



8 indie developers in SA talk crafting games that reflect the world around them

Written by [Nikki Zakkas](#) on August 25, 2017 in Cape Town, Gaming, Joburg



From fun and educational games with diverse characters to more serious projects aimed to highlight social issues plaguing our country, South African video game makers are breaking into the global industry with their nuanced stories. We caught up with eight talented local indie developers designing expressive and experimental video games that reflect their experiences, to hear their thoughts on our expanding industry.

Below, Emile Ferreira, Danny Day, Shaz Greenwood, Regina Kgatele, Ben Rausch, Andrea Hayes, Cukia Kimani and Dominique Whittaker share the joys and challenges being part of the indie game dev community in South Africa, crafting computerised characters and worlds, and the importance and purpose of developing games.

Emile Ferreira



Age: 17

Location: Cape Town

Top tools: Game developing platform Unity3D Engine, Photoshop and JavaScript for coding languages

Favourite platform to design for: Windows

Games made by Emile: [Light Bringer](#), an open-world action game that deals with the social issues that plague South Africa.

Can you tell us more about Light Bringer? It's concept and setting are based on South Africa and its social issues. Light Bringer deals with the economic and political imbalances in our society in a way that is relatable and not degrading of image. I use the things around me to bring my games to life: houses, people and vegetation are all based on my surroundings.

What's been your career highlight so far? While developing [Light Bringer](#), I completed a smaller project just to showcase what I can do as a young game dev. This project is called [Swarm](#). It's a sci-fi first person shooter and is entirely free to play. So my career highlight was seeing my friends play it on the school computers during lunch break. — [Emile](#)