



Hi, welcome back. (30 seconds)

(CU GDC Spring 2020, Episode I)

Recap:

 [10.2.19-Intro-Pathfinding.pdf](#)

 [10.9.19-Streaming.pdf](#)

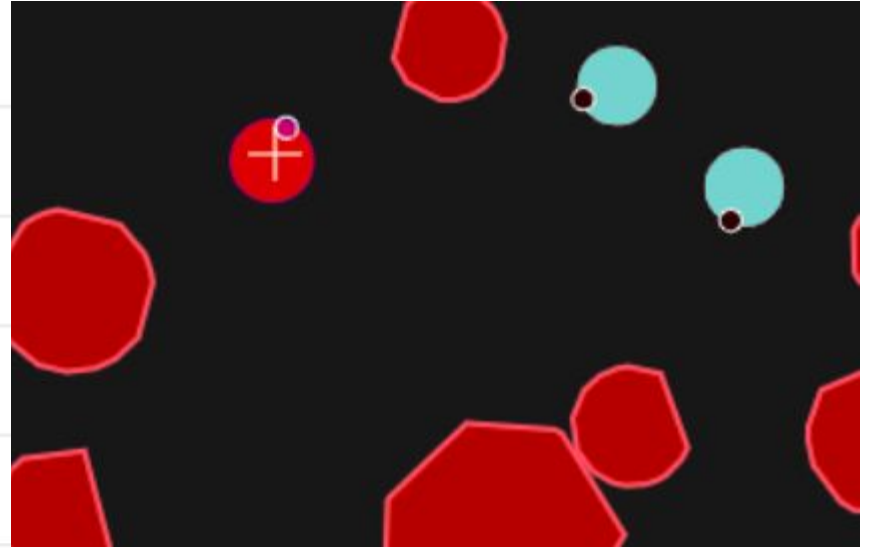
 [8.28.19-Introductions.pdf](#)

 [9.16.19-ZeroTo2d.pdf](#)

 [9.25.19-Whats-That-Sound.pdf](#)

 [9.4.19-Surprise-Mechanics.pdf](#)

 [CUGDC 10-14-19.pdf](#)



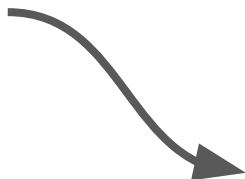
steg

*S**t**e**g*

The word 'Steg' is written in a stylized, lowercase, italicized font. Each letter is a different color: 'S' is red, 't' is green, 'e' is blue, and 'g' is yellow. A horizontal bar is positioned below the letters, with segments in red, green, blue, and yellow corresponding to the colors of the letters above it.

(we're building a game)

i just made
this logo up



ste**g**

(we're building a game)

*S**t**e**g*

A horizontal bar is positioned below the word 'Steg'. The bar is divided into four segments, each matching the color of a letter in the word above: red for 'S', green for 't', blue for 'e', and yellow for 'g'.

(we use Trello)

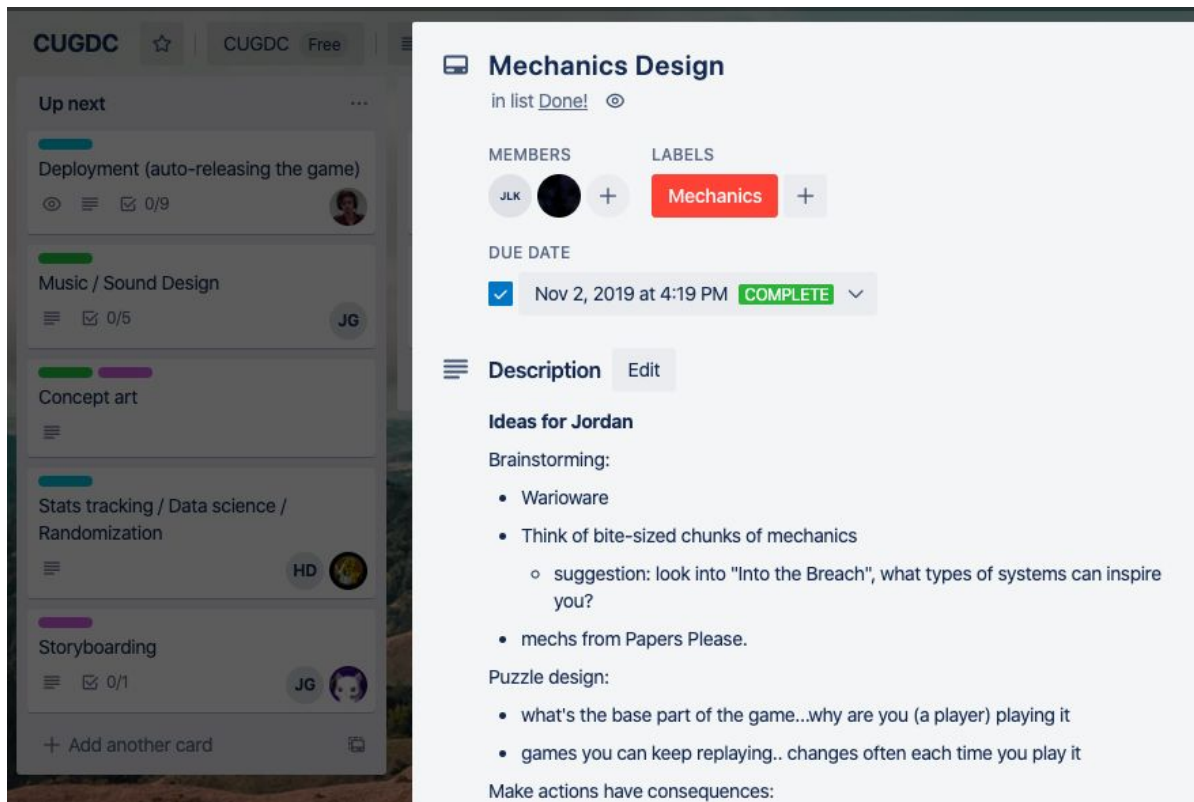
*S*te*g*

(written in *Javascript*)

Steg

(forked from *Zombruh*)

pls post trelo username on discord.



join our github, pls

github.com/CU-Boulder-Game-Dev/



CU Boulder Game Dev Club

Official GitHub organization for Game Developers Club at the University of Colorado Boulder

📍 Boulder, CO 🔗 <https://discord.gg/66FPbVZ> ✉ cugamedevelopers@colorado.edu