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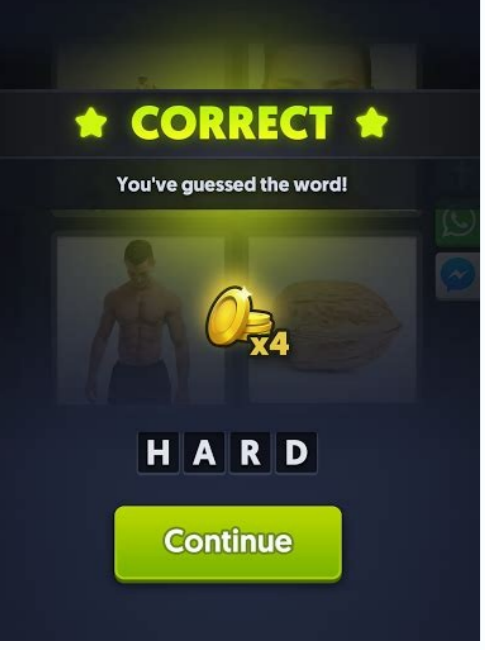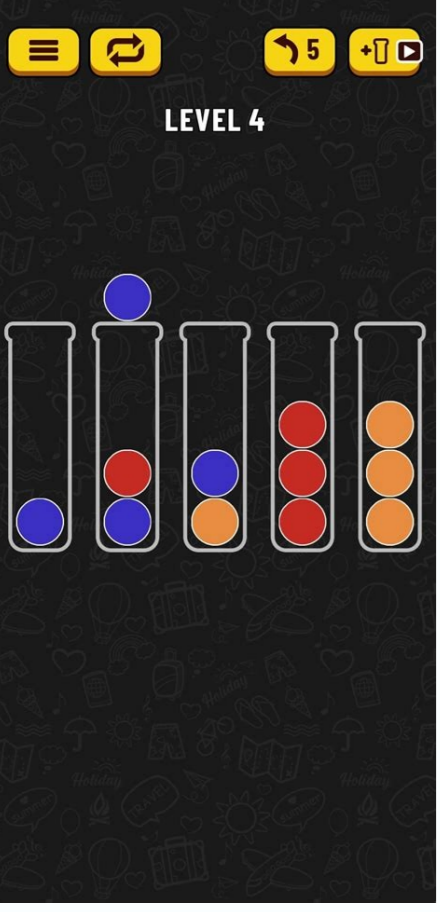
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Got any plans for the weekend? Is "playing some cool new video game" on the list? Well, even if it isn't, you should totally check out our fine selection of 10 puzzle adventure games – 10 games that are not only fun to play, but will also stimulate those brain cells of yours. Many of the games we've picked are available on both iPhone and Android devices, so we're sure you'll find something you like no matter which of these two platforms you're using. As usual, feel free to let us know down in the comments which of these games you like the most! 3D games are becoming more common on Google's Android OS, and in this slideshow we've gathered some of the best to get you started. Even those titles without snazzy graphics are pretty addictive. Let's take a look.Speed Forge 3D sets its racing action in the future, on an inhospitable planet. The illegal races involve heavy-duty hover vehicles; you can choose from among three styles.You can compete on six different tracks, and add weaponry such as mines and homing rockets to your vehicle. One quick tip to increase the game's performance: Turn the music off.If you prefer race cars of our time, consider Raging Thunder.ToonWarz is a great 3D first-person shooter, with two gameplay modes available over four missions. In addition to offering nice graphics, it supports multitouch on Android 2.0 devices.Once you got used to the game controls, the gameplay becomes fluid. After you complete the missions, you can play against other people in real-time deathmatches.If you like ToonWarz, you might also want to check out ExZeus.Robo Defense is a classic tower-defense game packed into your mobile phone. Addictive and fun, the game features above-average graphics and allows you to get new weapons through sell-backs or upgrades.Depending on your strategy, you can spend your points to upgrade the towers, so you're not stuck with insufficient defenses later in the game. If you want more maps or to save your game progress, though, you'll have to go for the paid version.Bonsai Blast is not a complicated game, but it packs in hours of great fun. Colored marbles travel down a path, and you have to stop them from reaching the end by shooting more marbles at them. Once you've linked three or more marbles of the same color, they disappear and you get points.Fans of puzzle games will appreciate the 90 Zen-themed maps in Bonsai Blast, as well as the single-tap control method, which saves you the hassle of positioning the cannon before shooting. One of the latest 3D games to grace Android phones, Mystique Chapter 3 Obitus is an immersive first-person adventure with great graphics and a haunting soundtrack. The horror action takes place in two distinct environments (a hospital basement and a hellish alternate world), and the game features fully animated characters. You'll find plenty of challenging puzzles, too. But it's best not to play this game for the first time with the lights off. Buka is a cheerful orb, but mean asteroids stand in its way. With an arsenal of weapons such as shockwaves and spark attacks at your fingertips, your mission is to get Buka home, referred to as "The Happy Place." Overall, this is a great little game with plenty of levels and variety; it will keep you busy constantly.You'll have to strategize carefully: Sometimes you'll encounter too many asteroids to eliminate, so you'll have to avoid some of the obstacles-which, unfortunately, awards you no points. UFOs have abducted your fellow animal friends, and you have to save them. To get to the aliens, though, you must jump up on platforms and control your direction by tilting the phone sideways. Abduction is a fun game with lots of power-ups, level schemes, and unlockable levels and animals (you start as a cow) along the way. The concept is simple yet entertaining-and if you have kids, you might not get your phone back anytime soon. Gem Miner is another simple game from the creator of Abduction. This time you have to raise a fortune by digging and exploring a mine. You mainly mine for coal, but you can also unearth bonuses such as gems or maps.It's critical that you have enough ladders to get back out of the mine, but the more money you raise, the better tools you obtain to dig deeper and find more-valuable items. Again, the graphics are uncomplicated but the gameplay is highly entertaining.Kumpa is a labyrinth game that makes use of the accelerometer in your Android phone to help you navigate around the maze and light up various symbols in the levels, which in turn gives you points.As you level up, more obstacles, such as the "hole of death," appear in your way while you try to collect items before the time expires. It's a great casual game; fans of pinball-like action will like Kumpa.The premise for Armored Strike is simple: Eliminate your opponent, in multiplayer mode against the AI or a friend (nonnetworked). Essentially a turn-based strategy game in the style of Worms and Scorched Earth, Armored Strike stands out with its smooth graphics and fun gameplay.The game gives you many weapon choices, and once you get used to the angles and velocities, it becomes pretty entertaining. If you're not sure about spending $3.99, though, fiddle with the free trial first.Though it looks confusing at first glance, Cestos is an interesting game. You have to knock all of your opponents' (up to four) marbles into space by dragging your own marble in the direction you want to shoot.Cestos requires a bit of strategy, as all players must enter their moves at the same time-and a match can last up to 5 minutes. The game is very social, too; you can friend/ignore anyone from the growing online community, and chat with or send private messages to fellow gamers.UniWar is a well-developed online multiplayer turn-based strategy game that can connect up to eight players at a time in up to 20 games at once.Fans of StarCraft will appreciate UniWar, especially as the game also allows for a campaign mode against the AI with 21 missions altogether. You'll find over 50 maps, and you can play two-versus-two, three-versus-three, or four-versus-four games online with integrated in-game chat. The folks at Noodlecake Studios have been busy as beavers lately, helping to polish and publish outstanding games such as Suzy Cube and Alto's Odyssey, amazing new titles for Android gamers to check out. All told, the team has helped publish well over 100 games to the Google Play Store.Based out of Saskatoon, Saskatchewan, this plucky studio is far removed from Silicon Valley and Canadian tech hotspots in Montreal and Vancouver but has managed make a major impact on the Android gaming industry.The following is a Q&A we had with Ryan Holowaty, one of the core members of the Noodlecake team who talked to us about porting games to Android, the latest trends in the gaming industry, and most importantly what's the story behind the name Noodlecake?The history of Noodlecake StudiosNoodlecake Studios has been developing and publishing games to Android for seven years. What started as a group of friends wanting to try their hands at developing a game for Apple's new iPhone has evolved to become one of the premier mobile game publishers.Android Central: How was Noodlecake first founded? Is there a story behind the studio name?Ryan Holowaty: Noodlecake was founded way back when the iPhone was first being released in Canada. Jordan Schidlowsky and Ty Haugen, our two co-founders, created the first version of Super Stickman Golf (opens in new tab), called Stick Golf back then, and released it to the App Store as a bit of an experiment. The game took off and warranted the creation of Super Stickman Golf and the formation of the studio. At the time I and many others including Jordan and Ty were all working at a local software firm. When the game became successful, they took the leap to form the company and brought me and other key members over to help run things.The name came purely from dealing with the lack of domain names available. We knew that all one-word domains are gone unless you create some new fake buzzword so instead we wanted to take two easy to spell and fun sounding words and mash them together. After a few beers at the local pub, Noodle cake or Noodlecake was born. AC: For a studio in a small market like Saskatoon, how important is it to find local talent from the University of Saskatchewan? How has the industry evolved in world-class Canada over the past seven years?RH: It is very important. Almost our entire staff are U of S grads. The computers science program here is top notch and has been producing world-class talent for years now. The industry isn't huge yet here as many other provinces have grant systems in place for supporting game development, so it is a bit harder to get started without that help.The University is teaching a game design course now, so that helps prepare students for the industry and small studios are starting to pop up all over the place. Most notably Studio MDHR, the creators of Cuphead, are partially based out of Regina. There was a time when it was only us and it is exciting to see that change. AC: What were some of the challenges and/or advantages of starting a mobile game studio in the "middle of nowhere"?RH: The lack of government support is definitely a roadblock for new studios. There are small-scale programs you can find but Saskatchewan is a resource-based province. So unless you are in agriculture, oil and gas or mining, the government really hasn't set much up for technology.However, that has formed a bit of a "we are going to do it without you then" attitude amongst and a lot of cool technology companies have created here. It is also hard to bounce ideas off other studios or go visiting other developers unlike in big centers like Montreal or Vancouver where game dev meetups are happening all the time.But on the flip side, the cost of living is so much more acceptable it is much easier to turn a profit. Unlike the obscene costs of living in the valley, you can retain so much more of your earnings on reasonable rent and other lower costs of living. And as long as we make trips to conferences like GDC, we are able to do the face to face meetings that are so important for growth, so it all balances out nicely. Porting to AndroidNoodlecake has done a fantastic job porting games to Android, from quality ports of gaming classics (realMyst (opens in new tab), outstanding indie game releases from Steam (Death Road to Canada (opens in new tab), Getting Over It with Bennett Foddy (opens in new tab), and helping iOS developers publish their games for Android audiences (Really Bad Chess (opens in new tab), Random Heroes (opens in new tab), Suzy Cube (opens in new tab), Alto's Odyssey (opens in new tab)).AC: How does the team decide which game studios to work with, and which titles are worthy of the time and effort required to port over to Android? Do you reach out to developers or are indie studios constantly knocking at your doors looking for help bringing their games to Android?RH: The porting aspect of Noodlecake has shifted over the past few years. Initially, we offered to port games as a way to bootstrap our publishing division. Over time as our publishing network grew, porting became more of an add-on for some developers who need help, but not the main focus of the studio. So most times that we do ports only — for example, Death Road, Alto's Adventure and more — they are for more high-profile developers who focus on iOS only. So we have become a bit more selective in our porting process and lean to these types of established games if we are not doing a full publishing deal on iOS as well. AC: What are the steps involved to port a game to Android? Are there some genres or Android devices that are especially tricky to work with?RH: It really depends on how the game was developed. A few years back many developers were using Cocos2d which could not compile to Android. This is where our porting tech really came from. We were able to cross-compile their iOS code to an Android device. However, today most developers are using Unity which can already compile to Android. The catch here is optimization and support. There are so many Android devices out there that they range wildly in their costs and hardware quality. The easiest rule of thumb is to develop for the lowest-end device. This can be either the oldest device you can get your hand on or the cheapest. Usually, cheaper hardware is cutting corners in places by using lower RAM or more basic touch controllers, which can cause serious issues on new games. AC: What are the biggest hurdles developers face when porting their games from Steam to mobile, or from iOS to Android?RH: Steam to mobile or mobile to Steam can be a big hurdle purely due to player expectations. Even though full console quality games are available on mobile first, there is a stigma that they are small baby games if they debut on mobile first. And in some instances this is true. If a game is designed to be more of a quick, one-touch arcade game, then it probably doesn't belong on desktop however the lines continue to blur in that respect these days.From a technical standpoint, the big one is how you control the game. Touch screens games are designed differently than ones you have to use a keyboard and mouse or controller for. So adapting them can be both technically challenging and also time-consuming. For example on a mobile device, you select a button by pressing it with your finger. So in many cases, you don't need what is referred to as a selected state for the button.However, using a controller you need to use the D-Pad to move to the button. So to show players what they have selected, you have to create a newly selected state of the button by either changing the color or adding some sort of marker to it. This extra level of development for all your UI can be very time consuming when going from mobile to PC. The mobile game industryAC: What's the Noodlecake philosophy behind making the decision to make a game paid vs free-to-play with ads vs free-to-play with microtransactions? For example, Alto's Adventure and Alto's Odyssey were paid apps on iOS but was ported to Android as free-to-play games with in-app purchases. RH: For us, it is a combination of what the developer wants to do and what we advise to do. In many cases, the developer wants to keep the game always premium or F2P on both and that is what we do. However, it is our job to educate the developer as to what we think would be the best model. It is our philosophy that in the end, the game is the developer's art and we are not here to mess with that. We just want to help them bring the best product they can. In the case of Alto's Adventure, the Snowman team acknowledged that there is a big difference in player behavior on iOS and Android and that premium games have a much harder time on the Android platform. So it was actually their idea initially to do the conversion. We just helped them develop a free-to-play version we thought would ride the balance of still feeling like a premium experience but make F2P monetization choices. AC: It's been almost a year since ZPlay, a Chinese tech firm, bought a 70-per cent stake in Noodlecake. How has that partnership impacted your reach into the Chinese market? What are some of the biggest differences between Chinese and North American gamers?RH: It has given us access to a new market that is really just starting to show its potential. Because of the recent crackdown by the Chinese government on piracy, all games now require a registration number that is given to games that apply to the government. This process is slow and very hard to complete if you are not in China, so having a partner on the ground opens the doors to the market there. As well platforms like WeChat are now integrating HTML 5 versions of games into their platforms and those are proving to be very lucrative if you have the right type of game. For example Leap On! has been converted for H5 and is being sold on WeChat and QQ as a free game with advertising support. The revenue numbers coming in from that are topping anything we did on iOS and Android. AC: With more smartphone makers testing the waters of "gamer phones" and flagship specs allowing for nearly console-quality gaming experiences on your smartphone, where do you see the mobile gaming industry headed?RH: I think the more interesting side of this is how Nintendo, one of the biggest names in video games, has bridged the gap in the other direction with the Switch. I think what we are going to see is more of a unification of consoles becoming more portable and phones becoming more console-like and meet somewhere in the middle.What you'll see then is adapters and things that allow you to swap out large screen experiences with portable ones through docks and cables etc. Razor is working on a shell that you actually just drop the Razor phone into and it turns the phone into a full-fledged laptop. AC: The app stores are often dominated by flash in the pan trends or imitators that try to copy successful formulas (see: match-3 games, Flappy bird, Pokemon Go AR-style games, Battle Royale games, etc.). Any predictions as to what the next trendy game style will be?RH: There is definitely a shift towards multiplayer games using the "games as a service" type model and I do not think that is going away anytime soon.We really have no time for imitators/clones of games and I think that is a whole can of worms that needs to be addressed by the platform holders like Apple and Google. But if I knew the answer to what the next big trend was going to be, I think I would be working on the game and probably wouldn't tell you until it was out ☺.

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