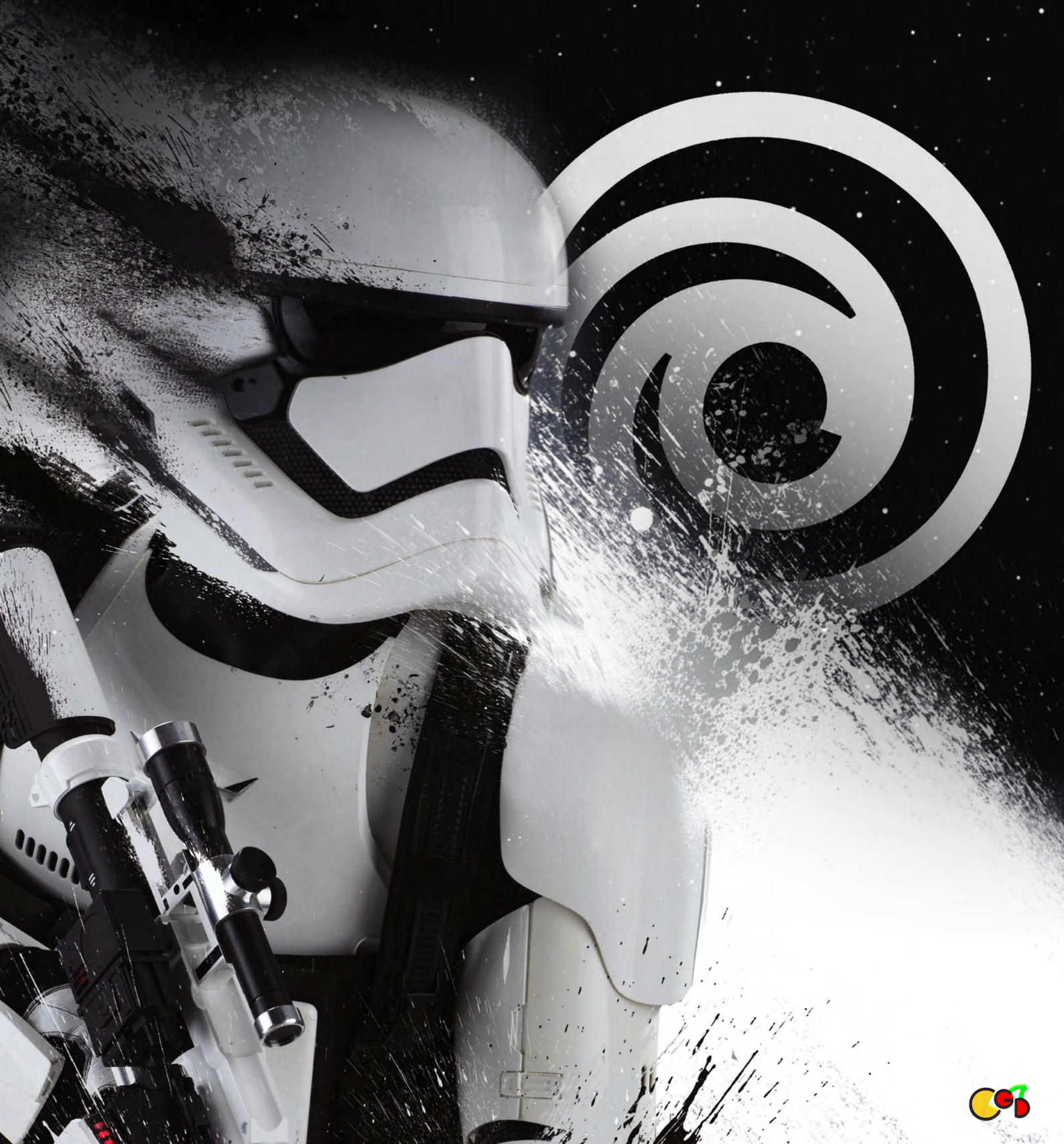


CGD MONTHLY

JANUARY 2021





IS BEING SHUT DOWN BY MOJANG AFTER A YEAR OF ITS RELEASE

Augmented reality games have gained plenty of momentum the past few years. Pokemon GO is currently the highest grossing AR video game in the mobile market and that's not surprising. Popular titles like these take advantage of the player's constant need for discovery and interactivity. And this new technology takes advantage of it.

Minecraft is the pure definition of endless exploration and creativity, so it was bound for Microsoft to produce an Augmented Reality title that makes the user travel around the city and interact with the game, just by using a smartphone. The users can travel around the virtual space and discover different biomes where they can build stuff and let other people see them, all in the real world at life-size. In October of 2019, the game launched with the title "Minecraft Earth".

In January the 5th of 2021, Mojang announced the unfortunate news that the game will be shut down on June 30th of the same year. The studio announced the following in a Q&A: "Due to the current global situation, we have re-allocated our resources to other areas that provide value to the Minecraft community and we have made the difficult decision to sunset Minecraft Earth". Understandably, many other AR games suffered the same fate due to the strict quarantine rules applied by the governments in populated cities and countries across the world. This resulted in huge drops of player base and to make up for it, developers attempted to make the game playable from home.

Mojang decided to keep the game running for a few more months and push a final update on the 5th of June, which will remove all real-money transactions and accelerate player progression, allowing the last of the users to purely enjoy the game with minimal overcomings. Current players with premium content will be granted Minecoins, an already existing currency which can be used in the Minecraft Marketplace to purchase items for alternative Minecraft Titles.

Minecraft Earth launched in the US on November 12, 2019, with multiple sources reporting that the game reached 1.4 million downloads in its first week.



UBISOFT STAR WARS GAME

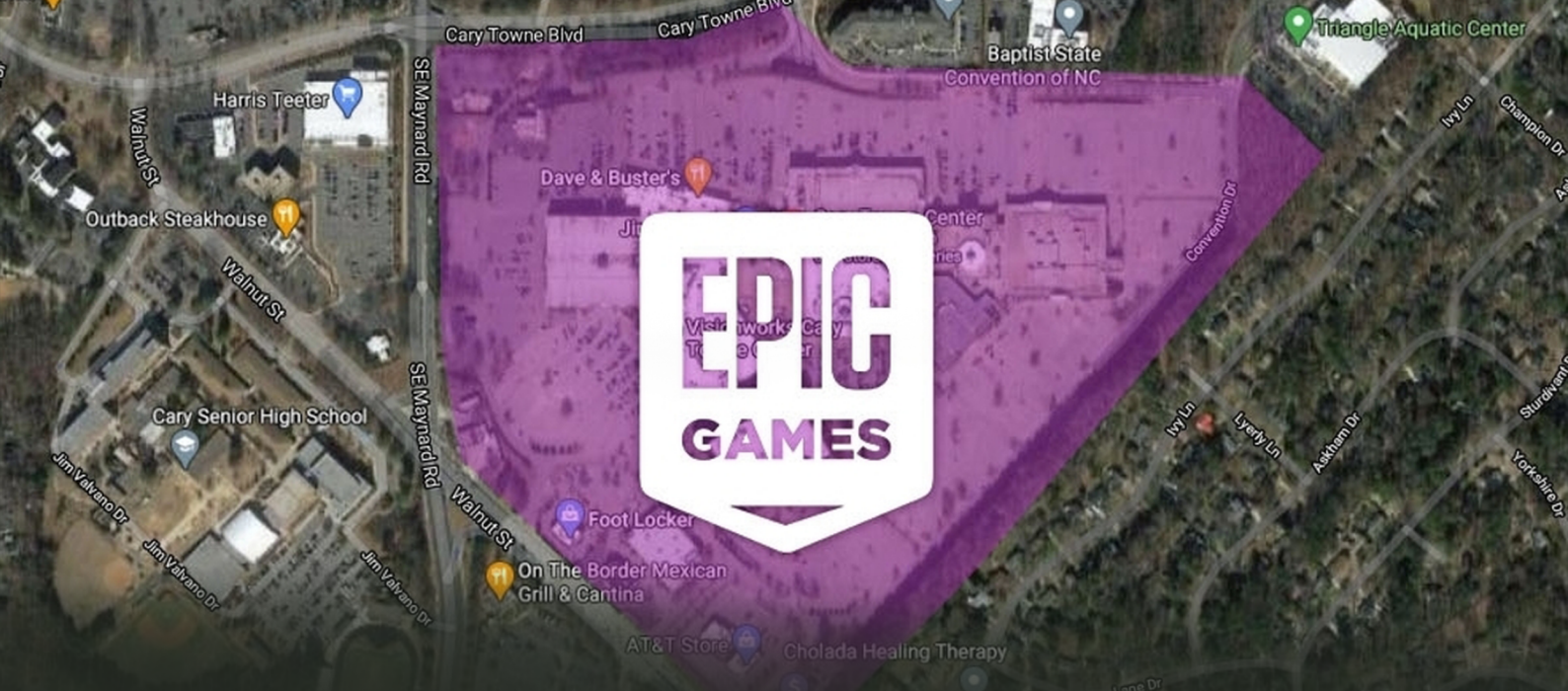
As you may know, Lucasfilm has been announcing new Star Wars movies and series left and right for the past month following the conclusion of season 2 of the *Madalorian*. For all Star Wars fans alike, these announcements have created a huge wave of excitement for what is to come. Incredibly enough, these announcements weren't finished, as we have now been given the great news that Ubisoft is collaborating with Disney and Lucasfilm games to make an entirely new story-driven open-world video game set in the Star Wars universe! This marks a seismic shift for Lucasfilm's approach to gaming: it will be the first time a non-mobile, non-lego Star Wars game made outside of EA since Disney acquired Lucasfilm in 2012

Headed by Massive Entertainment located in Malmö Sweden, the studio will be using their cutting-edge Snowdrop Engine technology to make the game. Other games that use this engine are both Tom Clancy's *The Division* games, *The Avatar Project*, *Starlink: Battle for Atlas*, *Mario + Rabbids: Kingdom Battle* and the *South Park* games.

Working for such a beloved franchise would undoubtedly be a dream come true for many game developers, artists and designers alike, so one could only imagine how much the team at Massive Entertainment will invest their best energy towards this project. In fact, the managing director of the studio has expressed this excitement when he said: "Ever since I was a child, I've had this dream of becoming a part of the creative adventures that blew my young mind. Here we are, after 20 years of hard work, hiring the most amazing talent and believing in our ability to take our industry further". Since the studio is collaborating directly with Lucasfilms for this project and because all parties are very passionate about the franchise, there is hope that the finished product will stay authentic to the characters, universe, lore and setting that the audience values the most. However, with such high expectations, there is much pressure on the studio to deliver a truly original product that will both stand out, but stay coherent with the rest of the Star Wars universe. The events of the more recent Star Wars movies have certainly caused a dent in fan's trust in Disney's handling of the franchise. We just hope not to experience this again with the arrival of so many new series and games.

According to Julian Gerighty, the game is still in its beginning steps and many core design decisions are still being made. What we know for certain is that it will be story-driven and open-world, which is quite different to the types of Star Wars games we have been receiving in recent years. Of course we have recently experienced the very story-driven *Star Wars Jedi: Fallen Order*, but the expectation of Ubisoft's new game is that it will allow the player to do much more exploration in the universe that they will be creating for us.

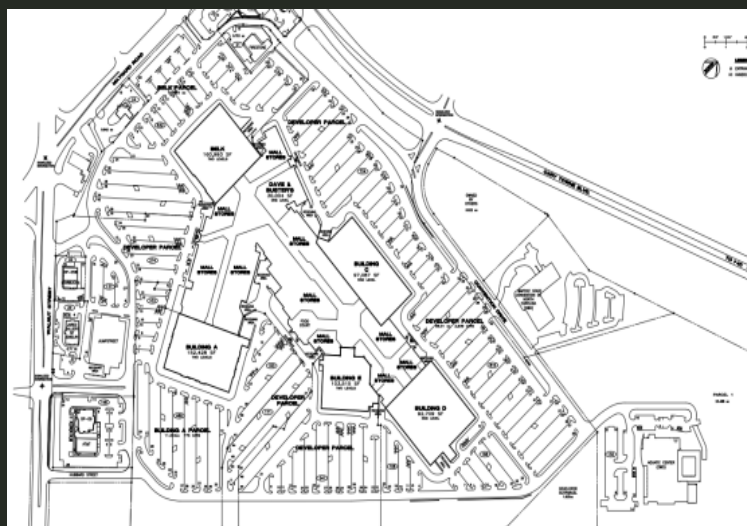
There is currently no news about when this game will be launched, so we will simply have to wait at the edge of our seats until we get further updates. All we know is that we can't wait!



EPIC GAMES ACQUIRES SHOPPING MALL, WILL CONVERT IT TO THEIR NEWEST HEADQUARTERS BY 2024

With the global pandemic happening right now, it is no surprise that many commercial buildings have sadly shut down. This, as an extension to the already dying shopping mall industry all over North America since the 2000s, means that more and more enormous building establishments are left completely vacant with no clear sight about whether or not they will ever be used again. However, Epic Games has found a way to reverse this sad reality by deciding to purchase the Cary Towne Center mall in North Carolina for \$95 million, as to transform the empty building into their new headquarters. Closeby beautiful rivers, parks and the city of Raleigh, this new location seems inviting for any of the many new employees that they will surely be recruiting within the next few years. The game company's hope is that they will be able to move into their new location by 2024.

Not only will this surely be a huge job opportunity for many aspiring game developers, but it will be very interesting to see how the company revitalizes an abandoned shopping mall into a dynamic video game studio. This is an interesting move to say the least.





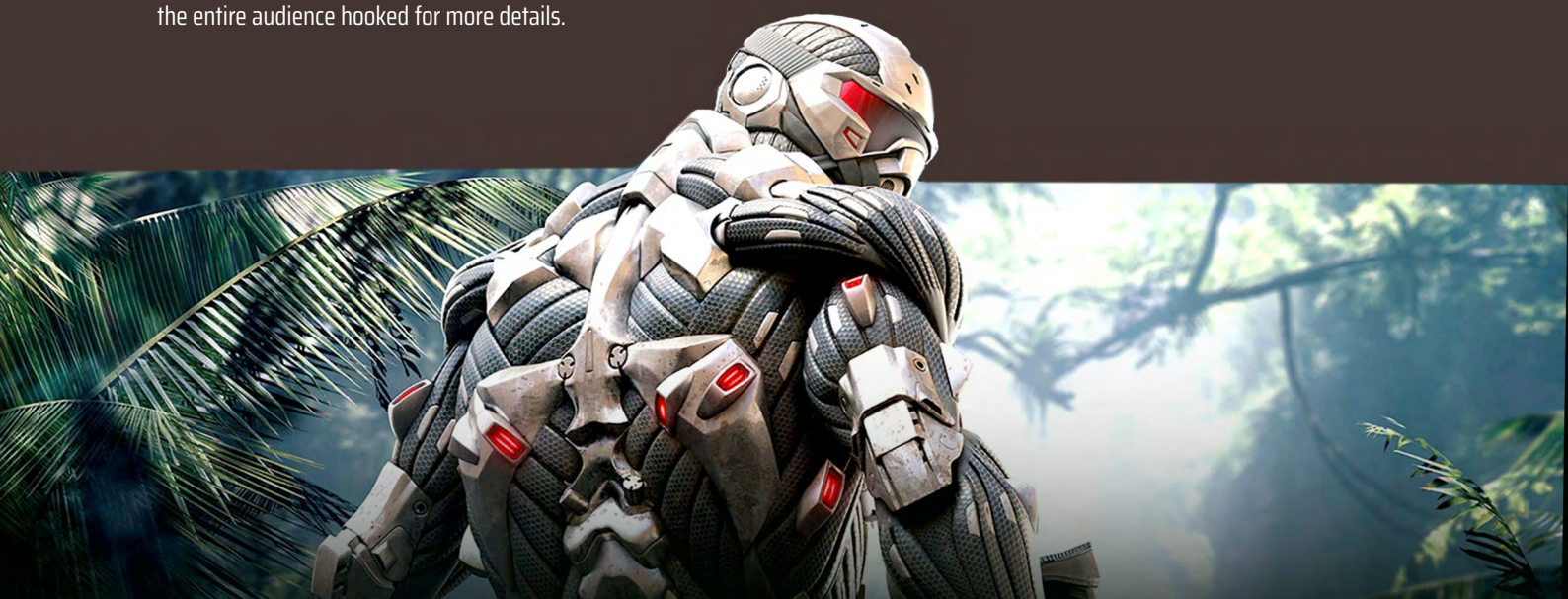
NEW INDIANA JONES GAME ANNOUNCED BY LUCASFILM GAMES AND BETHESDA SOFTWORKS

Lucasfilm Games officially announces a new Indiana Jones video game with Todd Howard from Bethesda Softworks as Executive Producer and Wolfenstein's creator, Machine Games studio, as developer. Lucasfilm has not given any further information regarding the title, but their news outlet claimed that it's an "original, standalone tale set at the height of the career of the famed adventurer". Many new and exciting stories can be formed and imagined just by this sentence and it keeps the entire audience hooked for more details.

An interesting speculation is Bethesda's involvement in the project. With Microsoft now as the head of the company, it is easy to assume that it may turn out to be an Xbox exclusive or contain Xbox exclusive features. Indiana Jones may really follow the steps of the Tomb Raider, two games that share common content, interests and above all, share common creators.

Although this can keep the audience concerned, it is refreshing to see him direct titles he was always interested in. Just like Starfield, a [new teaser trailer](#) has been published by Bethesda, giving an interesting sneak peek into the world and time period the game may take place.

Todd Howard has not disappointed the audience with all the current titles he's been working on. Starfield, The Elder Scrolls 6 and now this have made fans question whether he can keep up with his tight schedule and deliver the projects in high quality status.



CRYTEK WORKING ON NEW AAA TITLE, POSSIBLY A NEW FPS SANDBOX TITLE

Following the release of the next-gen Crysis Remastered, Crytek has been working on multiple new unannounced projects. One of them is rumored to be a Crysis Battle Royale title, which was found on leaked information. Most of these speculations have been observed through dozens of job listings, requiring the candidates to work on unannounced projects.

Position titles such as (and not limited to) Art Director, Game Designer, Technical Director, contain a description of working on an unannounced sandbox title.

Many reporters have kept a close eye on Crytek regarding any additional information that may help in revealing whether it's a new Crysis related title or an entirely new IP or franchise.

Crytek is very well known for its cutting edge technology and its desire to push the limits when it comes to graphics. Their in-house source engine, also available to the public as CryEngine has been a direct proof of that concept for over 15 years.

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NEW RELEASES

ENCODYA

LEARN MORE

“It’s 2062. Tina, a 9 years old orphan, lives with SAM-53 (her big clumsy robot guardian) on a rooftop makeshift shelter in Neo-Berlin, a dark megalopolis controlled by corporations. The protagonist is an urban jungle kid, who has learnt to live alone, scavenging dumpsters of the dystopian city, eking out a living from scraps. Her funny robot is always with her, programmed to protect the girl no matter what.”

CYBER SHADOW

LEARN MORE

“The world has been taken over by synthetic lifeforms. A desperate plea for help sets Shadow, the sole survivor of his clan, on one last mission to uncover what started the path to perpetual ruin. Cyber Shadow is a side-scrolling platformer game in which players control a ninja character who battles enemies with a sword and various special abilities acquired as sub-weapons.”



HITMAN 3

LEARN MORE

“Agent 47 returns as a ruthless professional in HITMAN 3 for the most important contracts of his entire career. Embark on an intimate journey of darkness and hope in the dramatic conclusion to the World of Assassination trilogy. Death awaits. Experience a globetrotting adventure and visit exotic locations that are meticulously detailed and packed full of creative opportunities.”



YAKUZA REMASTERED COLLECTION

LEARN MORE

“Celebrate Kazuma Kiryu’s saga with the beautifully remastered Yakuza 3, 4, and 5. With restored content and updated localization in 1080p and 60fps, experiencing the Kamurocho nightlife never looked this good. The Yakuza: Remastered Collection arrives today on Windows 10 and Steam. Complete The Dragon of Dojima’s journey.”



SWORD OF THE NECROMANCER

LEARN MORE

“Help Tama to save Koko using the powers of the forbidden Sword of the Necromancer. Turn your foes into allies and reach the depths of the Necromancer’s dungeon. Defeat the guardians to gain enough soul power to bring Koko back from the dead, no matter the cost.”

Community's Games

In a Timely Manor



A Timely Manor is a 2D puzzle game that takes place in an old abandoned mansion in which the character you're playing as is looking to find someone inside (or used to be). Your character is in possession of a mysterious pocket watch that gives them the ability to travel back and forth through time. Using this ability, you are tasked to find the basement of the manor in hopes to find what you have been looking for.

This game has a very strong and mysterious narrative that does not fail to keep you engaged and eager to uncover the secret of the mansion. With cut scenes, narration and subtle hints in the environment, the setting is undoubtedly well built. The main mechanic of the game is also very original and its application to solve puzzles is sometimes very smart! There is also a bounty of puzzles for you to solve, which will keep you hooked for a long time and they are all as satisfactory to figure out as the next.

Story driven and especially puzzle games are very hard to create because they require a lot of thought and creativity. A Timely Manor definitely succeeded in accomplishing this challenging task, so playing it is definitely a must. The CGD club is very proud to see Concordia students manage to make such an original game and we hope to see more games like this in the future!

Made by

Weiliang Xie (tofuboi123#7562)
Giuseppe Campanelli (Ryze#9426)
Bojan Srbinoski (bs_Ninja97#2643)
Jared Cohen (iMask#0001)
Zahra Nikbakht (no u#5043)
Zi Li Wang (zlw#7936)



Order Up



Order up is a restaurant sim game where you play as a waiter that needs to, at once: take orders, deliver them to the kitchen for food and deliver said food to the customers, all while trying to be quick and effective and sometimes avoiding obstacles.

This game is a great example of well executed game balance. You'll find that while playing this game, the mechanics and the goal are very simple and intuitive, but you'll still find yourself starting to stress over whether or not your customers have been waiting for too long to get their order. It has a good progression of stress that probably represents very accurately what it is like to work as a waiter in real life. All is nice and well when the restaurant is almost empty, but things quickly get overwhelming when you have to manage many customers' tables! Although this is just a game, you still feel judged when you find that your customers don't give you a good tip...

As well as the game balance, the visuals for the game are very well made, especially the UI and the visual feedback. The color palette chosen for the game is soft and fits the setting perfectly, and the UI is very clear to the player. Thanks to these aspects of the game, the objective and the player interactions are clear at all times and the game is nice to look at!

Please give Order Up a try and let the club know how when you did! Because it also has many levels, this game will also distract you for a good chunk of time.

Made by

Made by:
Akisukei (Aki#0554)
Taqi Haque (Taki#9905)
ShiftKun (shift#9358)



Costume Curse



0012



Two friends trick or treat without costumes, caring only for their candy. All goes well until one house they visit, the owner is found to be a genuine Witch, who promptly banishes them to a magical realm for not wearing their costumes. The two friends find themselves forced into new outfits, with strange powers conferred to them by their newfound costumes.

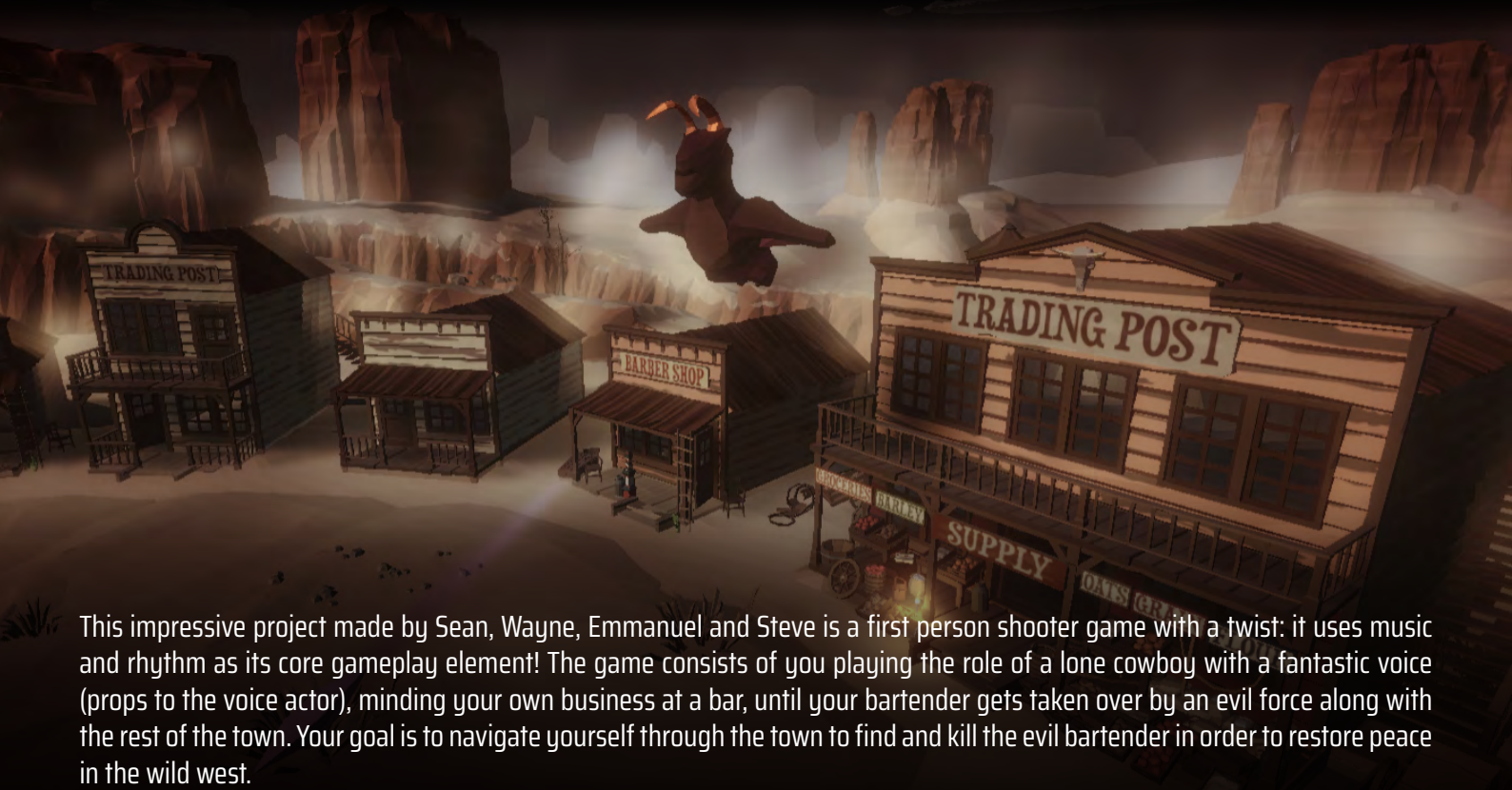
Costume Curse is a game inspired by the likes of Undertale and Paper Mario. It is a turn based RPG with an emphasis on combat and dialogue. The core gameplay involves the use of an Action Command, which has the player engage with combat turns beyond confirming an attack and watching it play out. The Action Command is used to strengthen moves such as attacks and defense to improve their effectiveness, testing player skills with minigame sequences featuring memorization, timing, measurement, and precision.

Made by

The Game DJs
Daniel Wiktorczyk
Namae (namae#6772)
Lerihan (Lerihan#3840)
George540 (Adamadon#0079)
armandorusso (Mando#4280)



Brimstone



This impressive project made by Sean, Wayne, Emmanuel and Steve is a first person shooter game with a twist: it uses music and rhythm as its core gameplay element! The game consists of you playing the role of a lone cowboy with a fantastic voice (props to the voice actor), minding your own business at a bar, until your bartender gets taken over by an evil force along with the rest of the town. Your goal is to navigate yourself through the town to find and kill the evil bartender in order to restore peace in the wild west.

The music is made so that it dynamically changes as the game progresses and as you enter different sections. Additionally, a lot of sounds and animations are timed to the music. For example, the enemies spawn at the beat of the music and the walking sound effects are timed at every half beat, and triplets for running. It should also be important to mention that the music is very catchy and pleasant to listen to.

As for the graphical side of the game, although the models weren't all made by the team, they still invested a lot of time and effort into how the game looks by using Unity's Universal Rendering Pipeline (URP) and post processing effects to create a visually stunning game that really encapsulates a moody western atmosphere.

Design wise, the game has very good flow with its inclusion of an introduction, middle and end game that all glide naturally from one section to the other. It really feels like you are part of the universe they have made and truly makes you feel like a real cowboy.

If you are looking for a short game that is polished, has great music and that is incredibly fun to play, this is a great option. Go give your support to this team for the great job they did!

Made by

Sean Heinrichs (Chewtoy#7623)

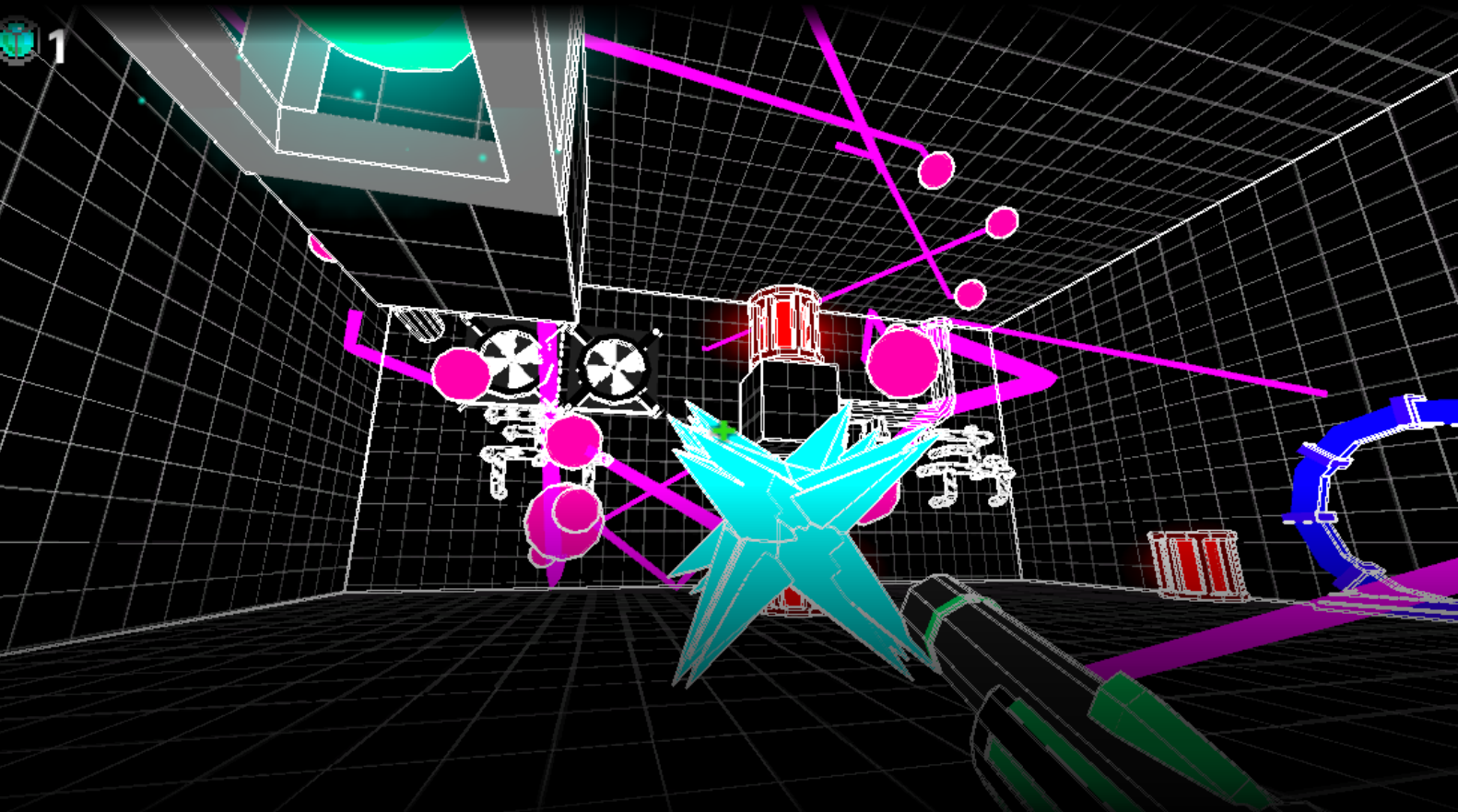
Wayne Huras (A Happy Shark#9934)

Emanuel Sharma (Emancus09#2070)

Steve Iacobellis (Steve#7955)



McGame Jam Chaosball



McGill students Kaya and Samuel came together with Rose, our beloved CGD executive, for the McGame Jam that occurred during the weekend of the 15th of January to make this visually stunning game that won 3rd place! With the theme “Unintended Consequences”, the team was inspired by the notion of chain reactions, which can lead to unwarranted end results.

The game is a first person shooter where your goal is to shoot balls that bounce around the room using a shotgun/grenade launcher in order to gain access to the next level through a portal door. Of course, there is a catch: balls get split when shot AND barrels (in red) explode into more balls if hit. This is where the “unintended consequence” occurs. If not dealt with, barrels that get hit will cause a chain reaction with more and more barrels until you are left with a chaotic room of many bouncing balls! You don't get hurt in this game, but you have to protect the blue crates in the room. If all crates get destroyed, you have to restart the level.

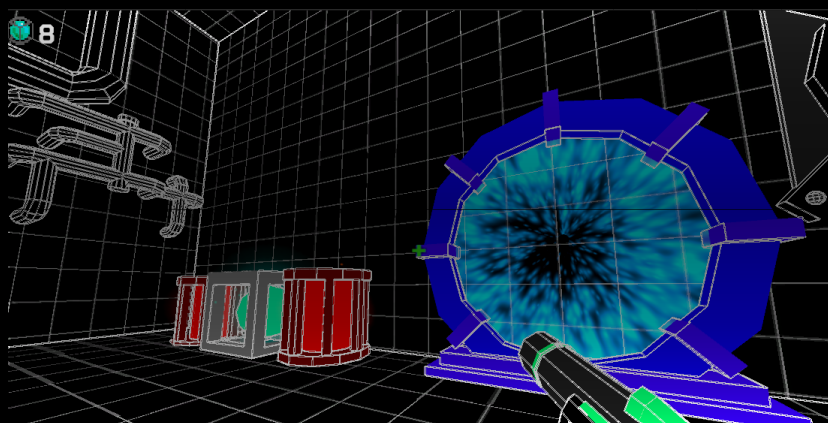
This game is fast paced, addictive and very nice to look at with its bright and distinctive colors. The team did a good job ensuring that the players know what to look at and to reduce as much confusion as possible. The simple mechanics are intuitive and work perfectly, we just wish there were more levels. Beware: the game can be hard at times, but restarting a level takes no time at all and winning is definitely possible. Don't give up!

Made by

Rose Dufresne (Rose#4270)

O. Kaya (RapidKebab (shield emoji) #2905)

Samuel C. (Carbon-based lifeform#7590)



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

AS WELL AS THE CGD CLUB MEMBERS