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DevLUp FSU
GBM #10

😎Intro to Unity😎

April 10th, 2025

Meeting Schedule

Date	GBM #	GBM Title	Secondary Event	Presenter
9 Jan		(No Meeting)	(oops, no involvement fair!)	
16 Jan	1	Introductions and Design Activity		All
23 Jan		(No Meeting)	SNOW!!!	
30 Jan	2	Intro to Godot (Orbital Odyssey Minigame)		Dion
6 Feb	3	Intro to Game Design	ASLC Showcase	Jake
13 Feb	4	Accessibility in Games		Ares
20 Feb	5	Art Fundamentals (for artists and non-artists)		Parker
27 Feb		FIEA Speaker Event with ACM		
6 Mar	6	Godot Tidbits		Dion
13 Mar		(No Meeting)	Spring Break	
20 Mar	7	Intro to Stencyl (Point & Click)		Whalen
27 Mar	8	1 Hour Game Jam (or Design Sprint)		Whalen
3 Apr	9	Game Jam Fundamentals	Game Jam?	Dion
10 Apr	10	Intro to Unity		Jake
17 Apr	11	Scope and Style	Innovators Showcase	Marsh
24 Apr	12			
1 May		(No Meeting)	Finals	

👀 #👀showoff

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