

# 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