



Welcome!

We'll give everyone a few minutes to filter in! While we wait go ahead and:

- Please sit as close to the front as possible!
- Change your discord server name to your preferred first and last name
- Introduce yourself to someone near you!
 - (do the regular like name, year, major, etc.)
 - Favorite game(s) and why?
 - What game are you confident you can beat anyone in?
 - Gaming industry news (nintendo is suing palworld?!)

Connor Chen (Studio Director)
freedumo

MEMBER SINCE
Sep 4, 2016 • May 13, 2024

ROLES
Admin Director Production +

NOTE
Click to add a note

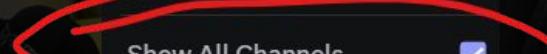


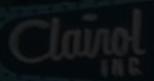
WolverineSoft Studio

Onboarding

Channels!

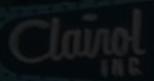
- Server Boost
- Invite People
- Server Settings**
- Server Insights
- Create Channel
- Create Category
- Create Event
- Active Threads
- App Directory
- Show All Channels**
- Notification Settings
- Privacy Settings





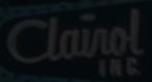
Last Call for MDP

-
- Check your email for the link!
 - Deadline is 12pm today!

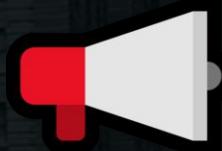


Building Access!!

- Gone are the days of waiting outside because you aren't an EECS student!
- Link will be sent in resources now!
- <https://forms.gle/6P1WWZo1mxPeUnwq7>



Announcements



- Bi-Weekly meetings, **Sundays 3PM-5PM ET**
 - ◆ If you are unable to make a meeting **let a Director know!**
- **Discord Events!**
- **ADD THE GOOGLE CALENDAR:**
<https://calendar.google.com/calendar/u/0?cid=d3NvZnQuc3R1ZGlvQHvtawNoLmVkdQ>

Attendance!



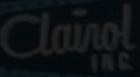
AGENDA



-
- Intro to WS Studio
 - Meet your Directors
 - Fall Overview with Timeline

WolverineSoft Studio

- Purpose
- Structure (director, leads, teams, etc)
- Some past games that were made, idk
- Typical format, and how this summer is different



Studio Mission

Unlocking Potential Through Play:

Our mission is to provide a space where our members can create entertaining games while developing their professional and personal skills, crafting ideal future members of the working world.



www.wolverinesoft.org

wolverinesoft-studio.itch.io

WolverineSoft Studio on Steam!

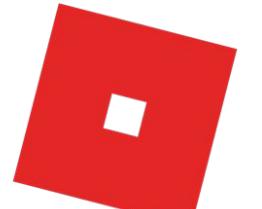


15:38 Game: 10 Score: 3,781

CELL OSSEUM

Press Space To Upgrade

SOUL OF THE FOREST



WARGAMING



Qualcomm

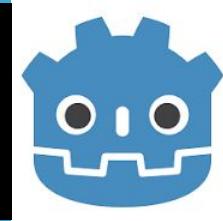
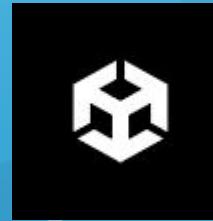
AGENDA



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Connor | Studio Director

- 4th Year BSI Student studying UI/UX
- Likes playing music and FPS games
- Favorite games are Halo, Dead Space, and VA-11 HALL-A

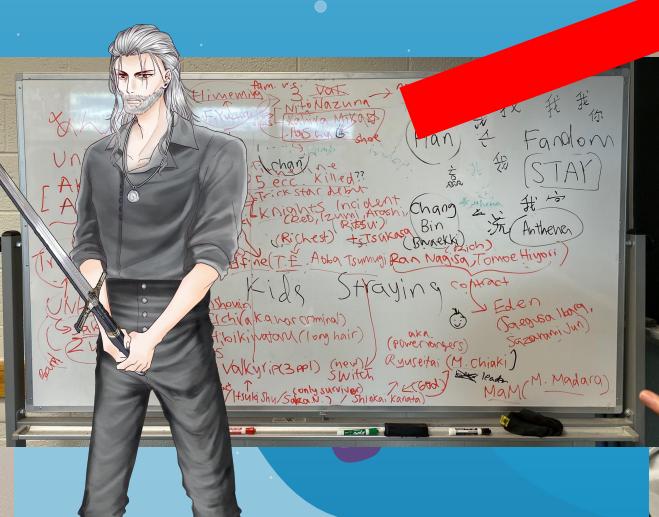


Just this music note



Athena | Audio Director

- 4th Year at LSA, studying neuroscience
- Vocal rap goddess with a hint of photography syndrome
- Favorite games are: Onimusha Dawn of Dreams, Alice Madness Returns, Final Fantasy 7



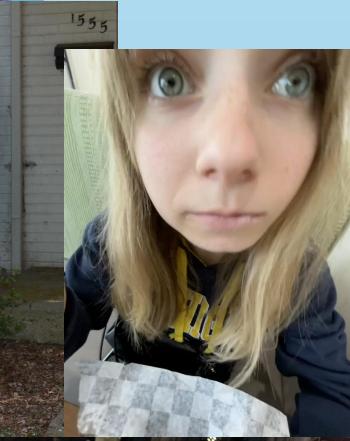
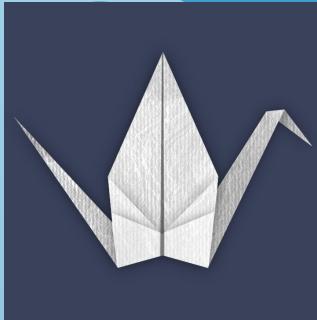
Hilary | Art Director

- 2nd Year at STAMPS, studying art
- Like creating/playing music, working on my personal game projects, watching anime.
- Favorite games are OFF, Psychonauts, Omori, Undertale/Deltarune



Kennedy McCarthy | Programming Director

- Second year CS Engineering
- Roblox (and App Store) game developer for CCF Studios!
- Favorite games include the Sims, Minecraft, Tomodachi life (any of those 3DS games from back in the day)
- I also like to crochet!



ICEBREAKERS

→ Jackbox time!

ICEBREAKERS

- Adrian Kellman
- Teo Miklethun
- Kennedy McCarthy
- Andrew Hutchinson
- Jordan Barden
- SC Klein
- Leo Jackson
- Eugenia Hernandez-Martinez
- Darrien Spicak
- Alex Kalams
- Emily Sulkey
- Chris
- Patrick White
- Patricia
- Jonah Kelman
- Naveen Sabharwal
- Flynn Lyon
- Willie Cornish
- Kevin Payne
- Dorillion Payne
- Daniel Nguyen
- Hanzhi Bian
- Eli Fox
- Jinnan Chen
- Will Kelley
- Glen Warren
- Andrew Xi
- Elaine Cui
- Jim Fitzpatrick
- Shane Huntoon
- Nickolas Cerrone
- Zongxi Huang
- Angela Matta
- Jordan McClure
- Hon Lee
- Ravi Bhatt
- Troy Robins

AGENDA



-
- Intro to WS Studio
 - Meet your Directors
 - Fall Overview with Timeline

Previous Cycles

- What did a normal cycle look like
 - ◆ 1-2 games, 1 semester
 - ◆ Little pre-planning time, usually done by leads
 - Using Jira, BitBucket, Confluence
 - Teams of 30-40
 - ◆ Lack of communication between departments
 - ◆ Difficulty ideating and creating within a large team

Fall Cycle Overview

- Highly Experimental
- R&D & Production

Highly Experimental

- Haven't done anything like this before
- Larger projects = larger organization
 - Impacts members ability to contribute meaningfully
- Shape the future of Studio!
 - Feedback on anything is much appreciated
- Using Notion, Gitlab, and Discord!

Production

- More “traditional” Studio workflow team size 15-20
 - Game prototyped over the summer carrying over
 - RTS with sandcastle / beach theme
 - Documentation and Communication
 - Small contributions to a larger project

[By project](#)[Board](#)[All](#)[Weekly Team Throughput](#)[Timeline](#)

5 more...

No date (11)

[New](#)

Tasks ...

September 2024

6

7

8

9

10

11

12

13

14

15

16

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26

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28

29

Month



Today



Open in Calendar

[Finalize Documents](#) C[Cult of The Lamb PoC \(proof of concept\)](#) K A E C[Hiring](#) C[Compile list of Assets from GDD](#) C [Respond to Halle with feedback](#) [Onboarding for Programmers Slides.](#) E K[Adding everyone to Gitlab](#) K[CI/CD Questions for ITS](#) K[Posters and Paste them in STAMPS](#) A[See if we can buy Quantum Terminal, ask J](#)[Respond to Halina with feedback](#) [+ New](#)



R&D (research and design)

- Team size 3-5
- Rapid iteration
- Shape the future projects of Studio
- Smaller groups - self-managed
 - Leadership, management, contribution opportunities
- Larger contributions, smaller projects

nightly enemy assaults will make the player build up defenses for their base. As the player explores, they will unlock objectives, which will drive the plot forwards and give the player tasks to complete. The game caters towards more dedicated strategy game players, as frequent enemy assaults will require the player's attention.

Theme

Project Sandcastle RTS is a game about triumphing over the wilderness and managing a kingdom despite the land itself resisting you. The player will fight to survive each day with pride at building up their base.

Characters

All characters, both player and enemy, are general classes rather than specific entities. The player controls their units from an overhead view, there is no player character.

Player-Controlled Characters

Player-controlled characters are made from sand.

1. Medium Trooper
 - a. **Description:** A basic, cheap, multipurpose unit. Can use construction tools as weapons. These are the first units that the player will get.
 - b. **Picture:**



Overview

Theme

Characters

Player-Controlled
Characters

Enemy Characters

Story and World

Backstory

Story Progression

The Environment

Gameplay

General Goals

Core Gameplay Loop

Meta Gameplay Loop

Game Mechanics

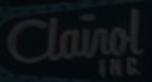
Rules

Player Actions

AGENDA



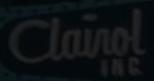
-
- Intro to WS Studio
 - Meet the Leads
 - Fall Overview with Timeline
 - Expectations!



Expectations

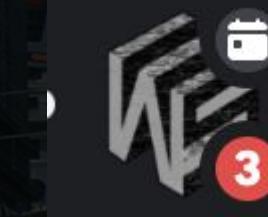


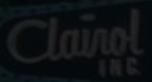
- **Expected Commitment time:**
- **Weekly All Hands On meeting:** ~1-2 hours
- **6-7 hours of outside work**
- **Total:** ~7-10 hours a week of commitment to Studio.



Communications

- WE USE **DISCORD**
- BE **ACTIVE, PROACTIVE**, and **HONEST**
- BE HONEST!



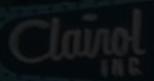


Communications



- WE USE DISCORD
- Install the application (phone too!)
- Look out for @ pings
- If you don't like a channel: mute it
 - ◆ Right click → mute channel



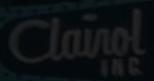


Communications

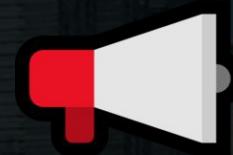


→ ACTIVE

- ◆ Active Listener
- ◆ Active Participant
- ◆ And active in the Discord!

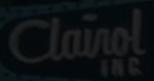


Communications



→ PROACTIVE

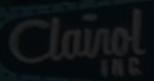
- ◆ Plan ahead
- ◆ Don't wait for things to happen, just do.



Communications

→ **HONEST**

- ◆ With yourself and others



Communications

- WE USE **DISCORD**
- BE **ACTIVE, PROACTIVE**, and **HONEST**
- BE HONEST!



Communications



▼ CLASSIC DEPARTMENTS

classic-general

classic-art

classic-audio

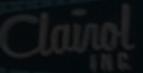
classic-design

classic-programming

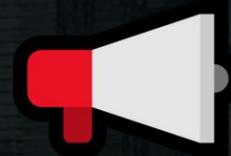
classic-quality

classic-production

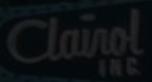
- Do I need to pay attention to every single channel?
 - ◆ Not necessarily, it helps to check up every now and then though
- Mute the other project's channels



Accountability



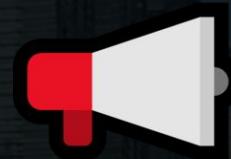
- You can earn up to 3 strikes
- Strikes are earned through: Absences (without communication), Task Completion (without communication), and Failure of Communication
- Earn 3 and you are OUT
- <https://forms.gle/xiDWR8CyGwAx3h4P7>



X
H
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E

GARAGE
SERVICE

Ownership



- The stuff we make for Studio is for the Studio!
- Allowing the reuse of assets and code will help us grow as a Studio
- I like to keep a history of all previous projects!
- <https://forms.gle/xiDWR8CyGwAx3h4P7>

This week: Preference Selection

- Choose between R&D and Production!
- Choosing both means you don't mind being on either
- Recommend based on what skills you wish to improve upon
- Form: <https://forms.gle/kp9Jr5zkYcJoUqBL6>
- We will sort through them and announce teams before our next meeting!

Next week: Projects Start!

- Meet your team
- Logistics for the semester for each team.
- Onboarding

A dark, grainy photograph of a large convention floor. Numerous people are scattered throughout the space, some standing in groups, others walking. The lighting is low, with bright highlights from various booths and displays. In the background, there are large blue structures, possibly part of a booth or stage setup.

DO YOU HAVE ANY QUESTIONS?!?!









