

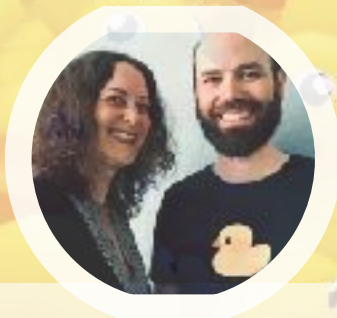
**“Be unpredictable,
be real, be interesting.
Tell a good story.
JAMES DASHNER**

ABOUT DUCKS

In our fast-paced time, to catch a players attention, one element is needed: **a good story.**

Cologne based video games studio **Ducks on the Water** develops interactive, narrative video games for Computer and Mobile. In short: Digital worlds for **Desktop** and **Pocket.**

We work closely together with freelancers from our network from the **graphics, text, animation** or **music** departments.



Ducks on the Water

c/o Cologne Game Haus (R. 4.24)

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Shiggys Takoyaki: Minigame according to an original Japanese recipe (Android/iOS).



No Money, Dude: Text adventure about the daily routine of a Game Designer (Android/iOS).

PORTFOLIO

Besides our own Apps and Games we develop and produce **digital worlds for our customers**, like:

- Text adventures (Storytelling)
- Minigames (Restaurant, Foodtruck)
- AR-Presentations (Exhibitions)

Talk to us or write to us:

post@ducks-on-the-water.com

THE TEAM

Jörg Burbach: Founder, Senior App-Developer and Game Designer. He finished his Master in Game Development and Research at Cologne Game Lab in 2016.

Sabrina Burbach: Narrative Designer, PR. Studied German, French and Media Sciences. In 2015, she successfully completed a course in dramaturgy in Berlin.

