



PONDERING PANDA

Co-Development Partnerships

Extra hands, real craft — from vertical slice to shipped.

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A small studio built to plug in fast

Pondering Panda is an independent game studio founded in 2025 and based in Middlesbrough, UK. We're a team of 6 covering design, technical development and art — small enough to be genuinely flexible, experienced enough to pick up a project mid-flight and keep it moving.

We build our own original games alongside client work, which means the people supporting your project are practising developers and designers not just contractors reading a spec.

2025

Founded

6

Team members

UK

Middlesbrough

Our own titles in production:

- Shores of Hope: narrative fishing game about grief and loss
- Trigger: PTSD awareness IP with Help for Heroes
- The Feeling Factory: EdTech app for youth mental health

We don't just support development — we ship it

Everything we offer as a co-dev partner, we use ourselves. Our own IP is the best evidence of how we design, build and finish games.



Shores of Hope

NARRATIVE / FISHING

A narrative fishing game exploring grief and loss, emotional storytelling paired with a considered, tactile core loop.



Trigger

AWARENESS IP

An original IP raising awareness of PTSD, developed alongside Help for Heroes to ensure authenticity and care.



The Feeling Factory

EDTECH / WELLBEING

An in-progress EdTech app teaching mental health awareness and positive mindset skills to young people.

Great projects stall for very ordinary reasons

- ! A prototype needs to become a convincing vertical slice for funding or publisher conversations
- ! The team has the vision but is missing a specific engine or technical skillset
- ! Launch is approaching and the studio needs extra hands to hit the date without burning out the core team
- ! Scope has grown beyond what the current team can deliver alone

We step in at any of these points, as an extra team, not a replacement for yours.

Co-development services



Technical Development

Gameplay systems, engine work, tools, optimisation and performance across Unreal, Unity and Godot.



Design Development

Game design, level design, systems design and narrative, shaping mechanics that serve the player experience.



Art Support

Additional art capacity to complement your existing pipeline, from concept through to implementation.

Multi-engine, so we fit your pipeline

We work across the three engines most studios build in meaning we can join your existing project without forcing a technology change.



Unreal Engine

Technical & design development for high-fidelity and systems-driven projects.



Unity

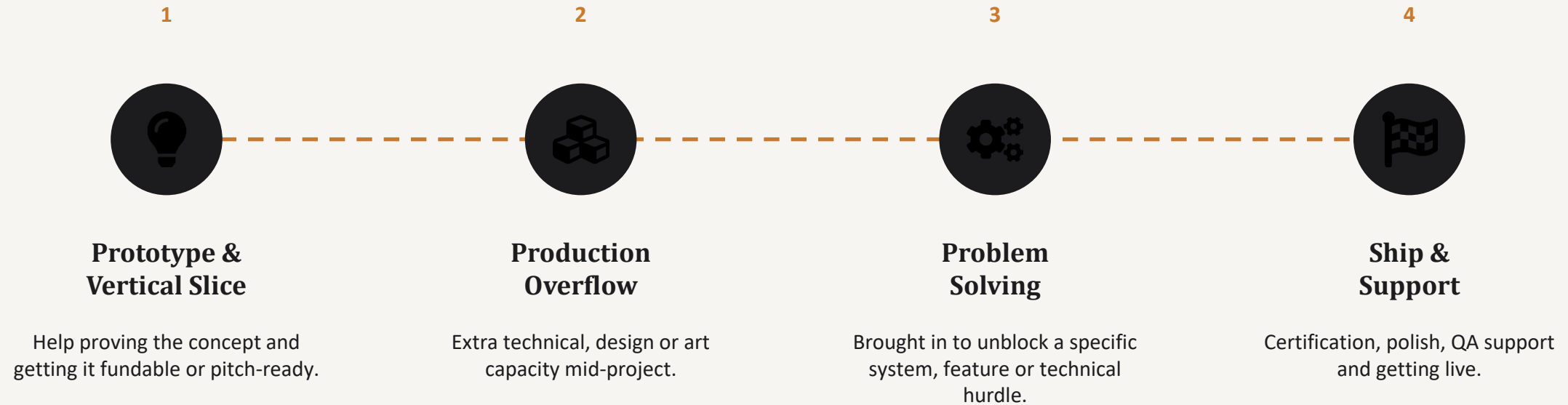
Rapid iteration, cross-platform builds and flexible tooling for projects of any scale.



Godot

Lightweight, open pipelines, well suited to prototypes and lean indie teams.

From first prototype to shipping day



Wherever your project is today, there's a way for us to help it move forward.

Co-development in action: The Feeling Factory

THE CLIENT

An independent author and positive mindset coach with a clear vision for an EdTech tool, but no in-house development team to build it.

OUR ROLE

We partnered as co-developers to design and build The Feeling Factory turning a subject-matter expert's vision into a working, engaging piece of software.

Why it matters for you

- We can work directly with non-technical founders and subject experts
- We handle both the design thinking and the technical build
- Comfortable owning a project end-to-end or slotting into a wider team

RIGHT NOW

Actively co-developing today



We're currently co-developing on an active project under NDA working as embedded technical and design support alongside the client's existing team to help bring their game to release.

It's an example of how we like to work: quietly embedded, genuinely useful, and focused entirely on getting your project across the line.



Let's get your project over the line

Find us at Develop:Brighton 2026 — or reach out any time.



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