



Stephie Theodora

Writer for Theatre, TV Animation and Games
Selected Games Portfolio

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Pearl's Peril



Bubble Island 2

Games Background: For four years I worked at the hit video game company “Wooga” located in Berlin, Germany. During that time, I wrote and designed content for two games from prototype to release. You can play both games for free by downloading them in the Appstore and Google play.

Included here is a selection of my work from these two renowned titles.



Game: Pearl's Peril

Play it on: iOS, Android and Facebook

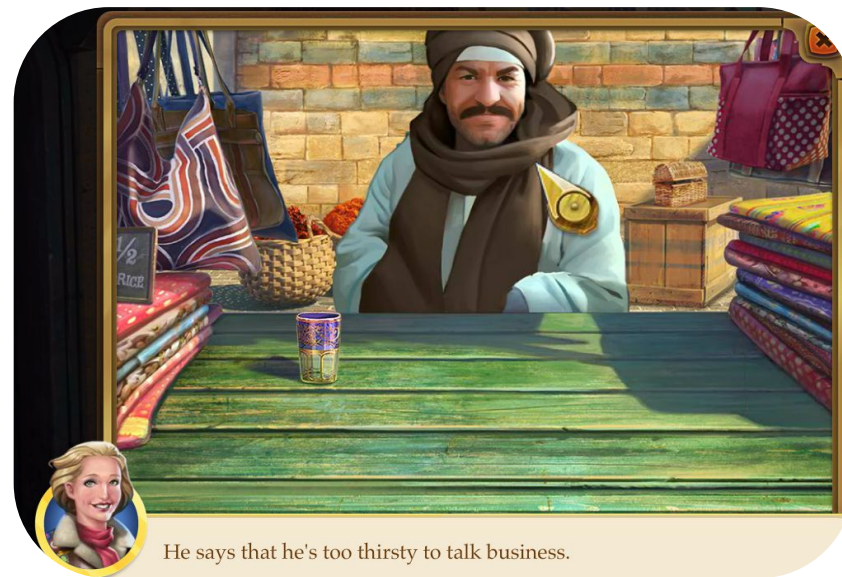
Story: Join Pearl as her glamorous social life grinds to a halt with her father's mysterious death. Discover a wonderful island, perilous secrets, true friends and deadly rivals.

As of July 2017 Pearl's Peril boasts more than 70 million players and can be enjoyed in seventeen languages.

Level 32: Egyptian Alley

Objective: Find the thieves

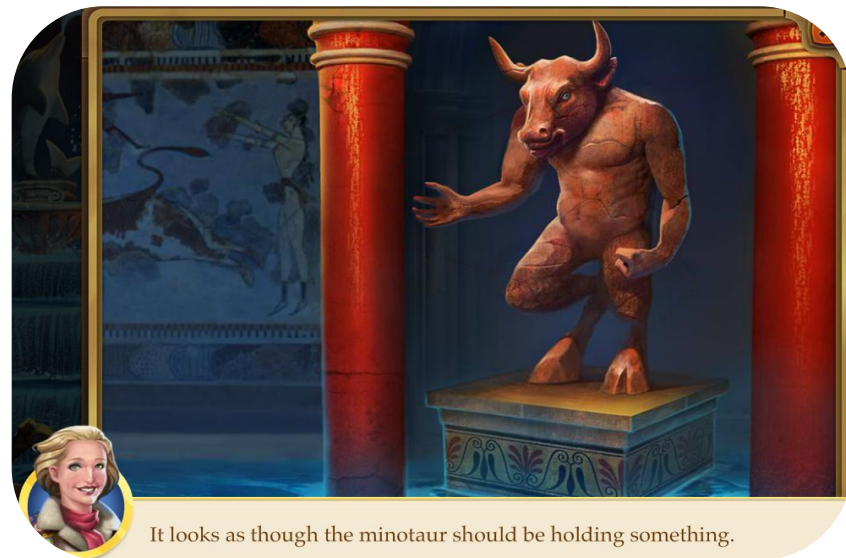
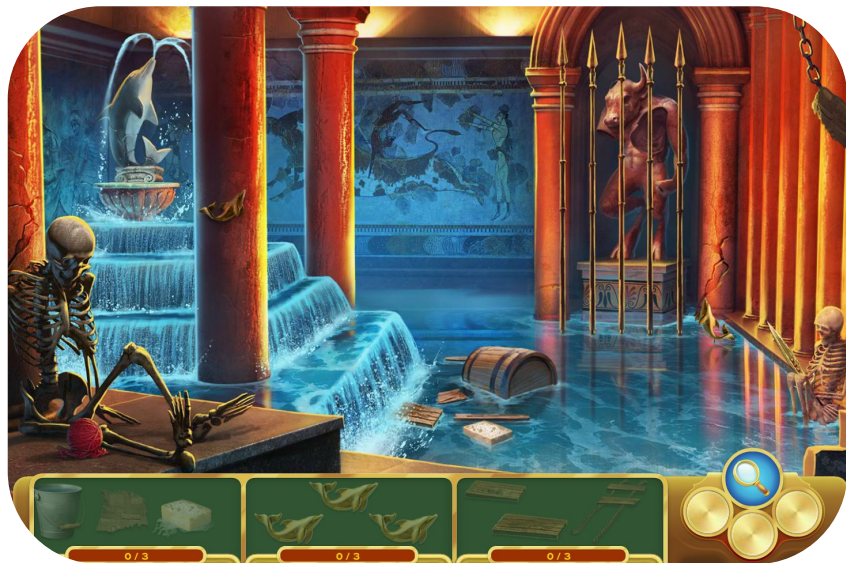
Story: Pearl has chased the thieves to a mysterious back alley in Cairo. The only witness is a bystanding merchant who “didn’t see anything.” It’s up to the player to make friends with the merchant and get the info she needs to find the thieves. The player must brew a pot of tea and chat with the merchant before getting the scoop on the perpetrators.



Level 47: Knossos, Greece

Objective: Escape the flooding dungeon

Story: Use your knowledge of the classic Greek myth of the minotaur to escape this dungeon. Piece together the statues missing parts, collect a sword and thread, and solve the puzzle of the gate surrounding the mythical beast. Better hurry, the water is quickly filling up and past prisoners haven't cracked the code.



Level 42: Haunted Cottage

Objective: Break into the cottage

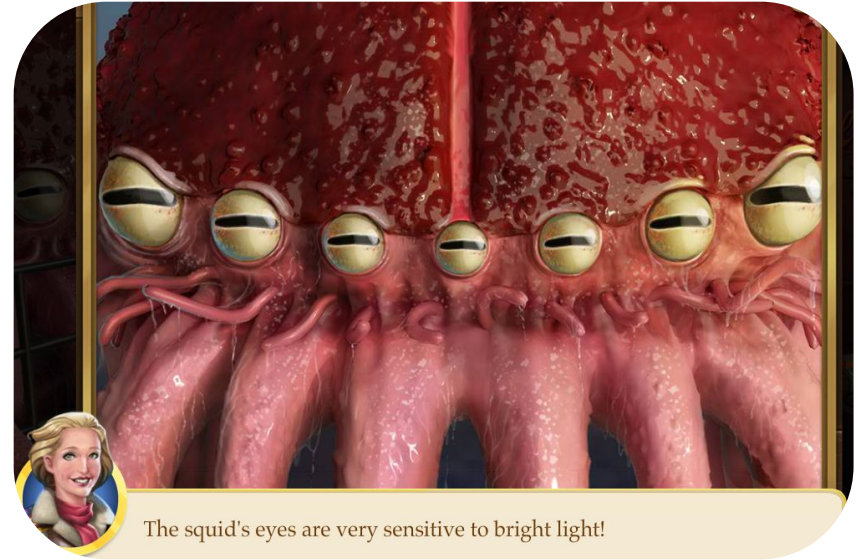
Story: There's something about this cottage that holds a clue to the death of Pearl's father. The player must break into the house, clear a pathway and use a light to reveal the mystery. There she finds a shrine built for her mother. But who would honor her mom in such a way? And what is the significance behind the location of the cottage?



Level 58: Ship Under Siege

Objective: Escape the giant squid

Story: During a submarine chase, your boat gets attacked by a giant squid! With so many tentacles flailing about, the player has little time to lose to get it to release its deadly grip. Thankfully the squid comes from the deepest darkest depths of the ocean and has a high sensitivity to light. Use the light to get him to let go!

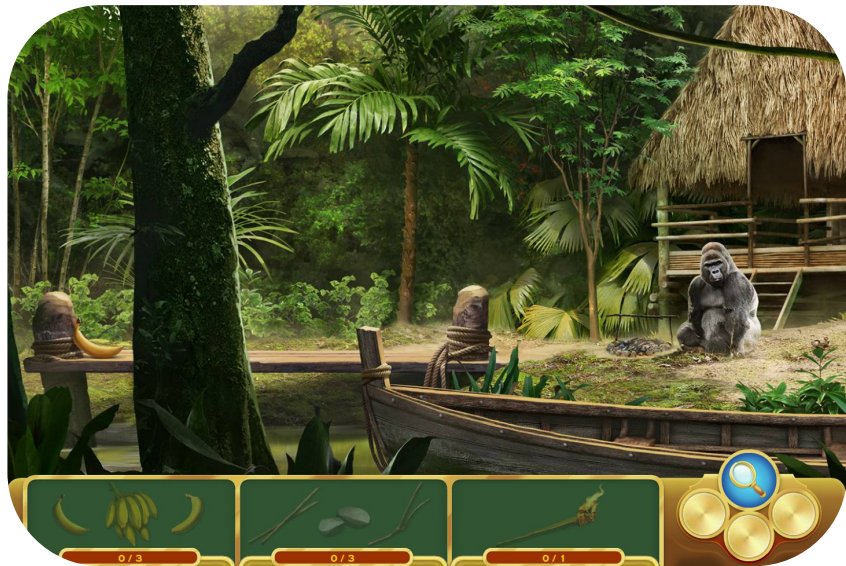


The squid's eyes are very sensitive to bright light!

Level 83: Jungle Hut

Objective: Find shelter for the night

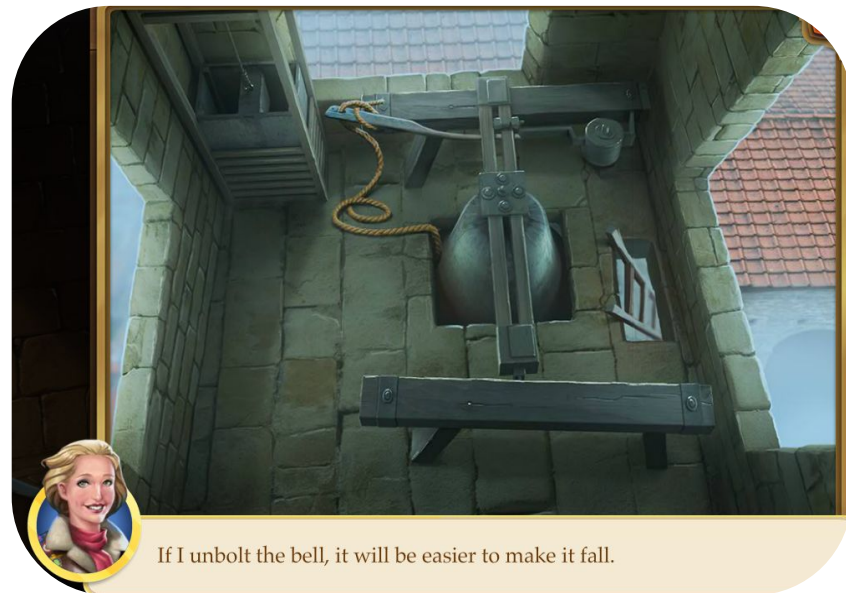
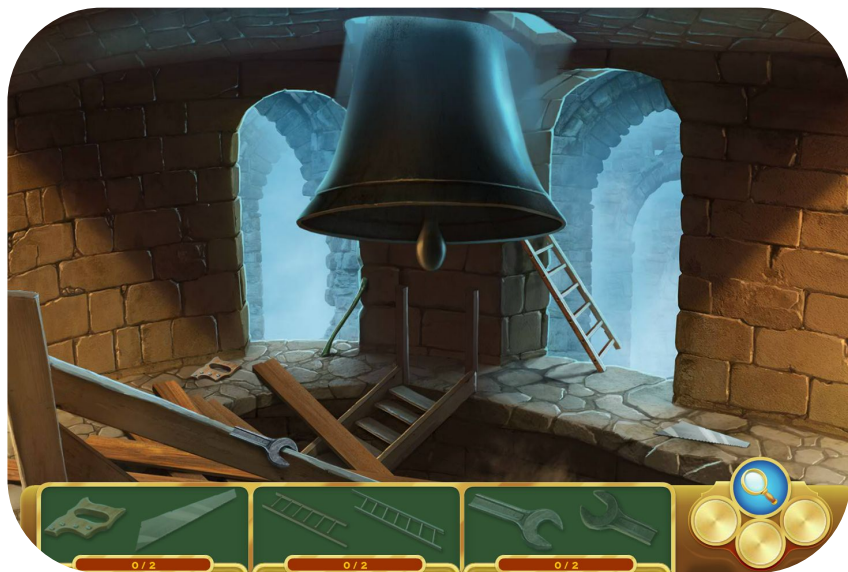
Story: After drifting for what seems like months in the jungle, you have finally found a safe place to camp for the night. The only problem is there's a massive hungry gorilla guarding the entrance. You must sneak around the gorilla, give him some food, then build a fire all before night time breaks.



Level 51: Bell Tower

Objective: Crush the gang chasing you

Story: Suddenly you are being chased by a gang. You dart through the streets of Rome as they corner you against the door of a church. After begging for sanctuary the priest lets you in and the chase continues up to the bell tower. With little options left you must release the bell as quickly as possible to stop those chasing you from reaching the top.





Game: Bubble Island 2

Play it on: iOS and Android

Story: Uh-oh! An evil pigeon - Simon von Adler - is trying to take over the world! He's stolen your island and the most famous monuments from across the globe! Chase him down and rebuild famous cities like Paris, Delhi, Hong Kong, and San Francisco! You'll need all of your physics puzzling skill to put the pigeon back in prison!

As of July 2017 over 90 million people have played Bubble Island 2 in fifteen languages.



Pop and
Drop!

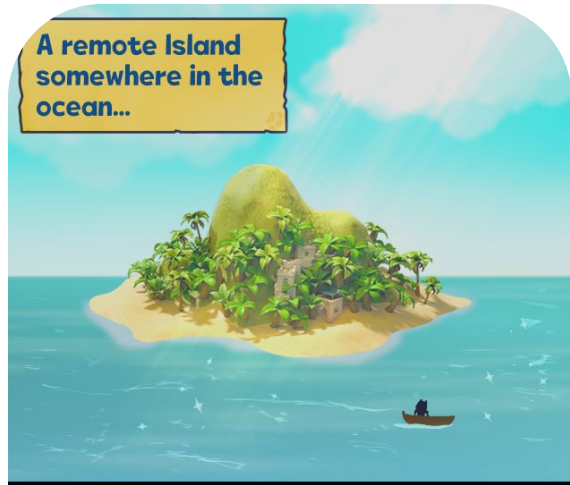


Solve
Fun Puzzles!



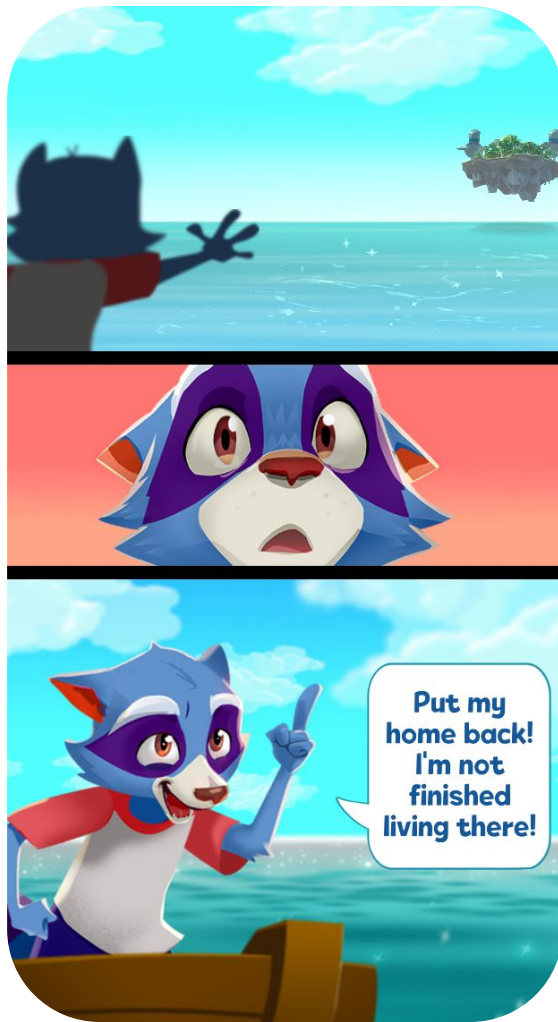
Shoot, Bounce and
Swing!

A remote Island
somewhere in the
ocean...



236th... go, little
turtle.

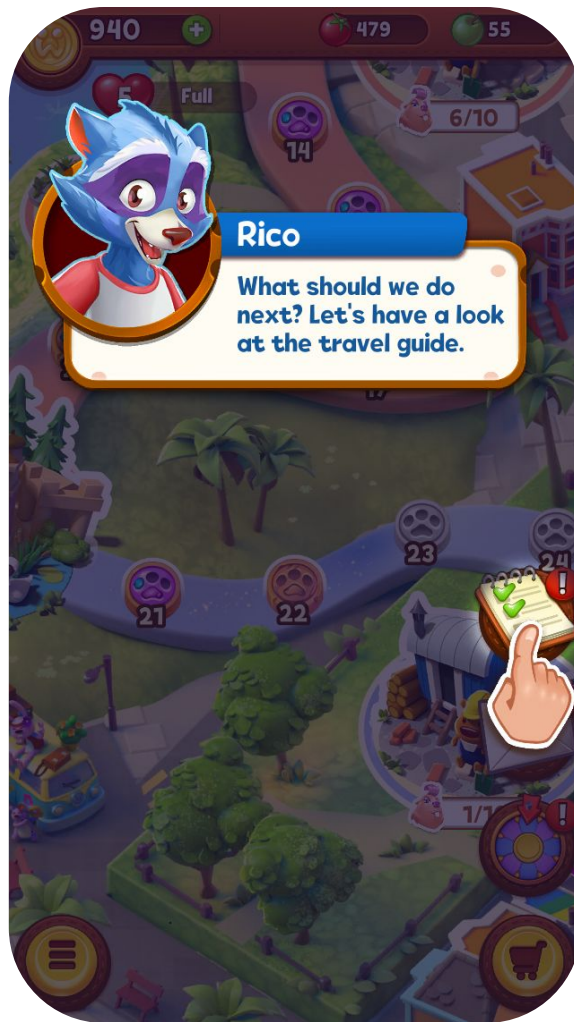












Thank you!

Thanks for browsing through some of my games work.

You can find a full list of written credits including TV animation and theatre on my website at

www.StephieTheodora.com