

DEVELOP BUNNO'S SOAP SHOP IN AUTUMN 2025!

Game
Development
Contract Work



Join a team to develop a game in Autumn 2025, in a funded project!

The game is titled *Bunno's Soap Shop*. It is a strategic (small-scale) business and manufacturing simulation, real-time, persistent, single player, mobile game. The game is to feel accessible and engaging, and to facilitate a fun and smooth game-playing experience. The game incorporates strategic decisions with moderate depth. The game facilitates an interest in, awareness of and basic understanding of key chemical aspects for players (such as processes, materials and equipment).

Players run a soap shop. The three main in-game challenges for them are to (1) skilfully and competently produce soap (e.g., not to overheat it); (2) strategically interact with a complex and covert economic game system of customers (e.g., use of various soap recipes, shop decoration); and (3) play the game in real-time (parallel and in possible conflict with their non-game lives).

The game is to *compete with casual, mobile, entertainment games* (not with gamification initiatives or with institutional education). A detailed design document exists. The game can be inspired by similar games (see below) and selectively incorporate some of their features. Implementation practicalities (such as the use of engines) and graphical and sound styles can be discussed (graphics in 2D pixel art style, and 8 bit audio, for example).

The game is a re-development of the game *Bunno's Fabulous Soap-Making Challenge* (Figure 1) which was designed and developed in a European project. The original developers are available for consultation.

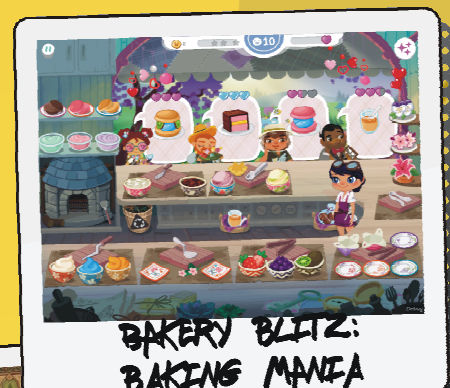
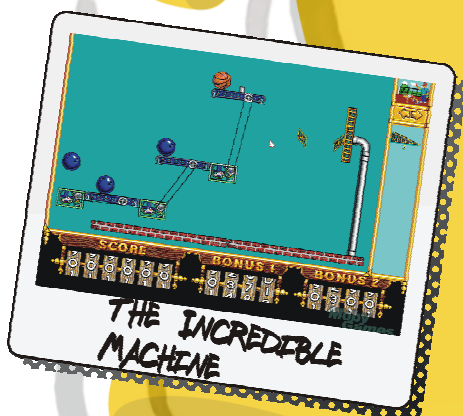


Figure 1. *Bunno's Fabulous Soap-Making Challenge*: The title/menu (left), lab (centre) and shop screens (right)

The game is to be developed in a three-person team. The timeframe for the project is approximately three months. Start date is September 15, 2025 or as agreed. The position is an hourly employment no longer than December 31, 2025. The scope of the position is approximately 10–20%. Individual salary setting is applied.

Who can apply? Bachelor and Master students in programmes in Game Design at Uppsala University, who have completed their first year of studies (if they are Bachelor students), are present on the island, and are enthusiastic about game design and development and can take the game from initial design to development to finalization. The job advertisement is posted on the University's vacancies web site (www.uu.se/en/about-uu/join-us/jobs-and-vacancies) on August 25. Please **apply by September 8, 2025**.

Contact Daniel (dace@speldesign.uu.se), who leads the project, with any questions.



Bunny drawing by JohnB