IGDC Website

Documentation

By Charlie Su

0) Minimal maintenance, i.e. things we do naturally should be reflected to the website automatically (i.e. Google Calendar -> events list on the website).

1) Make it so it's a good landing page for our events (i.e. on our posters we can put the detailed details in purduegamedev.club/expo or purduegamedev.club/workshops, etc.)

2) Attract talent (display our good games so people googling about a game dev club would want to join us)

3) Showing off our games (other platforms are imo better for portfolios, but I guess it's something we'd still want to do (i.e. if people don't want to work on their own websites yet...wait nah, even like a tumblr page for your game would be better in the long run))

4) Appeal to the university CS/CGT departments (i.e. we look legit and the departments would work better with us)

5) Calendar

MINIMAL MAINTAINENCE

1. Club Meeting Times – updated automatically on Google Calendar
2. Design – the splash page pulls 3 random videos to splash onto the front page. That way the only thing we want to add naturally (games) is also the one that updates the design of the website. The videos should be <1 MB in size. Use JS to check if taking too long to load. A callback of 0.1 seconds which cancels and loads a default background
   1. “anyone can join”
   2. Include game title, developer, etc. on bottom right corner
      1. E.g. (Adventures in Easter World by Wesley Shen (in development))
   3. Fade to black in between transitions
   4. Colors should shift to highlight colors too
3. About Section
   1. Game Expo
   2. Games for IGF
   3. Chill Meetings
4. Games Section (should be its own page)
   1. Should be easy to update.
   2. Maybe through a Discord bot?
      1. Ping Discord bot to ask to submit game to website
      2. Discord bot asks in #officer someone to verify
      3. Once it’s verified, the Discord bot commits and pushes to the website
5. Contact (I include the officers as bait to get the next generation to keep the website updated)
6. Google Forms link
   1. For Questions
   2. For

Scripts:

1. Maintains a list of games with their video URL, highlight color, status, title, and author. Selects 3 to display the videos of. Transitions the background and colors for us. Detects if loading is taking too long (0.1s). If it is, falls back to default background.
2. Reads Google Calendar info. Converts it to a sexy ass list of events.

Styles:

1. Header
2. Paragraph
3. Link.
4. Q&A

Background image: a bar with a knight, a cute cat, a doggo, etc.

MENU

About | Schedule | FAQ | Games

IGDC

Anyone can join.

Anyone, from any background, from any experience level, can join. We understand that game development is a unique field that requires diverse perspectives and disparate skillsets. We understand that, as a club in a university setting, we need a constant supply of fresh blood to sustain the collaborative environment we have built and to share the wisdom we have accrued.

There is only one thing we ask of our members: being willing to dedicate time and energy into giving thoughtful feedback for members’ games.

What do we do?

We huddle up in a room every week to socialize and work on our games. Once a year, we host an expo to show off the progress of all our members’ games. We have teams who try to build games for IGF in hopes of winning free GDC tickets in SF.

Sometimes we host game nights, playing Jackbox Party Back, Smash, and miscellaneous indie games.

We’re a chill club.

Schedule

(Add our Google Calendar here!)

You need Javascript enabled.

*Why do you use Javascript?*

We pull events from our Google Calendar. Why the hell would we bother updating the website manually when we can just do that? Minimal. {clap} Maintenance. {clap}

DATE + TIME + LOCATION | TITLE | DESCRIPTION

FAQ

*I’m a club and I would love to collaborate with IGDC. How would I go about doing that?*

Fill out the form (here). You should hear a response within 2-3 days. If you don’t hear back within a week, please e-mail any/all of the officers (their contact info is here).

*Are there club dues?*

Yes. It’s $5 for a semester; $7 for a year. We use the funds for .

*Can I just drop in on a meeting?*

Yes! You’re encouraged to do so. Check the (calendar) for when and where we meet.

*There are other game development clubs on campus. What makes IGDC different?*

In our club, every member works on their own project. There is no deadline. We intend to publish our games individually, even after graduation.

In the other two game development clubs (SIGGD and GDU), *everyone* works together on 1 set project. The projects typically have a deadline within 1 year of its start date.

*Which game development club should I join?*

This is a personal decision. In our club, every member works on their own project. The team sizes are typically very small, and people are only willing to take you in as a teammate if you share the same vision they do.

If you’re a beginner, it depends on your learning style. Do you want to learn everything on your own pace while working on a game you own? Or do you prefer working with others on a large team setting?

TLDR: If you have a game idea, join us. If you don’t have a game idea, it’s probably a better idea to join another club. SIGGD is based in the CS department (aka they need more artists), while GDU is based in the CGT department (aka they need more programmers).

*I have a question that wasn’t answered here…*

Fill out the form (here). You should get your answer back within 2-3 days. (Hint: It’s easier to ask this question if you just pop into one of our meetings 😉. We don’t bite!)

MEET THE OFFICERS

Footer

with an annual deadline.

In our club, every member works on their own project. In the two other clubs, everyone works together on one annual project.

In our club, every member works on their own project. If you don’t have a project idea and rather join a large team you ca

rather gain experience

We also have teams who build games for competition

We huddle up in a room every week and socialize, work on our games

We meet weekly in a room

In this club, we all work on our own projects.

There is only one thing we ask of our members.

We all work on our own projects, but

The only thing we ask of our members is this:

We all work on our own projects, but we st

We all work on our projec

Anyone from any background, experience level, and

We all work on our projects, but we still dedicate our time and energy into helping our fellow novices,

We all work on our own projects, but we still dedicate our time and energy to helping our fellow novices.

We all work on our projects, but we still dedicate our time and energy into helping our