

# CGD MONTHLY DECEMBER 2020

## EGG GAME AWARDS 2020





People have stories about how they have memories of a special song, or a special movie, that is linked to their lives. Maybe they had watched a certain movie with a special someone, or maybe a song reminds them of their childhood. Sometimes people use the word nostalgia to describe this particular emotion, though it might just be simply remembrance of a good memory

Gaming went beyond further with how hands-on it is. It does not just create new memories and new skills for you and your friends everyday, but it can go even further to let you experience something new, something fantastic, something different first hand - something that the passiveness of listening to music and watching movies cannot replicate. What's more, gaming can bring us together, regardless of nationalities, genders, races, regardless of the distance between us - whether it is simply due to geographical differences, or due to quarantine, something we all suffered from due to coronavirus in 2020.

As we walk through 2020, what a year we've gone through, in both reality and in the virtual world. Valve returned to game development with Half Life: Alyx. This year, we saw the much-anticipated releases of Ghost of Tsushima, Cyberpunk 2077, Final Fantasy VII remake, Animal Crossing: New Horizons, Doom Eternal, Demon's Souls... We also saw the anticipation, controversies, and collective anger against The Last of Us part II, and most importantly the troubled launch of the PlayStation 5, Xbox Series S | X, NVIDIA RTX 3000 series, and AMD RX 6000 series whose supply issues still have yet been resolved until this day.

In the industry, we have also seen the departure of Brackeys, the great 5-billion JPY loss from Square Enix due to their failed Marvel's Avenger game, the announcement that Unity Connect is shutting down, the 430,000-concurrent-views stream of Alexandria Ocasio-Cortez and Ilhan Omar playing Among Us, making gaming a new platform for politicians to connect with their voter base.

2020 marked the greatest financial landmark in the video game industry, yet many issues - from crunching, shareholder's pressures, ill-treated employees, lack of game dev unions, predatory microtransactions - still plague the industry. Will we be able to see positive changes in the industry in 2021, similar to how inclusivity, positive responses to #metoo movement, and promises of fairer pay had slowly been implemented across game dev companies in the past years? Only time will tell.

# CGD Game Awards 2020

***MOST INNOVATIVE MECHANICS***

click on any logo to view the game



# PERSONA 5 ROYAL

## Best Story/Narrative

Both games are winners in both categories

## Best Music/Sound Design



# FINAL FANTASY 7 REMAKE

**BEST ART**



**HADES**

**FAVORITE GAME CHARACTER**



**MILES MORALES**



# Game of the Year 2020

The background features a central illustration of the character Hades, a young man with dark hair and a red and white striped tunic, holding a sword. He is surrounded by several heads of Cerberus, the three-headed dog guardian of the underworld, which are depicted in a stylized, metallic, and somewhat abstract manner. The overall color palette is dark with highlights of red, yellow, and purple.

## HADES

### **HADES**

*Defy the god of the dead as you hack and slash out of the Underworld in this rogue-like dungeon crawler from the creators of Bastion, Transistor, and Pyre.*

Congratulations on Hades for not only winning best art and best mechanics, but also CGD's game of the year 2020.



# Global Game Jam 2021

Looking for an opportunity to meet new people, attend industry-related workshops and improve your game dev skills?

CGD has partnered up with Club Scientifique Conjure (ETS) for [an official Global Game Jam site!](#)

Don't miss out on this opportunity and come register at the link below:

This month's community game highlight

# Midheaven Winds of Ambition



WINDS OF AMBITION

The court of the Great Empire Shuengol swarms with secrets and schemes. Stay alive, storm your way to glory, choose your allies and Regals, for they will be the winds to your ambitions.

## A Visual Novel

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by Hao Nguyen's (@Alien Turnip#6777) indie game dev team



SÚP

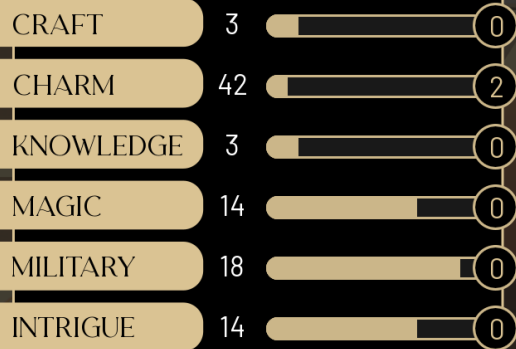
I have decided. I will join the palace as a Court Attendant and thrive to marry one of the Regals.



ACTIVITY

Choose 8 activities for the phase

PERSONAL STATS



Garden Work	Kitchen Preparation	Food Serving	Cleaning
Book Keeping	Civic Services	Cooking	Chanting Scripture
Shrine Services	Army Training	Performing	Makeup - Bodycare
Beauty Products Crafting	Event Coordination	Spirit Channeling	Storage Logistics
Magic Application	Social Work	Internal Affairs	[General-like]
Strategies Studies	Magic Research	Paper Handling	Guarding

Previews from the game



**LANMEI**  
I suppose it's from the former... Strong-arms' side.

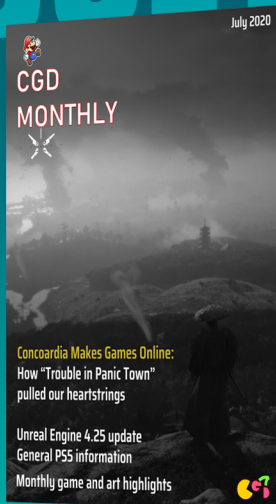
✦ THE BYGONE FOURTH CONSORT - THE BEAUTIFUL CONSORT  
The Strong-arms of Regal Yulia who came from a faraway island and passed away years ago. They said that was the true love of the Regent.

# CGD A FEW CLOSING WORDS

It was an interesting and impactful year for our Concordia Game Dev Club's growth. In 2020, the club slowly regained its popularity again since the relaunch in fall of 2019. The club kicked off the year by attending the 2020 Global Game Jam. Plenty of new bonds and experiences were created within the community, motivating many newcomers to contribute to its growth. Different game jams such as the Combo Jam, CoCo Jam and Meek Jam had great submissions and managed to bring the members closer together. In the beginning of March, the club successfully got its own club room, but then tragedy struck. The pandemic halted any events the club had planned for the whole month. Everyone was stuck at home from that time on. Nobody could visit the club room anymore. Amidst the harsh circumstances, the execs decided to continue hosting different events and jams virtually on the official discord server. Members could participate and attend from the comfort of their home. Additionally, a monthly magazine, or fanzine, was launched by the club, where different content is showcased. Industry news and new game releases make up the core substance of it. Community-based sections such as game projects, artwork and advertisements allows for the community to share their accomplishments and support one another. We hope to one day return to operate in our promised club room, and show off our fanzines in physical print. Although currently the pandemic is still ongoing, the club continues to find different ways to keep the love and passion of game development high among its members.

The execs and staff would like to thank our 200-strong members for contributing to the club throughout the year and helping create memorable moments, from participating in our events, to sharing beautiful content and helping other members improve their skills. All of these actions were meaningful and made us proud to provide a sanctuary for students to share their excitement to make games. Without your support, this club would not exist. While these holidays will be different for all of us, it is also a perfect opportunity to make new friends and continue learning to make games. We will continue to strive and provide resources and opportunities for all of you to enjoy.

Happy Holidays,  
The CGD staff



## TO BE CONTINUED...

# CREDITS

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

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**AS WELL AS THE CGD CLUB MEMBERS**