+GI Game Jam Spring 2020 Press Kit

**Gangplank: Team Gangplank**

**Members**

Jonathan Huo

Atif Mahmud

Adeeb Mahmud

Taehoon Kim

Thomas Ingram

Aman Shah

Jerome Jeby Philip

Afzalur Rahman

**Contact Information**

Atif: aa2mahmu@uwaterloo.ca

**Description**

Gangplank is a 2D puzzle RPG inspired by the Bilgewater cast of League of Legends. You’ll play as as the titular Captain Gangplank, the saltwater scourge, travel the high seas, visit port cities. Solving

Puzzles while you connect the island states together in heated saltwater politics

This game demonstrates a unique art style that makes use of 3D normal maps to keep dynamic lighting aspects in a 2D game.

**Future Prospects**

We hope to turn this demo into an adventure puzzle game where you explore the rest of Runeterra and interact with NPCs to collect clues, connect them together and solve puzzles to help Gangplank reclaim his lost treasure.

**Technology Details**

[**Art Technology**](https://docs.google.com/document/d/1eec85e5xFUux8oq_7W6YchvfwOL3oL3HF8WC-8k0iLE/edit?usp=sharing)

**Attributions**

Synty Studios - (Use of 3D Assets)

Figgit Studios

1. Introduce yourself, team name and your teammates.

2. Describe the game in one sentence.

3. How does the game relate to the theme?

4. Describe goals you have for the game.

5. Discuss the current state of the game.

6. List a few challenges you have encountered in your game design.

7. Show pieces of art, sketches, code,

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