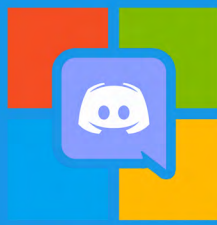


# CGD MONTHLY

*APRIL 2021*





# DISCORD STANDING FIRM

Around the end of March, there was confirmation that Microsoft showed interest in acquiring Discord, a popular social media platform for the videogame community. There were words of Microsoft willing to buy the company for more than \$10 billion.

Microsoft is not exactly well-known for handling chatting platforms, when looking back at their older platforms such as MSN and Skype. With Microsoft's eyes on Discord, this caused a bit of movement among the community.

But as of April 20th, Discord announces that they rather remain independent. Evidently, refusing the \$10 Billion deal by Microsoft. Hopefully, this ends up working out for Discord and the users on the platform.



# THE PSN STORE DEBACLE

This story begins at the tail end of March with a sudden announcement from Sony, that all servers for Playstation 3, PSVita, and PSP systems would be shut down on Aug. 27 2021, including their respective digital stores.

This announcement sparked heavy criticism from Playstation fans, since many of the games that had only been released digitally would no longer be accessible, with many gamers calling back to the "preservation" advantages of physical media and others purchasing as many digital games as possible while they still can.

This backlash was further amplified after the news that CMOS batteries were shutting down on older PS4 systems, which in short, would prevent a console from playing any digital games unless connected to Sony's servers. This translates to an "expiry date" for every PS4 system out there.

Many developers were also caught off-guard as well by the announcement, some of which had been purchasing PSVita dev units up to one week before the announcement and had been preparing to release new PsVita games during the following months.

Jumping forward to the second week of April, Sony announced a follow up statement that only the PSP store would be shut down in August, providing no other set date for PS3 and PSVita. Despite backtracking on their statement, this whole story sheds light on the disadvantage of digital media preservation especially with game-streaming becoming more popular.

# UPCOMING GAMES

## OUTRIDERS

Outriders' brutal and bloody combat combines frenetic gunplay, violent powers and deep RPG systems to create a true genre hybrid.

## OUTRIDERS

## RETURNAL

Break the cycle of chaos on an always-changing alien planet.





## ODDORLD SOULSTORM

Witness Abe's horrifying conflict with a terrifying new machination.

Set directly after the events of 2014's *Oddworld: New 'N' Tasty*, *Oddworld: Soulstorm* is the second game in Abe's heroic new epic. He has now undergone a transformation - from a clueless Mudokon cog about to be chewed up by the Glukkons' mega-corporate machines into an unlikely hero who rises to become a beacon of hope.

## NEW POKEMON SNAP

Seek out and take in-game photographs of Pokémon in their native environments in the *New Pokémon Snap™* game, only for the Nintendo Switch™ system! Snap photos from the NEO-ONE as you encounter and research lively wild Pokémon. You might see unexpected expressions or behaviors—Pokémon patrolling their territory, playing, or lurking in out-of-the-way spots.





A survival journey through a harsh world without rules or judgement. Only your choices matters in the face of moral dilemmas. Manage your party, food & equipment in this non-linear narrative survival sim with 34 possible endings.

## ASHWALKERS

## KNIGHT SQUAD 2

Knight Squad 2 is a chaotic arcade multiplayer game for up to 8 players. Pick an eccentric knight and fight for glory with wacky weaponry. Triumph over your friends in a ridiculous amount of game modes, both offline and online.



# COZY GROVE



## COZY GROVE

Welcome to Cozy Grove, a game about camping on a haunted, ever-changing island. As a Spirit Scout, you'll wander the island's forest each day, finding new hidden secrets and helping soothe the local ghosts. With a little time and a lot of crafting, you'll bring color and joy back to Cozy Grove!

## FLOOR PLAN 2

A comedy adventure inspired by escape rooms, packed with more puzzles than you can fit in an elevator.



# Ubisoft GameLab 2021

The following prototypes were done by teams of with some or all Concordia students:

## LEAFY LOOTERS

TEAM WHYSTEDZ



Two teams of plant-like space aliens compete against each other on a dangerous mission, scavenging for the most minerals from a dying planet. While collecting minerals as a team, each player will also shoot holes into the earth, sabotaging members of the other teams using either their laser gun or a formation-based team combo. The environment consists of two colour matching platform levels and is designed to have a colourful, fungi-like and organic visual feeling.

Players on the upper level can dig holes individually or with teammates while avoiding falling into the underground through the holes dug by their rivals. In order to save a teammate, one communicates via voice chat to locate where to meet and drop a ladder for their team. Stay together and apart strategically in order to maximize your scavenging efforts as well as your sabotage of the enemy! May the best plant alien team win!





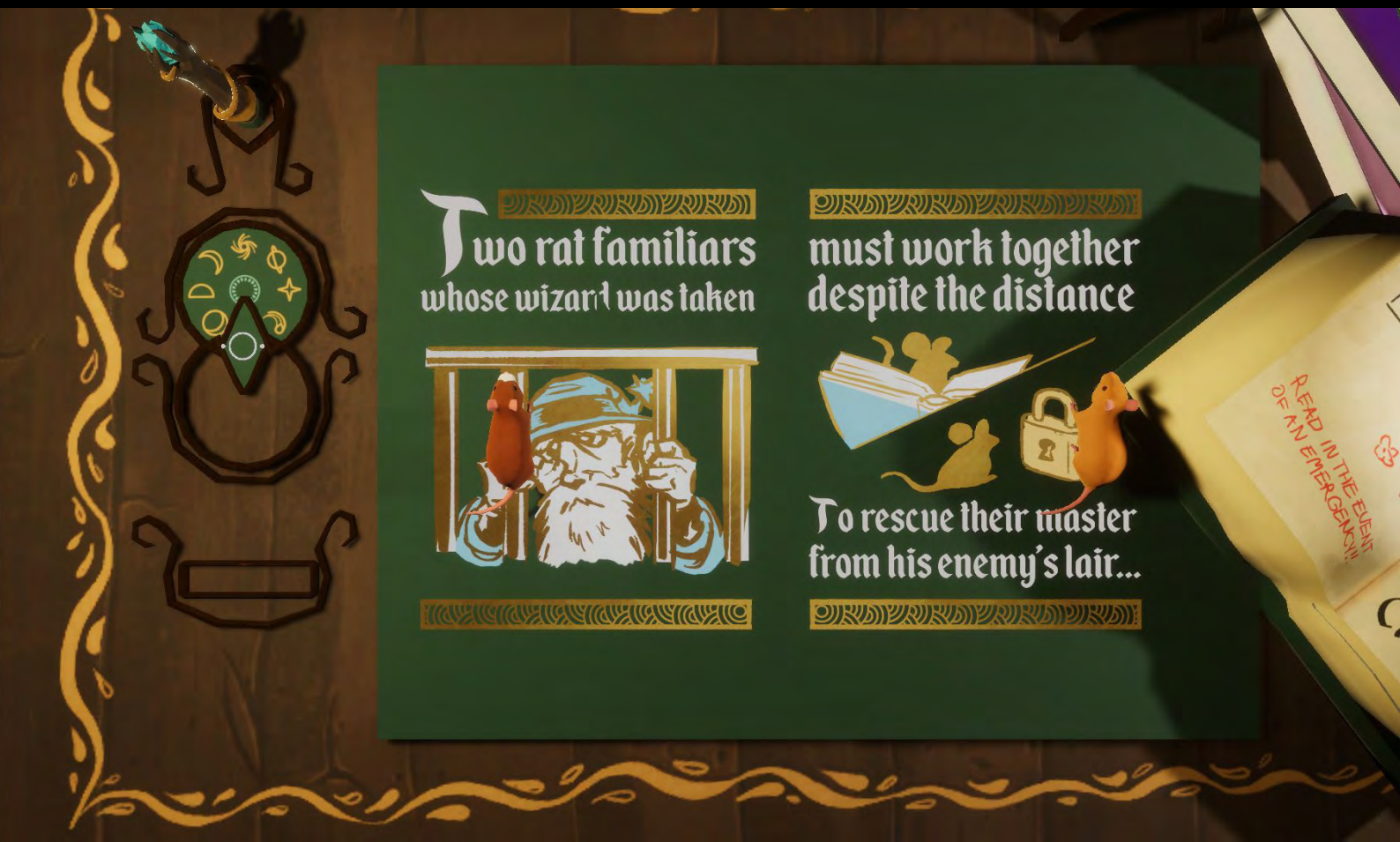
# MYSTIC BOND

TEAM GAMELAB RATS



Play with a friend as two adorable rat familiars of a master wizard who has been kidnapped and imprisoned in a rival tower. Loyal and witty, take on the roles of the navigator rat, turning dials and reading information from a magic book, or the explorer, who is physically within the environment relaying important visual cues. Communicate via voice chat with one another in order to decipher the fantastical motifs and patterns that compose the mystical puzzles.





Two rat familiars  
whose wizard was taken



must work together  
despite the distance

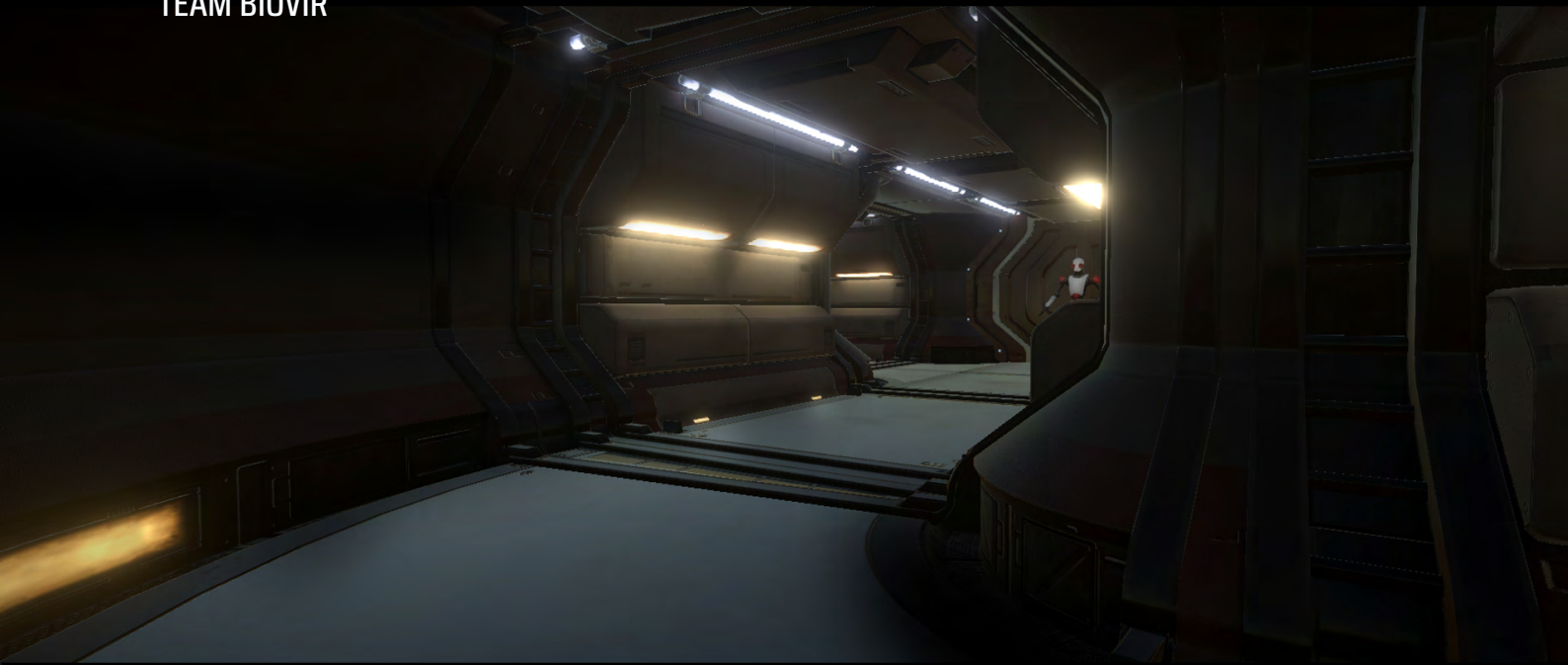


To rescue their master  
from his enemy's lair...

READ IN THE EVENT  
OF AN EMERGENCY!

# BIOVIR

TEAM BIOVIR



In Biovir, your task is to get out of a facility where you and a friend were imprisoned. Work together with each player completely isolated physically but with powers to see and bend the connections that bring each side of the level together in order to solve the various puzzles and avoid the guards on your way.

The game plays as a 2-players coop multiplayer first-person puzzle solving game, based in games like Portal. Players navigate in a futuristic-looking facility with each player in a separate side of the level. Though both sides look similar, they are mirrored, something that can be observed on the few windows across each level that make it possible to see the other player's side. The puzzles encountered are affected by interactions on both players' sides, so communication through an in-game voice chat is essential for the completion of the game. The interactions in a player's side that affect the other are clearly highlighted when a player activates their "energy vision", but there is an important detail.





Based off of the theme for the competition, our mechanics revolve around the players being in separate rooms of a level that contains connections to the other player's room. This makes communication the key factor on making sure the puzzles can be solved. As previously mentioned, in order to connect the puzzles, we made a vision system that when activated makes the player able to see the connections with the other player's room, but only the connections the other player needs them to see. So, for instance if there is a door that needs to be opened in player 1's side, but the door only opens by activating an energy trigger in player 2's side, player 1 can activate their energy vision and focus on the door, which triggers a highlight on the other side of the level. When player 1 is prompted by voice, they can activate their own energy vision which will make the energy trigger needed to open the door visible, then player 1 can move to it and activate it to open the door.



**BIOVIR**



# Credits

**BIG THANK YOU TO THE FOLLOWING PEOPLE FOR THE CREATION OF THIS FANZINE:**

ROSE DUFRESNE @ROSE#4270  
LEANDRO RODRIGUEZ @SOUL\_LEANDRO#4053  
LE CHERNG LEE @KUROIRAKU#0870  
TIFFANY CHENN @USAGITIFF#0119  
JOHN TRAN @GOTL#1118  
HENGXIAO LUAN @OLIVERHAHAHA#5596  
GEORGE MAVROEIDIS @ADAMADON#0079  
KARIM JABBOUR @KARIM#6225  
DEREK LAM @DJZX#5510

**AS WELL AS THE CGD CLUB MEMBERS**