

The Gathering Game Jam 2026



# Squick Fix

Made by Ragdolls

This game requires an internet connection and a Roblox account to play (it's free and easy to set up): <https://www.roblox.com/games/83044092594704/Squick-Fix>

[https://drive.google.com/drive/folders/1yzST-k2QreyYPiK-qFpR\\_m00y6EOOkEx?usp=sharing](https://drive.google.com/drive/folders/1yzST-k2QreyYPiK-qFpR_m00y6EOOkEx?usp=sharing)

^ Link til bilder, logos osv!

All assets used in this game, such as code, art, 3D-models etc. were created by us specifically for this game jam project.

Due to unforeseen circumstances surrounding travel and upcoming weather, the team has had to leave early so we will be unable to attend the show but we will be watching!

Character, User-Interface, Models: Shyfoox - Nora Helen Engelsen (23)

Building and Models: Scaremouch - Aron Poul Engelsen (20)

Environmental Artist, and models: Miraluune - Marie Clin (20)

Coder 1: MasterOfTheElements - Sondre Haltbakk (28)

Coder 2: BasicID - Mahan Baghdadi (21)

Coder 3: DutchDeveloper - Pascal Van Der Veen (25)

VFX: ZNac - Tobias Hoen Nordal (28)

