

**December 2023 | Issue 1**

# inscapism

## **What's hot**

Take a peek into what our students have been working on!

## **Reviews**

Take a read of some curated reviews, directly from our students!

## **Comics & Stories**

Have a look at what we believe to be an important topic at this moment in time!

## **Slice Of Life**

Check in on what our contributors are sharing!

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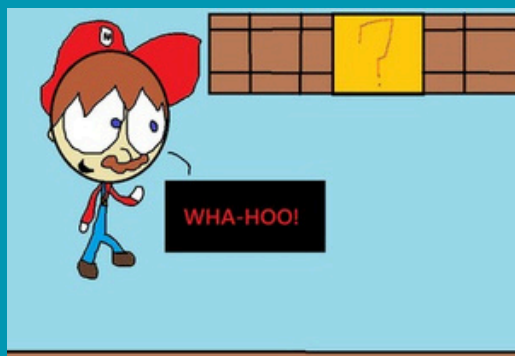
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## What to expect?





#1

## Inscape House Schools own student magazine



### Welcome to Inscapism!

We are the new student online magazine's printed version created by the amazing team within Inscape House and Together Trust.

In our debut edition, we cover what's trending for us, what stuff our team have been doing this week along with a wide selection of game, movie and TV reviews.

We are sure you'll enjoy reading Inscapism as much as we have making it.

Find the introduction video on our online magazine



So without further ado...  
lets get started!

# What's hot?

## AUTISM AND AI

There's so many conversations happening in our daily lives right now. Knowing which ones to focus on proved an interesting challenge.

We asked two questions.

### How does your autism influence your daily life at school/college/at home?

Well the thing is that this question is very difficult to give an answer to because I don't know what its like to not have autism. Like what would change in my life if I never had autism? The thing is normal people question what its like to be autistic but I question what its like to be not autistic. But a lot of people view autism differently, some people view it as an, disability, an advantage, but I personally view it as a diffrentability. All I can say is that autism makes me view the world differently then a normal person, but if I had to take a hard guess on how I think it might effect me, I would say that I can make me happier or angrier easier then a normal person? Just remember its a hard guess so it might be completely false.

### What impact does AI (artificial intelligence) have on your daily life?

It doesn't effect me much. I rarely use AI for stuff or pretty much anything, but that doesn't mean I never use it, I once used it to remove an voiceover of an sound effect I really liked. I sometimes use ChatGPT just to goof around and stuff, and I sometimes do just really stupid unrealistic stories of 2 fictional characters fighting eatchother, because I think its funny as hell. So really I only use it rarely for stuff but mainly just to goof off. But the thing is AI is getting more advanced. I think AI is good but if everything was AI then that would be a problem. I hate the idea of someone spending years to learn a skill, just for some random person using AI to do this skill even better in just a click of a button. I don't want AI to get advanced to the point that almost everyone loses their job, even in this time and age where legit no one can afford anything and the avaerage house costs like £500000 and the avaerage person makes like £22000 a year not including rent taxes food gas water and all the other stuff. AI is like medicine, good for you but not good when used to much. I feel like AI should be used as like a bikw with traing wheels, because with training wheels at some point, they gotta come off, and you have to ride the bike on your own.



**For more information, and to watch a video  
Visit our website!**



## DEVELOPER TALES

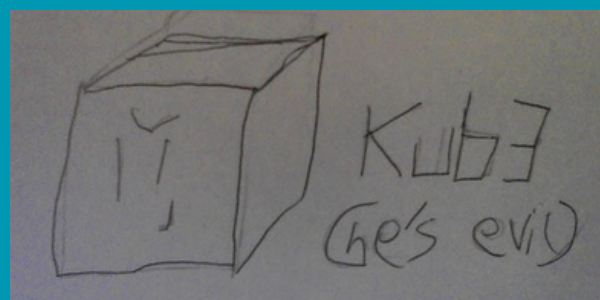
A regular column on the development of my in-development video game, SplatShop-2D Land.

(This entry was from an earlier period in development. The game has changed a bit since then, and the game is still subject to change.

It's been a while since SS2DL (my game) has been developed, but it's my first time writing about it.

For those who don't know: SplatShop-2D Land is a retro-inspired 2D platformer starring this lil' guy. His name is SplatShop-2D (or just "2D" for short) and he is a game developer.

He found this old game called "Castle Storm" where a valiant knight frees a portal-filled castle and its surrounding town from an evil being known as Kub3 (pronounced "cube"). Picture him as Pizzaface from Pizza Tower. (My review of the game Pizza Tower is later this issue.)



However, a portal opened up while he was playing the game, sucking him in! He woke up in the world of Castle Storm, where he learned about how he was destined to slay Kub3.

More story details (and perhaps gameplay?) next time, but the big thing about this game is... That you too can get involved in not one, not 4, but 3 different ways! First, you can cameo in the game! YourOr, you can have some of your SS2DL character can have a chance offan-art appear at the end of these appearing in secret levels in the game!columns! Finally, you can help shape the (Like the Pizzasonas in Pizza Tower).game by becoming part of the SplatShop team!

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Here's some key art for the game!



2D  
Here he is! (Yes, he wears fingerless gloves.)



Kub3  
Reminder that he's evil.

We also have a bunch of new characters. Introducing Manny and Big Red!



Manny  
The "court jester" at The Castle and 2D's "companion". He's a huge part of the story.



Big Red  
A huge tomato monster who shall be the first boss you will face. A reference to Pepperman, the first boss of Pizza Tower, and Spoiled Rotten, the first boss of Wario Land 4.

We also have a new gameplay mechanic!

### The Power Pack

That backpack 2D's wearing? That's a Power Pack, which lets him steal the abilities of others and use them as his own, like some kinda Kirby.

(As of November, it also allows him to move faster than usual, like the boost packs from the other really cool game Bomb Rush Cyberfunk.)



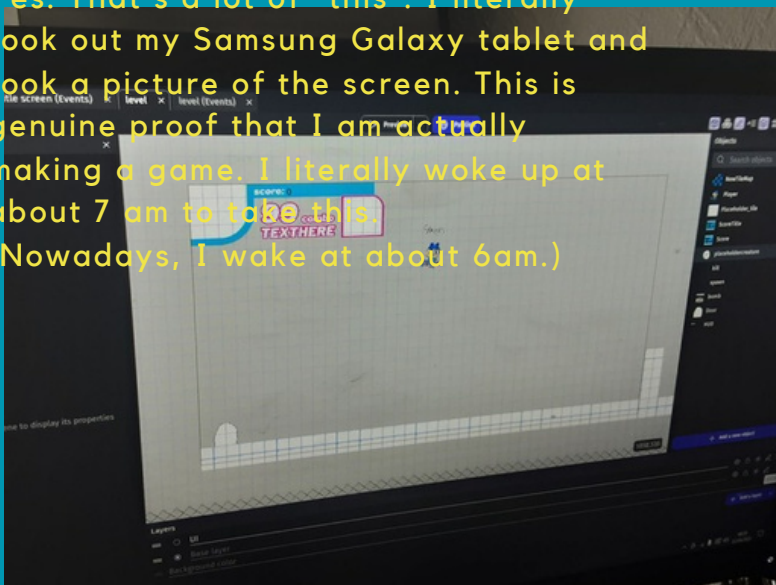
(flashback to September)

Tomorrow, I'm attending a digital Zoom workshop for a comic I like called the Phoenix. On the same day, I'm going to Gulliver's World! Yes! But before all that, remember how I promised you that I had some gameplay?

Well, about that... SS2DL won't load for some reason, so I tried to show you SS2DL in-engine using my bespoke VTuber avatar. That didn't really get sent well, so I tried to screenshot and eventually settled on this.

The "screenshot".

Yes. That's a lot of "this". I literally took out my Samsung Galaxy tablet and took a picture of the screen. This is genuine proof that I am actually making a game. I literally woke up at about 7 am to take this. (Nowadays, I wake at about 6am.)



As you can see, I am bad at managing time. (Really bad.)

Y'know what this whole newsletter thing reminds me of? Ratatan. My game of 2025. That's how excited I am for this game to come out!



I've recently been thinking of SS2DL merch opportunities ↓ ↓ ↓

These could be real with your help. Possibly.

Finley signing off, more online! 👍



(In case you couldn't tell, these mockups are jokes)

# Volunteers needed

Give the gift of  
your time!

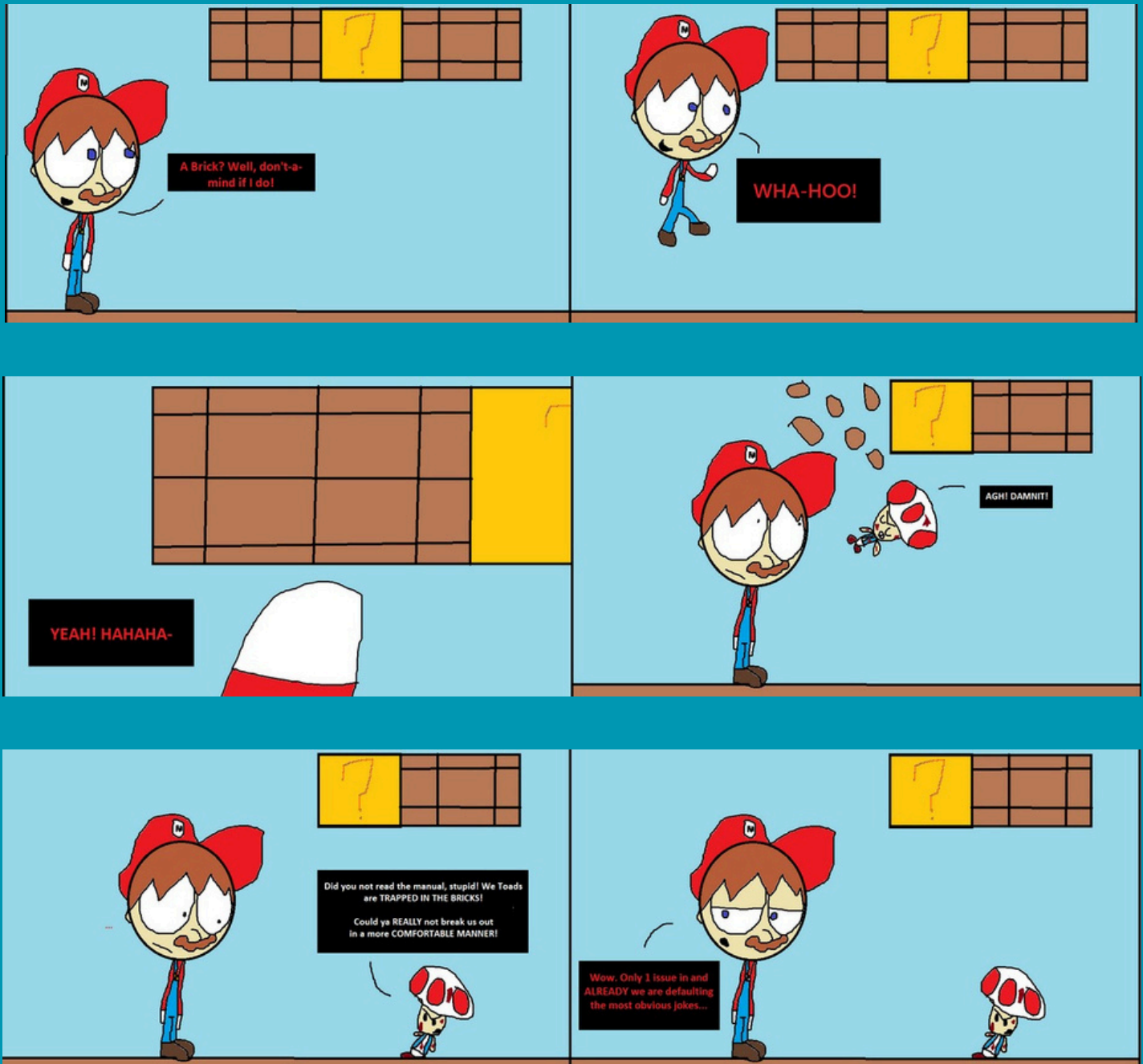
**#TOGETHER  
FORCHRISTMAS**





# Comic Corner

## The Jackster



By Jack Tivnan

# Comic Corner

## The Porsche Strips



By Harry Watson

# Red-Haired Rookie

## An Original Written By Harry Watson



Varoom! The roar of engines echo through the dark, cold February streets of Bedfordshire. its 1982. Headlights shore through the once quiet back streets: two cars were racing down the car-filled roads.

Both of them were hot hatches. Brand new and fresh of the production line. One was a XR2 Fiesta and the other was a MKI Astra GTE. The Astra was leading with the Fiesta right on its tail. Driving the Astra was a man who was no stranger to speed. One of the best street racers in Bedfordshire, possibly one of the best in the whole of the UK. His name? Roy Robinson.

Roy was in his early 40s but still had a will to race. Ever since he first got his license, he had been using his knowledge of the roads of Bedfordshire to outsmart cops and find shortcuts. It was the final leg of the race and typically, Roy was constantly defending his position from the roaring Fiesta on his tail.

Both cars were racing at speeds up to 110 mph. Soon the cars approached a roundabout still at high speed. With the reflexes of a tiger, Roy powerslided around the roundabout with the Fiesta following suite.

There was no stopping now. The finish line was just two miles away and things were going well until disaster!

# WHOO WHOO WHOO!





Blue lights flashed along the road and buildings. A siren blared. Roy looked behind him. A rover SD1 police car was chasing them. As the melody of the Rover V8 drew closer and closer, Roy took matters into his own hands.

The 1.8 litre four cylinder engine powered the car further ahead. His teeth are gritting. His foot welded to the floor. He then reached a speed of over 130 mph. Ahead of him was a junction. The light was turning amber. Without thinking twice he kept his foot to the floor and flew through the junction. The xr2 fiesta followed the astra through the junction just as the light turned red.

As the Rover SD1 entered the junction it got sideswiped by an oncoming MK1 Ford Escort. CRASH! The Rover spun round and hit a lamp post. SMASH!

The Fiesta driver must have been distracted by the accident behind him. As his car had slowed down a bit, Roy saw his chance. The finish line was in sight! He flew past the finish line at a speed of 135 mph! The Fiesta coming in second. In triumph Roy pulled off a handbrake turn and parked his Astra on the kerb. The Fiesta pulled up alongside him and the crowd swarmed the Astra like a bunch of angry bees.

Except instead they were beyond excited to see the winner of the street race. " Well done mate." the Fiesta driver said. " You ran a brilliant race. I guess that's why they call you Roy The Destroyer " he said.

Being a good sport, Roy was gracious in victory. " Thanks chap. " replied Roy. " You weren't too bad either.



It was all down to luck. "

" HEY ROY! " Called out one of the spectators. " Whatever happened to your Ford Capri? "

" Ah well..." Roy began. " I had to sell the old thing to make way for the Astra. I do have a kid now you know. "

" Hmm...shame..." the Fiesta driver replied. " Can't be mad though. She's a blessing isn't she? " he said. Roy smiled. " Yeah. she is. Little Ruby always brightens my day. " he replied. " Not so little anymore though ... .She's 10 this year. " he added.

" Well we better head back to our homes then. " the Fiesta driver exclaimed. " It's getting late and if I know that policeman, he'll probably call for backup! Let's get out of here. I'm going to toss my number plates in the local river. You probably should too. "

With that the crowd all left for home and the Fiesta driver drove off into the night. After taking in everything from the race, Roy headed for home. At around midnight he arrived home. He parked the Astra in the garage and switched off the engine. He unscrewed the number plates and hid them in a cabinet.

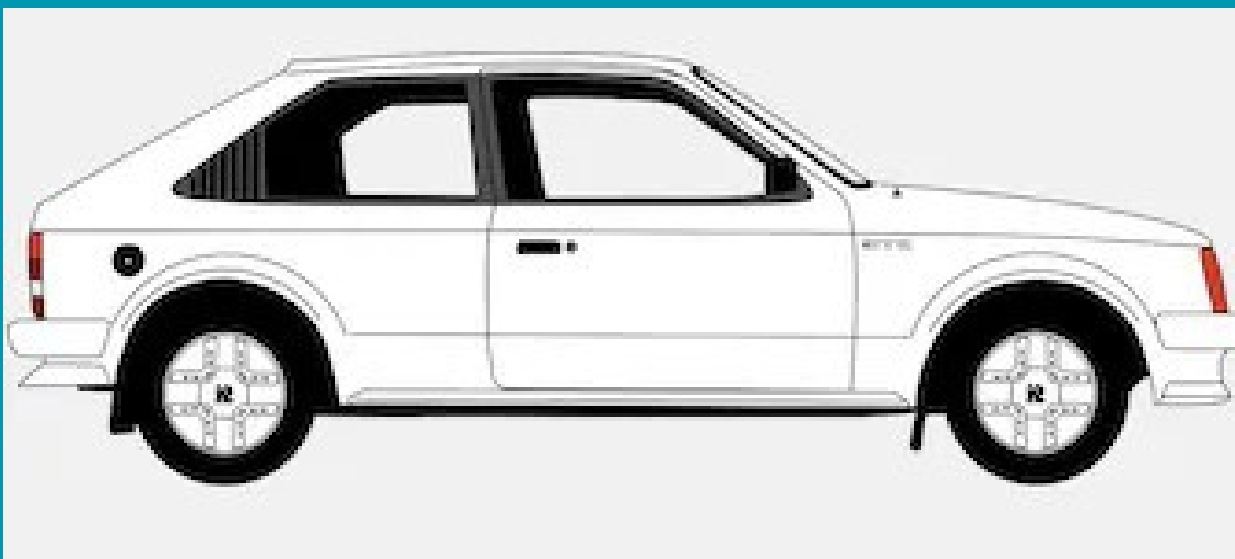
Feeling tired, he exited the garage and headed for bed. Just then the lights turned on...there standing in front of him was his wife Sylvia...Roy had a bit of explaining to do...

End of Chapter 1

Want to know what happened next? Of course you do!

And you've not even met the Red-Haired Rookie yet...

Chapter Two Coming Soon!





## Doctor Who: The 60th Anniversary Specials

### Wibbly-wobbly timey-wimey stuff

The Doctor is back! In a brand-new series of hour-long special episodes celebrating their 60th anniversary, they've regenerated back into a familiar face (played by David Tennant) and meets back up with their old companion Donna Noble (played by Catherine Tate). There are 3 episodes in all, here are my opinions on them. (Spoilers for the specials and for 10th Doctor episodes.)





# Pizza Tower

## Y'all ready to get funky?

Pizza Tower is a 2D platformer inspired by the Wario Land series and 90's cartoons. You play as Peppino Spaghetti, a middle-aged pizza chef attempting to climb the Pizza Tower of the title to save his restaurant from being destroyed. Everything about this game is amazing, from the vivid visuals to the soundtrack completely made of bangers. Don't even get me started on the smooth gameplay! This game genuinely inspires me!

I would recommend this game to anyone who thinks that the traditional "New Super Mario Bros." template is getting stale. The only weak point is that the game eventually ends.

# 10/10

**Review by Finley F**





## Bloodborne

Bloodborne is a game about a dystopian civilization where “blood” has corrupted everyone and made them want more of it (the blood in the game is blood that makes everyone crazed and crave for the blood), and your character is a hunter of the people who have been corrupted and formed into distorted creatures.

In Bloodborne you play as a Hunter who goes around the game and kills distorted enemies who have become crazed with blood, you can take this blood to heal yourself if you are injured however every time you use the blood you become slightly more corrupt, this aspect of the game isn’t shown until you get to the end where you can get a secret ending.

This is a dark game and is part of the “Souls” trilogy, I would definitely recommend the game to people who loved the Dark Souls games and other action RPG like games.

# 8/10

Review by Chris ]-[







# Oppenheimer

The movie Oppenheimer is a very complicated movie explaining a lot of economical stuff about the first nuclear bomb to be tested in the World War II, or in this case, the Cold War.

This film is a mental thriller because when Oppenheimer was studying in the University of Cambridge, he's actually been very clever throughout class, however none of his teachers actually approved of his work, and then he just poisoned his teacher by putting fluid into an apple.

When he came back to the US he met up with Albert Einstein's very familiar face. He already had a theory for the atomic bomb, but then he decided to give the project to Oppenheimer. But no one really trusted Oppenheimer, therefore he was determined to keep his promise and show the world what he was capable of.

When the bomb went off I was literally blown away. Everything went quiet and then people saying: 'Now I am become deaf'; Oppenheimer became the destroyer of worlds. The loud bang made the speakers literally jump.

That big sound was immense. I saw it twice. It's terrific.

The film actually shows a bit of relent; it's a combination of sadness and doubt. People didn't really trust anyone in those days, that anyone would produce the bomb. I think Oppenheimer was a great guy. He was the first man who saw the future right in front of him, but he didn't know how it would affect society, and sometimes we all go through that stage where we're uncertain what other people are thinking and we don't want to give it out.

Bringing Albert Einstein into the movie was a very good final acting. I think Albert Einstein knew the future of nuclear weapons before anyone behind did.

I was very intrigued by Killian Murphy's acting throughout the movie, and he's actually looking a lot like the original Oppenheimer. It's quite incredible.

Well, the movie was a lot to take in. It was actually a very upholding film, especially since being filmed in IMAX. In fact, on IMAX tape.

A very, very clever way of making movies just like Barbie, but in a very different way.

**9/10** by **James Brand**

# Barbie

(Mild spoilers, if you don't like spoilers turn the page 🙄)

First things first, this movie is rated 12 by the BBFC. I know that Barbie is a kids' toy, but hear me out.

Barbie begins in a magical world called Barbieland where Barbies and Kens live, away from humans. Everyone is happy and everything's good! That is, until one Barbie (Margot Robbie) starts thinking about death, changing her life forever. Turns out, the thoughts of a Barbie doll are directly linked to that of the owner of said doll.

So Barbie ventures out, accidentally bringing a Ken (Ryan Gosling) along with her. Barbie has to find her owner before the CEO of Mattel (Will Ferrell) puts her in a box.

Meanwhile, Ken discovers patriarchy, spreading it to Barbieland and ruining it.

Barbie has to rediscover herself and save Ken from taking over and getting a big head.

If you look past the obvious political stuff, it's a beautiful story about owning your feelings and being yourself.

It's surprisingly good!

I haven't even talked about the soundtrack yet.

# 10/10

**Written by Finley Farrah**

# ***MORE TO EXPLORE***

you can find more on our website



**inscapism**

Scan the code or go on:

<https://sites.google.com/digitaladvantage.org.uk/digitalgroup/reviews?authuser=0>

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# NEXT TIME

in the next issue



**More reviews**

**More comics**

**More info on Inksplat  
2D land**

**and more!**

**Thanks for reading our magazine! We at  
Inscape hope you enjoyed it.  
See you in issue 2**

# Inscape House School have been awarded



National  
Autistic  
Society

Autism Specialist  
Award Advanced  
2022



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House  
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TOGETHER  
TRUST