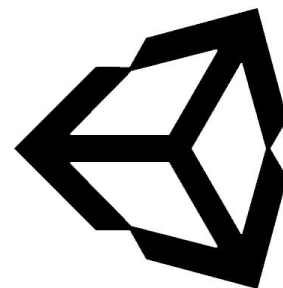


*Introductions*  
*Aug 28, 2019*



*We're all on Discord!  
Join us!*



**discord.gg/66FPbVZ**

# Leadership.



**Evan**

President



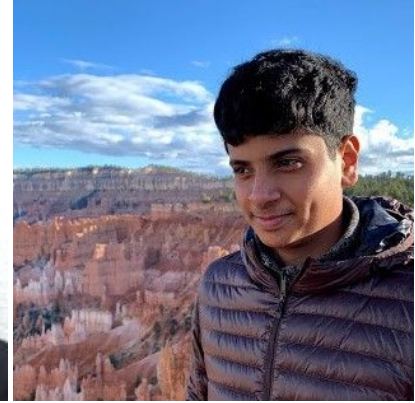
**Laura**

Secretary



**Derek**

Leader



**Harsh**

Senior Bruh

# Future leaders.

We're always looking to expand the leadership team!

Requirements:

- Show up for a semester.
- Be a CU Student!



*Interested?  
Talk to Evan (irl or discord)*

# Official membership.

Search “cu game dev”  
on BuffConnect, and  
*officially* be a  
member.



```
private int rotX, rotY, rotZ;
private float cycle = 1;

private float SmoothCurve(float cycle) {
    return cycle - Mathf.Sin(cycle * 2 * Mathf.PI) / (2 * Mathf.PI);
}

void Update() {
    if (cycle >= 2) {
        cycle = 0;
        rotX = Random.Range(-1, 1);
        rotY = Random.Range(-1, 1);
        rotZ = Random.Range(-1, 1);
    }

    float rot = SmoothCurve(Mathf.Min(1, cycle)) * 360;
    transform.rotation = Quaternion.Euler(rot * rotX, rot * rotY, rot * rotZ);
    cycle += Time.deltaTime / 2 / (Mathf.Abs(rotX) + Mathf.Abs(rotY) + Mathf.Abs(rotZ) + 1);
}
```



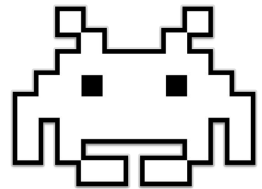
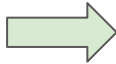
[store.unity.com/download](https://store.unity.com/download)

# 7-min challenge:

## Design a minigame on paper!

(*groups of 3*)

*Challenges throughout modern history:*



A typical Wednesday 7-8pm meeting.



1. Special topic in game dev presented, industry speaker, etc (~15-25 min)
2. 7-min challenge, brainstorm in groups
3. Build something new! (Unity project, art, etc)



Connection problems? Let us

know!

Check [server status](#) or tweet  
[@discordapp](#).



*#announcements*

*#general*

*#random*

**discord.gg/66FPbVZ**