





























BFAs.	Hope.	BAGDs.	BSGDs.
			
Wi-Fi.	CS 230.	Moodle.	Doxygen.
			
Fedoras.	eSports.	tablen.	Randy Gaul.
			

ZeroEditor.	Team spaces.	Hard liquor.	Nude models.
 			
Overscoping.	Alpha Engine.	Singaporians.	Team-on-ones.
	 		
Linker errors.	Programmer art.	The ClaudeWich.	Spaghetti code.
 			 

Merge conflicts.	DigiMac, <i>again</i> .	<i>Narbacular Drop</i> .	Breaking the build.
dPAH CS	dPAH	dPAH	dPAH CS
Goddamn <i>freshmen</i> .	The intensity curve.	Precompiled headers.	Some real RTIS shit.
dPAH	dPAH GD	dPAH CS	dPAH BFA
Even <i>more</i> particles.	Self-documenting code.	Dropping the fuck out.	<i>Magic: The Gathering</i> .
dPAH	dPAH CS	dPAH	dPAH

Faking inheritance in C.	Having shitty roommates.	Arguing about video games.	DigiPen's "IT Department."
dPAH CS	dPAH	dPAH	dPAH
That fancy coffee machine.	Dolla Dolla Schills, y'all.	3 AM programming revelations.	3000 words of pure bullshit.
dPAH	dPAH CS	dPAH CS	dPAH
A healthy work/life balance.	Programming under the influence.	An original idea for a video game.	Using blending instead of shading.
dPAH	dPAH CS	dPAH	dPAH BFA

<p>Component-based engine architecture.</p> <p>dPAH CS</p>	<p>Never playing video games ever again.</p> <p>dPAH</p>	<p>Any hope of graduating at all, really.</p> <p>dPAH</p>	<p>Forgetting to use const, like, once.</p> <p>dPAH CS</p>
<p><i>My Little Pony: Friendship is Magic.</i></p> <p>dPAH</p>	<p>A secret closet shrine to Matthew Mead.</p> <p>dPAH CS</p>	<p>Being unable to find a goddamn stapler.</p> <p>dPAH</p>	<p>Taking the elevator to the second floor.</p> <p>dPAH</p>
<p>When you do a drawing out of perspective.</p> <p>dPAH BFA</p>	<p>A brief, passing feeling of accomplishment.</p> <p>dPAH</p>	<p>Being able to freely discuss anime in public.</p> <p>dPAH</p>	<p>Arguments over which race today's nude model is.</p> <p>dPAH BFA</p>

<p>The distinctive musk of an unshowered developer.</p> <p>dPAH</p>	<p>The hopes and dreams I once had before enrolling.</p> <p>dPAH</p>	<p>Putting the vanishing points too close together.</p> <p>dPAH BFA</p>	<p>Late-night sexual fantasies involving the Doxywizard.</p> <p>dPAH CS</p>
<p>Loudly exclaiming, “I’m TRYING to make a GAME, here!”</p> <p>dPAH</p>	<p>Making a game that achieves everything it set out to do.</p> <p>dPAH</p>	<p>Too much “pop” and not enough “snap,” that kind of shit.</p> <p>dPAH BFA</p>	<p>Trying to print anything, anytime in this goddamn school.</p> <p>dPAH</p>
<p>Attempting to be even remotely productive while in Edison.</p> <p>dPAH</p>	<p>Correcting somebody on their their pronunciation of a Japanese word.</p> <p>dPAH</p>	<p>The ever-dwindling number of female computer science students.</p> <p>dPAH</p>	<p>A pointer to a pointer to an array of eight pointers to ints.</p> <p>dPAH CS</p>

Eating cafeteria pizza for every meal for the third day straight.	Attempting to pump out two weeks' worth of work in under 45 minutes.	The “irreplaceable” James Portnow-shaped hole in DigiPen’s game design program.	Sound design students, whatever the fuck their degree program is called.
dPAH	dPAH	dPAH GD	dPAH
Mindlessly regurgitating someone else’s opinion you read on the Internet as though it was your own.	The delicious souls of yet another batch of freshman design students.	The minimum amount of sleep required by the human body in order to not die.	Switching degree programs five times in one semester solely to get more scales.
dPAH	dPAH	dPAH	dPAH
Being able to find a single usable dry-erase marker, ever.	The glazed-over, thousand-yard stare of a BFA who accidentally glanced at your code.	Stifling a giggle at the concept of friend functions allowing classes to share private members.	Watching the security guard pump iron and realizing that he works out more than you do.
dPAH	dPAH CS	dPAH CS	dPAH

Commit messages that become increasingly unhinged during the final month of development.	Dropping out after realizing that playing video games all day isn't a viable career option.	Saying "fuck it" and just creating a new repo instead of properly dealing with merge conflicts.	Getting suckered into buying \$80 textbooks that the teacher never has you use even once all semester.
dPAH CS	dPAH	dPAH CS	dPAH
Being unable to understand why the fucking artist can't just animate these twelve things real quick.	Coming to terms with the fact that you can no longer purchase and play video games on a regular basis.	Teaching oneself the necessary, untaught skills required to produce the results demanded of one's classes.	Praying to a tiny, golden statue of Claude Comair to grant you <i>just</i> enough Wi-Fi to submit your assignment.
dPAH	dPAH	dPAH	dPAH
Shitting something out at the last possible minute and hoping the TA doesn't have the time to look at it too closely.	Checking out an Xbox One and a copy of <i>Titanfall</i> and playing it at max volume, during school hours, right in the middle of <i>fucking</i> Edison.	Murdering the next fucking doucher to raise their goddamn hand because seriously, Jesus Christ, somebody tell that piece of human garbage to shut the fuck up.	Discussing the quality of various video games using an authoritative, objective tone of voice, as though anyone gives a fuck about your stupid bullshit opinions.
dPAH	dPAH	dPAH	dPAH

Getting fucked over hard by a TA who didn't have time to grade your shit because they were too busy getting fucked over hard by a TA who didn't have time to grade <i>their</i> shit.	Realizing that nothing you program in your entire time at DigiPen will ever be anywhere near as cool as something a BFA shit out in like five minutes during their second semester.	The illusion of choice.	Code reuse.
dPAH	dPAH CS	dPAH GD	dPAH CS
Losing any dignity or shame you once had.	Completely making up playtest results.	Having the nerve to bring a pillow to class and sit in the front row.	The Ping-Pong table, may it rest in peace.
dPAH	dPAH GD	dPAH	dPAH
Kim Swift.	Forming sentences with the phrase "DigiPen is," because haha, that spells "penis."	Communal couch sleeping.	StreetPassing.
dPAH CS	dPAH	dPAH	dPAH

Google Glass.	Alcoholism.	Attempting to use your meal card to pay for things outside of school.	The King of the Nerds.
dPAH	dPAH	dPAH	dPAH CS
Having the best idea for a game, like, <i>ever</i> , man.	Being pretty sure that nobody in this class got anything higher than a B, either.	Reminding the professor to hand out the attendance sheet, signing it, then bolting immediately.	Stockholm Syndrome.
dPAH GD	dPAH	dPAH	dPAH
Complaining about people who complain about their workloads.	Senat.	Magic numbers.	Raising your hand in response to a game design question only because you wanted to tell the whole class about how <i>Kingdom Hearts</i> is the best game of all time, objectively.
dPAH	dPAH GD	dPAH CS	dPAH GD

<p>A complete and total waste of my fucking time.</p> <p>dPAH</p>	<p>A roguelike MMORPG that plays like a first-person shooter in a procedurally-generated world with a deep, branching plot, and also zombies.</p> <p>dPAH</p>	<p>Arguing the deep intricacies of this season's <i>League of Legends</i> meta across the various Asian countries.</p> <p>dPAH</p>	<p>One of the three black people in the school.</p> <p>dPAH</p>
<p>Frantic arts & crafts.</p> <p>dPAH GD</p>	<p><i>DigiPen Against Humanity.</i></p> <p>dPAH</p>	<p>Forgetting to pull before you push.</p> <p>dPAH CS</p>	<p>Solo game teams.</p> <p>dPAH</p>
<p>Getting over 100% on a GAT project.</p> <p>dPAH GD</p>	<p>Forgetting how to write a memory manager.</p> <p>dPAH CS</p>	<p>Seeing that the guy who was complaining on Facebook about his workload just five minutes ago is currently in-game on Steam.</p> <p>dPAH</p>	<p>Video games.</p> <p>dPAH</p>

<p>Bullshit rubrics that are stupid and dumb.</p> <p>dPAH</p>	<p>ProjectFUN.</p> <p>dPAH</p>	<p>Crafting not just a game, but an <i>experience</i>.</p> <p>dPAH</p>	<p>Unpaid internships.</p> <p>dPAH</p>
<p>Pretending to shoot zombies with Nerf® guns in the parking lot.</p> <p>dPAH</p>	<p>Claude's model plane emporium that totally used to be the school gym.</p> <p>dPAH</p>	<p>Inadvertant vehicular manslaughter caused by <i>Outbreak</i>.</p> <p>dPAH</p>	<p>Bitching about how the school closes at 8 PM on weekends, after having just arrived at 4 PM.</p> <p>dPAH</p>
<p>Nepotism.</p> <p>dPAH</p>	<p>Resigning to the fact that you'll <i>definitely</i> be here at least five years, if not more.</p> <p>dPAH</p>	<p>Realizing that this game is just a satire of DigiPen's game design program in its entirety.</p> <p>dPAH</p>	<p>That /digipen/ board on 8chan.</p> <p>dPAH</p>

Hollister™ shirts of every color.	A discretionary minus two.	Requisitioning a TV for your teamspace and never using it.	The lonely slice of pepperoni pizza in front of the fresh new pizza.
dPAH CS	dPAH	dPAH	dPAH
Using music terminology to describe game design.	A freshman game project that is actually scoped pretty well.	Mead's mad guitar skills.	The Secret Bathroom.
dPAH GD	dPAH	dPAH CS	dPAH
Full Sail University.	The mysterious hand reaching into your teamspace.	Competition with the Singapore campus.	The Five-Year Plan.
dPAH	dPAH	dPAH	dPAH

<p>Twenty-one credit hours per semester.</p> <p>dPAH</p>	<p>Watching a BAGD nod off during a Valve employee's presentation on debugging code in Linux.</p> <p>dPAH CS</p>	<p>Adjusting the game project rubric to make it harder to get a 100%.</p> <p>dPAH</p>	<p>The Orchid.</p> <p>dPAH</p>
<p>Blatant favoritism.</p> <p>dPAH</p>	<p>Anxiety, depression, and sexual frustration.</p> <p>dPAH</p>	<p>Yet another new game design paradigm with a three- or four-letter acronym.</p> <p>dPAH GD</p>	<p>-</p> <p>dPAH</p>
<p>-</p> <p>dPAH</p>	<p>-</p> <p>dPAH</p>	<p>-</p> <p>dPAH</p>	<p>-</p> <p>dPAH</p>

