Hey, I'm Liam Iverson, undergraduate Engineer and long time video game fanatic. I myself, like many people, fell in love with gaming throughout my childhood. It played a huge influence on me, inspiring me to learn programming at a young age and sparked my interest in Engineering, along with providing a creative outlet for myself and many others.

The description I just made can be applied, I believe, to a wide range of individuals. Persons who love gaming and are interested in learning and participating in its development are a growing demographic. And we're here to offer the opportunity to do just that.

Game of the Week is an idea I've been interested in for awhile now, the idea itself is rather simple. Allowing you, the audience, online to participate in a week long Game Jam where you’ll help dictate the development of the project based upon voting.

Through public voting anyone will be allowed to help decide aspects of the project, ranging from early choices like genre, setting, play style, development tools, to late stage questions such as game mechanics, story etc.

Through video logs, discussions and behind the scenes footage you'll be able to see the game take shape as more voting options open up and see last minute panic set in as we attempt to finish the game in a development window of 168 hours.

Once development ends the game will be show cased and released for free online through our website. Since we are working under such a short development time quality will be iffy depending on the scale of the project, be warned. Though any who has worked on a personal project will know the satisfaction of seeing it reach completion, regardless of said quality. That’s a feeling we hope anyone who takes our journey with us is able to experience.

Our small team of Engineers, Artists, Programmers and Game Designers is incredibly excited to begin this project and we hope everyone else is as excited as we are.

Before we end and kick off the process I'd like to make a small plug, call us sellouts now if you wish, but several exclusive voting rights on the project will be reserved to persons who support us on Patreon. For only a dollar a month you'll be able to vote on several aspects not available to the public, and anyone who pledges $5 or more will be allowed to beta test and participate directly with us in discussion. We do this as having some minor cash flow is needed for licensing engines, paying outside artists/musicians and buying the Energy drinks and hot pockets needed to fuel us. We hope this doesn't turn to many people off as 99% of voting will still be available to those who do not support us on Patreon.

So with all that said, let’s get to the first stage.

//Announce first voting options, when they close, and provide links//