SIG Game: Spring 2014

Officers:
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Meetings

- Wednesdays, 5-6 p.m. in CS Lounge
- Play a game based on an interesting mechanic
- Talk about any events coming up
- Unity workshops: Newcomers welcome!
  - 2D support
Projects

• Current project is still ongoing
• Game Jams
Nidhogg!
Nidhogg Design Observations

• Simple
• Fast paced
• Competitive
• High risk
• Color aesthetic
• Gameplay focused
• Ridiculousness
• Silly/Fun
• Accessible
• Retro Feel
• Swords
• Music