12B3

Dress-up Purple

Highlight Colour

#6126FF

GET IN TOUCH – FATED.QUEST

For any public relation requests, **journalists, investors please use our email** address below to reach out. Please only reach out in a business sense through this email for any **game related enquiries our social media** is a much better (and faster way) to get a response and are linked below.

WEBSITE

Fated.Quest

EMAIL

FatedQuestPR@gmail.com

SOCIAL MEDIA

Twitter @FatedQuest

Instagram @FatedQuest

Linkedin FatedQuest

TikTok @FatedQuest

YouTube

Twitch @FatedQuest