



Rocket Riot for Windows Phone 7 released!

On October 11, Microsoft revealed the first games that will be available for the new Windows Phone 7 platform. And our game Rocket Riot is one of the first to jump onto this platform! We are very pleased with how the game turned out. It's as spectacular as its Xbox 360 cousin we think. The game got some nice coverage in the press at sites like Engadget and Mobile Cowboys (Dutch). If you would like to know more about the development process, you can read some of the interviews we did with sites like Pocketgamer.biz and MobileTechWorld.com. And if you are lucky and already have a Windows Phone 7 device in your possession you can try our game by going to the Zune Marketplace.



Codeglue has moved!

Our old office in lovely Delfshaven, Rotterdam, was getting a bit cramped, that's why Codeglue we moved to a new office on October 25. (well, not so new actually). The building we move to is called 'het Schieblock' and houses various creative companies. Het Schieblock is very well located near Rotterdam Central Station. The exact address is Schiekade 189-6A, 3013 BR Rotterdam, The Netherlands. Oh, and the situation has improved quite a bit since the photo on the right was taken... ;)



Creating an iPhone App in 1 day

On September 29, during the Co-Creation Event 2010, Codeglue participated in the workshop "Co-creating an iPhone App in 1 day". This workshop was a collaboration between Lions, Syntens and Codeglue. The goal of the App was to stimulate people to make micro-donations to local and bigger charities. We added several gaming elements to the App to make donating more compelling. According to the audience, the idea/result was worthwhile to distribute 'as-is'. Dutch Cowboys wrote a nice article about the workshop. To be continued...



Contact :
t. +31(0)10 476 45 22
f. +31(0)10 476 45 23
info@codeglue.com
www.codeglue.com

Address :
Codeglue B.V.
Schiekade 189-6A
3013 BR Rotterdam
The Netherlands



Halloween items for Playstation Home

For upcoming Halloween, Codeglue has created a bunch of Halloween items for Playstation Home. The lot exists of a drooling mummy costume with funny animations, a t-shirt with a skeleton arm, a chair made out of skulls, a painting with a scary dude that follows you with his eyes, and a guillotine. We especially had a lot of fun creating the mummy costume with its glowing eyes, drool and limping animations. Happy Halloween! :)



The Codeglue Gameography

During our free time, we still play a lot of games of course. Some of play so much in fact, that it's almost a second job keeping up with all the awesome games that are coming out. So maybe now would be a good time to check with everyone to see what they are playing, before the holiday season is upon us.

Harald, one of our programmers, is completely addicted to the masochistic old school charm of Super Meat Boy on Xbox Live Arcade. Only the really hardcore gamers play that and enjoy it! David, our other programmer, is playing a lot of mobile games like Word Feud (multiplayer Scrabble, according to him) and Angry Birds. Maybe it's some programmer thing but David is also playing a masochistic old school game: the original Commandos for the PC. Maarten, our producer is playing the new Medal of Honor. For some reason, he is actually playing it on the Xbox 360 and the Playstation 3 at the same time. We can't tell if it's dedication or slight insanity that drives him to do that. Tom, our lead artist is saving the universe in Mass Effect 2 and probably hitting on blue alien women throughout all of it. Joost, our lead designer is playing zombie massacre simulator Dead Rising 2. Whenever zombies, chainsaws, duct tape and motorcycles merge into a game like that, he comes running. Joost has also been restless for days because he wants to start kicking the chickens of Albion in the newly released Fable 3.

And soon, all of them will play Super Smash Bros. Brawl in the newly instituted 'Codeglue Game Night'. It's going to be a real riot. There might even be some rockets!



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