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Playtesting Social

DevLUp FSU
GBM #12

December 5th, 2024

Welcome!

Next Few Weeks

Date	Week #	GBM Title	Secondary Event	Presenter
29 Aug	1	(No Meeting)	Involvement Fair	
5 Sep	2	Intro to Club and New Club Project		Club
12 Sep	3	Intro to Game Design		Chris
19 Sep	4	Intro to 3D Game Dev in Godot		Dion
26 Sep	5	Intro to 3D Modelling in Blender		Jake, Parker, Emma
3 Oct	6	Blender Animations		Ares
10 Oct	7	Blender Materials		Parker, Jake
17 Oct	8	Pixel Art		Ares, Emma
24 Oct	9	Tile Maps		Jake, Ares
31 Oct	10	Spooky Game Night Social	CANDY FOR ALL (No Candy)	Jack Skellington
7 Nov	11	Writing for Games		Emma, Chris
14 Nov	12	UI Design		Emma, Jake
21 Nov	13	3D Math		Dion
28 Nov	14	Thanksgiving Break		
5 Dec	15	Goodbye Chris Social		Chris
12 Dec	16	Finals		

#00 showoff recap

Ideas for Next Semester

- 2D Focused Workshops
 - Godot with C#
 - More Pixel Art
 - Stencyl
 - Unity and/or Unreal
 - Accessibility
 - Mechanics vs. Narrative
 - Godot Tidbits
 - Paper Prototyping
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- *And maybe some from YOU...?*



Exit Survey:



Fig. 1: Homer dislikes exit surveys.

