

CGD MONTHLY

FEBRUARY 2021



Nintendo Direct

NINTENDO BREAKS HIATUS WITH LENGTHY DIRECT LIVESTREAM, FANS FORM MIXED OPINIONS

Nintendo finally breaks hiatus after 12 months of quiet. On this lengthy 50 minutes direct livestream, many games were announced, many of them are existing games that are being ported into the Nintendo Switch as well as remastered version of previous titles.

The audience responses to this Direct livestream are mixed. There are a lot of people left disappointed since there isn't any big release of AAA games after sitting through and watching the lengthy 50 minutes of Direct livestream. The announcement of remastered games such as Legend of Zelda: Skyward Swords, Mario Golf etc. did not please a whole lot of Nintendo fans that were expecting new IPs. People were expecting announcements of AAA games such as Breath Of The Wild 2 or a brand new Bayonetta since it was in discussion on the internet. Judging by the fact there isn't much news from the direct session, it is most likely still in the early phase of development. And some of these audiences concluded that this Direct Livestream has nothing much to share.

However, some audiences are also happy to see remakes of their favourite games that were on 3ds or wii:u such as Miitopia, Mario Golf etc. The remake of Miitopia was a big surprise for people who are big fans of it since it is just a small title that didn't get as much attention as fire emblem or other AAA titles. There are a few titles that were launched during the Direct stream, however many of them are 3rd party games that were being ported into the Nintendo Switch such as Apex Legends. Besides that, there are several new titles that were announced such as World End Club by the creator of Danganronpa, a new Monster Hunter: Rise by Capcom as well as a new entry from the Splatoon franchise. However, the release date is still quite far away, and the announcement of the tentative release date alone isn't enough to please the huge diverse fans of Nintendo.

After all, Nintendo has always been innovative in making games. Little by little, Nintendo were able to gather different kinds of fans that adore certain games but not the other, thus causing a different opinion for the fans since their own personal favourites are not coming out nor there are any big AAA gems that pleased the majority.

One thing Nintendo can do would be giving the audience a sneak peak into the development of their games. Those sneak peaks might be able to please some of the dissatisfied fans knowing their personal favourite games aren't abandoned and probably able to mitigate some of these disappointed fans.



CYBERPUNK 2077 STUDIO'S HACKED DATA HAS REPORTEDLY BEEN SOLD

Not too long after releasing the heavily criticized Cyberpunk 2077, game studio CD PROJEKT RED has fallen into the negative limelight once again with the studio being hacked by an anonymous group during the second week of February.

The leaked data has been reported to contain source files for The Witcher 3 game, Cyberpunk 2077, and Gwent, the Witcher-spinoff card game. In addition, the hacked data is reported to include internal legal and financial documents, as well as some staff information.

While the specific hacker group has not been identified, threat analyst Brett Callow from Emsisoft, an anti-virus firm, pinpointed toward a ransomware called HelloKitty. The most notorious usage of HelloKitty has been a recent attack on Brazilian power company CEMIG.

The hacker group was then reported to have put the leaked files up for auction at a starting price of \$1million USD and a Buy-it-now price of \$7million. Despite CD Projekt RED refusing to negotiate with the hackers, the auction was closed two days after being posted suggesting that the data may have been sold to a third-party buyer.

No further information has been reported at this point regarding who the buyer is, nor the price at which the data was sold. One theory suggested it could have been Chinese or Russian game developers who are interested in learning CDPR's systems and codes for their own development processes.



UNITY REPORTS RECORD YEAR IN FINANCIAL RESULTS, AN INCREASE OF 43% FROM 2019

Unity, the world's leading platform for creating and operating interactive, real-time 3D content, releases results for 2020. The company reports new records for both its Q4 and full year results. "Unity achieved record fourth quarter and full year 2020 revenues in an unprecedented and fast changing technological and economic environment," said John Riccitiello, President and Chief Executive Officer of Unity.

In Q4, Unity recorded revenues of \$220.3 million, an increase of 39% from 2019's Q4 period. In the whole year overall, Unity recorded \$772.4 million, an increase of 43% from 2019. Although these figures give the impression of profitability, operating losses almost doubled compared to 2019, from 28% to 36%. In total, \$274.8 million were spent in operating losses in 2020, compared to 2019's \$150.7 million.

Unity also highlighted their business ventures throughout the year during the pandemic. Unity worked closely with next-generation releases, ensuring all Unity developers were ready for the new hardware from day one of development. Unity also highlighted the importance of providing upgrades to their solution services, including monetization, multiplayer and other game services. Games like *Fall Guys: Ultimate Knockout* and *Medal of Honor: Above and Beyond* used Unity's MatchMaker, a toolkit that provides technology support, cloud resources and multiplayer match-making functionalities in order to provide the best experience possible for newer and more capable video games.

Although a difficult year due to the pandemic, Unity ensures to balance out the revenue and losses in the next few years and continue a steady rhythm by 2023. Unity is aiming to increase its contribution in the mobile market as a long-term goal and will continue to partner with upcoming releases, both in software and in hardware tech.



GLOBAL GAME JAM CELEBRATES 13-YEAR HISTORY WITH OVER 6000 GAME SUBMISSIONS IN 2021

The pandemic has disappointed many game conventions and game jam enthusiasts. Many organizations have been affected drastically in the last 11 months. The Global Game Jam is no exception. The world's largest game creation event experienced minor disarrays during the mid-year period of 2020. After much discussion, the committee decided to launch this year's event in a virtual environment, allowing truly anyone in the world to participate. "Global Game Jam@ Online might have been one of the most unique and challenging in our 13 year history" the committee states during their event finale.

This year's event had over 28,000 participants, almost half from last year's 48,700 jammers. Over 585 virtual sites from 104 countries were hosted with over 6,000 game submissions. This year's uniqueness allowed participants from all over the world to explore and try out jam sites different from the region they live in. Another flexibility that was added was the extension of the event by two days. The event started on Wednesday instead of the usual Friday afternoon launch.

In addition, several new jam sites were introduced into the roster with a native origin, specifically Nunavut, New Caledonia and the Territories of Réunion. "GGJ constantly strives to bring new emerging voices and talent into the game making space, so we are delighted to welcome these new site organizers and jammers to our big jam family", the committee states.

The GGJ organization has not given any details for the possibility of the next event being online, but it is very likely the trend of virtual events will most likely continue for another season.



SPIDER-MAN: MILES MORALES A SWINGING SUCCESS

Not too surprising, as their previous game, Spider-Man for the Playstation 4, managed to sell 3.3 millions copies within 3 days of its release. With stunning visuals, a solid story for the newest Spider-Man who was featured in the movie Into the Spideverse, Miles Morales, and sharp gameplay, Insomniac games outdo themselves. Really showing that they have a good grasp in creating Spider-Man games.

Spider-Man: Miles Morales, a launch game for the Playstation 5 by Insomniac meets great results. It managed to sell 4.1 million copies only within 2 months.

Overall, by offering a performance option to enjoy the clean gameplay at a smooth 60 fps, and a high fidelity option to truly showcase the power of the Playstation 5 with ray tracing to show what a next gen console can do. Spider-Man: Miles Morales paves a bright future for games to come.

NEW RELEASES

BRAVELY DEFAULT 2

SWITCH ONLY

Technically the third game in the Bravelly series, Default 2 is a wholly unique story that follows a different set of characters in a new setting. Still, it retains a few familiar gameplay elements. Bravelly Default 2 is a turn-based RPG with a dynamic class system that enables unique, four-character, party customization. Bravelly Default 2 features enhanced visuals compared with its 3DS predecessors, but retains the older games' cartoonish art style and presentation.

LITTLE NIGHTMARES 2

ALL PLATFORMS

If dark expressionism, macabre monstrosities, and challenging puzzle-platforming gameplay sounds like a great time, Little Nightmares 2 rolls onto consoles and PC early this month. With a new playable character, a vast, haunting cityscape to escape, and grotesque new monsters to avoid, this game offers plenty of horrifying thrills, tense puzzles, and fantastic visual set pieces.

WEREWOLF : THE APOCALYPSE-EARTHBLOOD

PC, PS4, PS5, XBOX ONE , XBOX SERIES X/S

The World of Darkness tabletop-RPG universe expands into the video game realm once again with Werewolf: The Apocalypse. Earthblood follows an outcast werewolf, Cahal, who commits acts of eco-terrorism against the massive Pentex Corporation, a company that's crippling the environment and tapping into the supernatural. Unlike the Vampire: The Masquerade games, Earthblood is a decidedly linear, story-driven title that focuses on action and stealth rather than role-playing. So, if hulking out as a werewolf sounds like a fun way to kick off the month, dive into Werewolf: The Apocalypse - Earthblood

NIOH 2

COMPLETE EDITION

A dramatic illustration for Nioh 2 Complete Edition. On the left, a large, muscular, red-skinned demon with glowing yellow energy around its chest and arms is shown in a dynamic, lunging pose. On the right, a samurai warrior in dark, detailed armor is shown from the waist up, holding a long, vertical sword. The background is dark and atmospheric, with some light effects.

PC , PS5

Embrace your demonic side with Nioh 2, the Japan-centric, action-RPG from developer Team Ninja. Nioh 2 takes place before the original game's events, expanding the backstory while also including new monsters, weapons, and abilities. The Complete Edition makes its way to PS5 and PC, and includes the DLC content that adds weapons, missions, and gear.

PERSONA 5

STRIKERS

An illustration for Persona 5 Strikers. It features a character with dark hair and a purple hooded jacket, looking forward with a slight smile. He is holding a large, red, bird-like weapon. The background is dark with some glowing blue and purple lines, suggesting a digital or supernatural environment.

PC, SWITCH ,PS4

While Strikers is a radical departure from Persona's turn-based, RPG roots, a deep dive into flashy, melee combat certainly doesn't hurt. Persona's stylish visuals paired with Dynasty Warriors' one-person-army action makes for a combination that works surprisingly well. Persona 5's cast returns in Strikers, and all the Japanese high school charm returns with them, as well as the supernatural elements that haunt the game's dungeons. If you want more Persona story, but with a unique combat twist, check Strikers out near the tail end of February.

SUPER MARIO 3D WORLD

+ BOWSER'S FURY

An illustration for Super Mario 3D World + Bowser's Fury. In the foreground, a small Mario character stands on a ledge. Behind him is a large, glowing blue and orange fireball. In the background, a large, blue, dragon-like creature is visible. The scene is set in a dark, atmospheric environment with some light effects.

SWITCH ONLY

The superb Super Mario 3D World is being re-released on the Nintendo Switch alongside Bowser's Fury, a new campaign. All the stellar action platforming of the original Wii U release is preserved in this Switch version, including the quirky power ups and vast level variety. On the other hand, Bowser's Fury is a unique mode that takes you to a free-roaming archipelago similar in style to Super Mario Odyssey.

Community's Games

Montreal Global Game Jam Site

Theme: Lost and Found

Lost R' Us



Made by: Team Ooga Booga

Rose Dufresne (Rose#4270)
William Lebel (Will#3803)
Daniel Milenov (LeMilenov (Daniel)#1556)
Jean Lamarre (Johnytech6#2320)
J r mie Lapointe (Darkplati#742)



"Shaun and his mother go together to the grocery store. But woah! In the process, the young boy's hand slips from his mother's! He must find her quickly, but how to find her when all of these ladies are so alike? Quickly! You must help Shaun find his mother before the time runs out, or else he will be lost forever in the supermarket!"

If this team looks familiar to you, it's because they were the ones to bring you the game "Hot Coco" back in September. As an entry for the Montreal Global Game Jam site, this game stood out because of its wacky and funny game concept. Almost everyone remembers the feeling of pure anxiety as a child when you lose your mother in a big store. Not only that, the overwhelming awkwardness you feel when holding onto a woman's hand that isn't your mom's is scarring! This game captures these feelings perfectly as you enter a fast paced environment where you have to quickly decipher what your mom looks like and find her amongst the crowd. It was also very much appreciated by the judges because of its fun concept. So much so that this game was one of the top winners of the jam! I wonder what team Ooga Booga will bring to us next!

Lost Buttons



Lost Buttons is a puzzle game where you have to progress through dungeon rooms, each with their own exit to the next, by finding the right combination of movements. The goal is to collect buttons in each room then reach the exit. However, upon collecting these buttons, your movement becomes restricted in a specific way. To overcome this, you have to plan your movements in a way that will allow you to eventually reach the door.

This game shows ingenuity with its very original, yet simple, mechanics and puzzles. For those that want to make a puzzle game for a game jam, this is a good project to draw inspiration from because you will find that you can make a game with many many levels using very simple gameplay elements. It doesn't take much to make a complex game!



Made by:

Emancus09#2070



Greed



Made by:

George Mavroeidis (Adamadon #0079)
Leandro Rodrigues (Soul_Leandro#4053)
Le Cherng Lee (KuroiRaku 000#0870)
Mauricio Beltran Franco (Peruman#3281)
Cem Ertekin
Derek Lam (Djzx#5510)
Alexis Amnotte-Dupuis (JeNaiPasDeNom-Dartiste (Alexis)#9755)
Zetachan#6777
GOTL#1118
BionicBear#1775
Ajati#7296



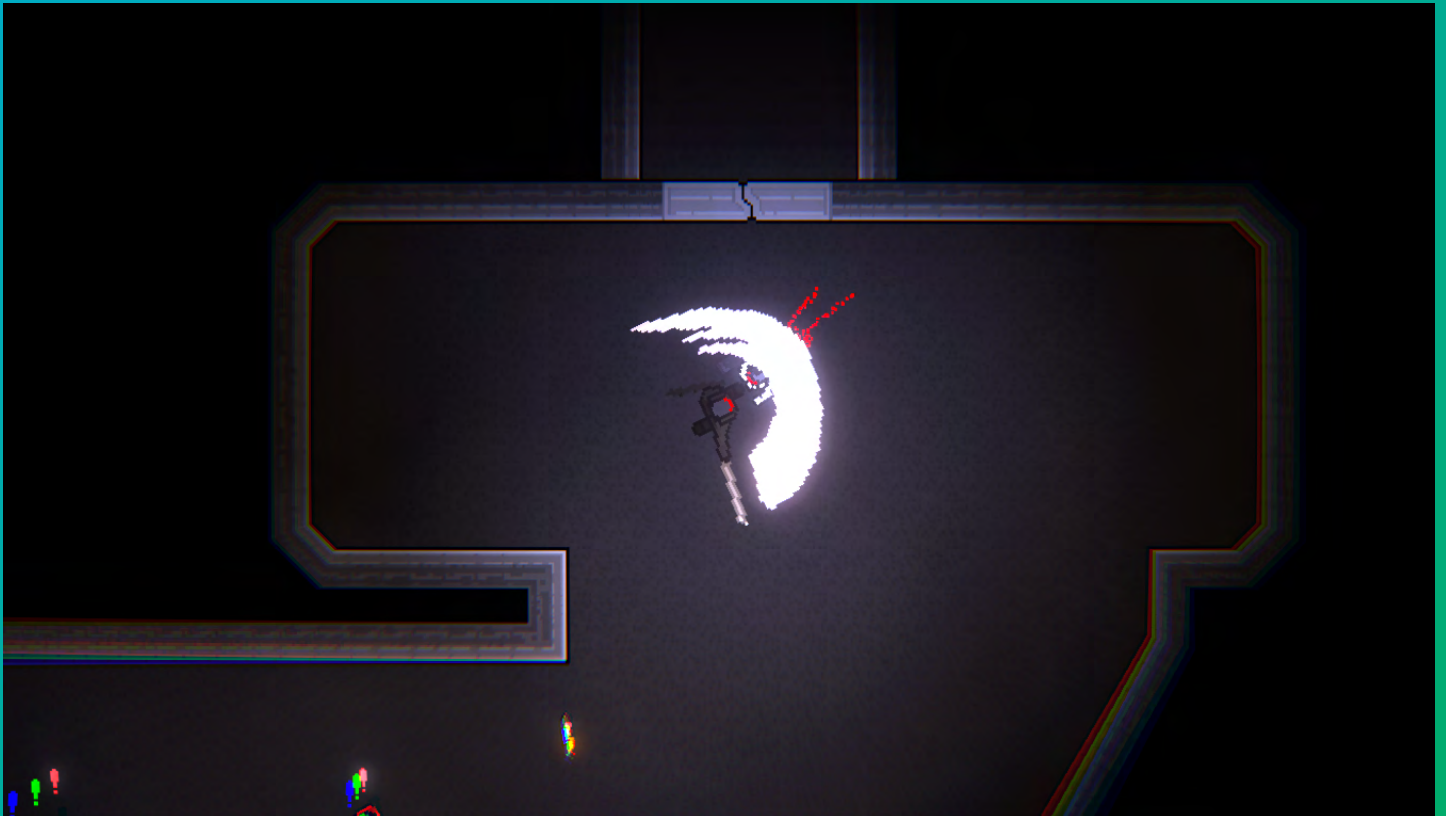
"Your dungeon exploration has gone downhill and the door behind you locks up. You start hearing creepy noises down the hallway, which is the first heard voice since the beginning of your exploration. You must find a way out of this cursed labyrinth. Find the lost weapons in the dungeon and bring them to safety and survive the enemies by using the items you find across the map. Find the key in order to make it back home with the highest score possible. Your score is being calculated based on your weapon's condition, rarity and overall power."

This game brought many of our own club's members together for this Global Game Jam. From beginners to experienced, 10 game developers collaborated to make a maze game that shows a lot of prowess in its level and sound design. Getting lost in this maze is inevitable! We hope to see more teams like this in the future of our club. They make the experience so much more fun and we love to see people share their knowledge of all aspects of game development!

Untilted (for now)

Made by:

scoot#4847

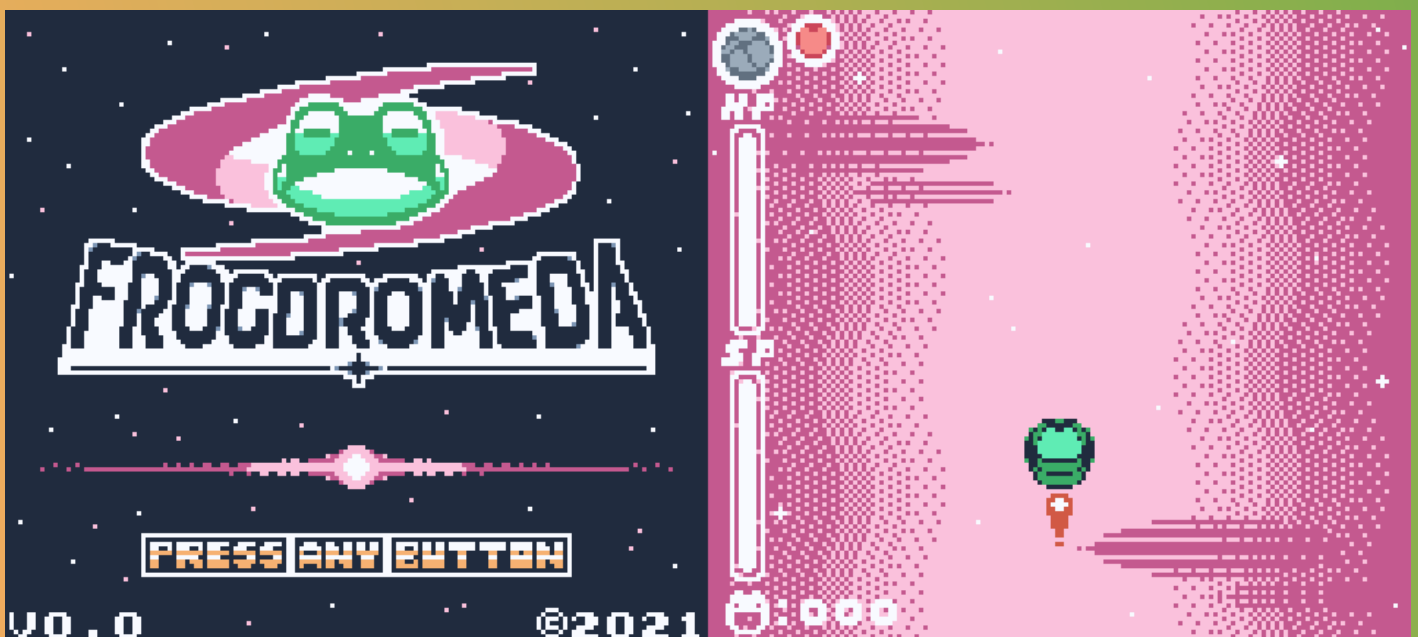


This game is a very well executed bullet hell roguelike video game where you have to slash your way through rooms of enemies. These enemies may think they are tough with their big guns, but little do they know they are facing a skilled ninja with reflexes so high that they can see in slow motion!

This game is very well polished visually and mechanically. Even if you skip the tutorial levels of this game, you should be able to understand how to maneuver yourself around, how to complete the goal and find gameplay strategies that are best suitable for you. This game is also challenging in a way that, once you've completed a level, you will certainly feel a rush of satisfaction because it certainly isn't an easy feat. We hope to see more levels for this game in the future, as it is quite addicting!

Arts Highlights

Alien Turnip#6777



KevenV#5267

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