



Press Kit

History

After countless hours, toiled away at parties playing the same old party games, a group of 4 DePaul students got together to see if they could make a game that's just as fun, if not more so! We spent hours dissecting what made parties fun, and what made people want to play party games. How could we both break the ice, and make people slightly uncomfortable? Thus *I See What You Did There* was conceptualized, designed, playtested, thrown out, redesigned, playtested and then after 8 months we were finally Kickstarted.

Video

[Kickstarter Campaign Video](#)

Factsheet

Developer

I See What You Did There Game
Based in Chicago, Illinois

Founded

December, 2014

Website

ISeeWhatYouDidThereGame.com

Press/Business Contact

press@ISeeWhatYouDidThereGame.com

Social

[Twitter](#)
[Facebook](#)
[Instagram](#)

Game Available Through

[I See What You Did There Website](#)
[The Game Crafter](#)

Team

Will Cain
Art

Katryna Check
Graphic Design

Riley Halligan
Original Concept

Alex Smith
Project Lead

Collaborator

Omar Zhodi
Webmaster

Images

*Images available to [download here](#)



Game Logo & Icon

*Game Logo & Icon available to [download here](#)

