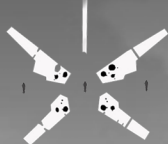


July 2020



CGD MONTHLY



Concoardia Makes Games Online:
How “Trouble in Panic Town”
pulled our heartstrings

Unreal Engine 4.25 update
General PS5 information

Monthly game and art highlights





4.25

NOW AVAILABLE

General Game Dev News

Unreal Engine 4.25 arrival

Unreal Engine 4.25 has arrived, bringing with it the support for the Xbox Series X and PlayStation 5 consoles. Both consoles are slated for release this holiday 2020, bringing with them ray-tracing support and built in SSD, with PS5 boasting special 3D audio technology. With the included support for the next-gen consoles, ray-tracing in Unreal Engine is now out of beta, alongside the Niagara VFX system.

The "Production-ready" Niagara VFX system now has:

- Shiny UI improvements
- A new Audio Oscilloscope and Audio Spectrum interfaces to connect to Unreal Audio Engine.
- Effect Type assets.
- Performance scalability can now be specified on a per-platform basis.
- Emitter Inheritance Reparenting.
- A new conceptual model called **Scopes**.
- A new Scratch pad system for experimenting with developing a module or dynamic input.
- Clear Coat Shading Model improvements.
- Support for Anisotropic Materials (Beta)
- Physically Based Translucency.

Unreal Insights also got new updates related to trace browsing, in addition to improvements to their performance visualisation tools for Timing, Network and Animation.

The Unreal Engine 4.25 itself also has many new features and improvements:

- Chaos physics and destruction systems have been expanded to include **high-quality, high-performance dynamic simulations**.
- The Control Rig and Sequencer now work together, enabling **in-editor animation of rigged characters**.
- Modeling and sculpting tools have been added.
- A new **Movie Render Manager** tool has been added.
- Streamlined nDisplay configuration.
- Improved in-camera visual effects, broadcasting and live events tools, motion graphics via 3D Text Animation.
- Added support for generating charts and graphs directly inside Unreal Editor.
- Audio System Updates with Convolution Reverb and Native Soundfield Ambisonics Rendering
- LiDAR Point Clouds
- VR/AR/MR improvements
- Improvements on working with navmeshes

Plus many more improvements to Editor performances, Variant Manager, Datasmith Interop, Visual Dataprep, iOS Launch storyboards, Mobile development in general, Eye adaptation, Hair and Fur Rendering, Sky Atmosphere, Product Configurator... And even more bug fixes and improvements.



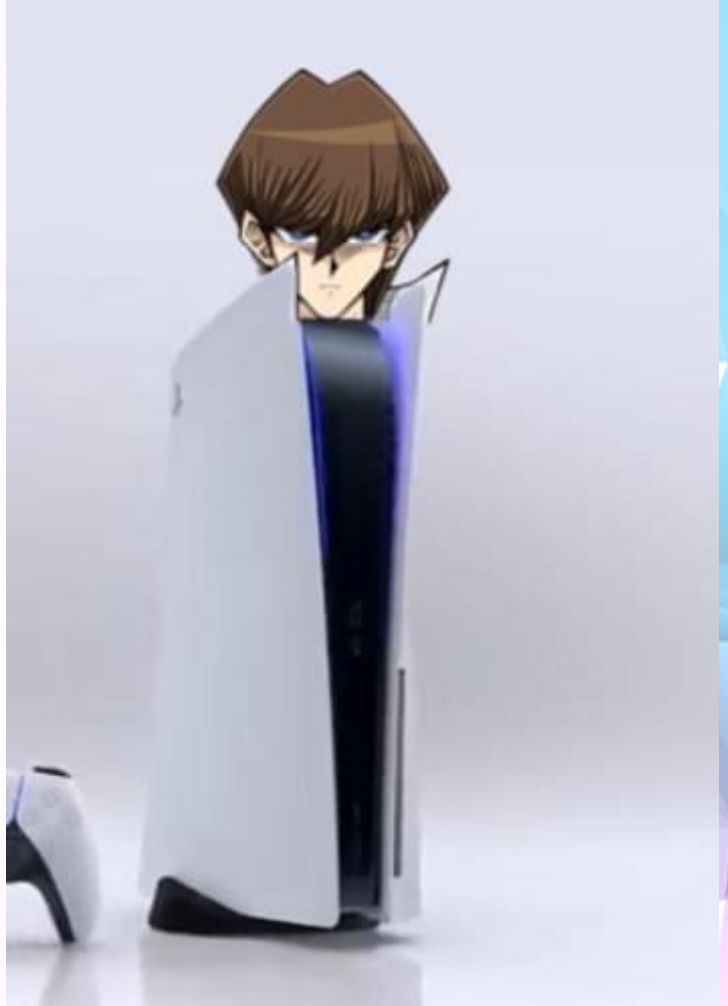
 PS5.
PlayStation®5



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General PS5 information

Touting itself as “The Future of Gaming”, and rightfully so, Sony wowed us with their controversial design of the PS5, a massive futuristic-looking router that spawned many memes and giggles.



Jokes aside, Sony clearly managed to make their PS5 reveal memorable, thanks to the hype built upon months and months of waiting, alongside a list of highly anticipated reveals, such as Demon Souls remastered, Returnal, Horizon Forbidden Quest and Spiderman Miles Morales.

Here are the known PS5 specs, side-by-side against Microsoft's new Xbox Series X (formerly known as Project Scarlett):

	PS5	XBOX Series X
CPU	8x Cores at 3.5GHz	8x Cores at 3.8GHz (3.6GHz w/ SMT)
GPU	10.28 TFLOPs, 36 CUs at 2.23GHz, RDNA 2 architecture	12 TFLOPs, 52 CUs at 1.825 GHz RDNA 2 architecture
Memory	16GB GDDR6 w/ 256b bus	16GB GDDR6 w/ 320b bus
Memory Bandwidth	448GB/s	10GB at 560 GB/s, 6GB at 336 GB/s
Storage	825GB Custom NVMe SSD	1 TB Custom NVMe SSD
I/O Throughput	5.5GB/s (Raw) 9GB/s (Compressed)	2.4GB/s (Raw) 4.8GB/s (Compressed, w/ custom hardware decompression block)
Expandable Storage	Swappable PC-grade PCIe 4.0 SSDs	1 TB Custom Expansion Card
External Storage	USB 3.2 External HDD Support	USB 3.2 External HDD Support
Optical Drive	4K UHD Blu-ray Drive (optional)	4K UHD Blu-ray Drive (optional)

While the PS5 seemed to lack the same horsepower compared to the Xbox Series X, the PS5's I/O throughput and its ability to accept PC-grade PCIe 4.0 NVMe SSDs (estimated to reach a market saturated bandwidth of 7GB/s late 2020) instead of the Xbox's only accepting custom expansion cards makes it a significantly attractive buy. PS5 also boasts enhanced backward compatibility to support many of the previous generation's exclusives, with confirmed titles like Ghost of Tsushima and other unconfirmed famous titles such as God of War, Spiderman, Uncharted series, Gravity Rush 2, Persona 5 Royal, Catherine Full Body, Bloodborne, etc.

Since Xbox Series X has yet announce any console-exclusives, and that all Xbox Series X games will be made available on PC, consumers with a gaming-ready PC will more likely find a PS5 a more compelling purchase as they can enjoy Xbox Series X games on their PC using an Xbox Controller (or keyboard and mouse if it is their preference). Unsurprisingly, Xbox Series X's controller did not see any significant changes compared to the DualSense controller, which now boasts both a built-in microphone, adaptive triggers, haptic feedback and USB-C port, alongside other features of the DS4 such as gyro and the touchpad.

However, at the end of the day, PRICE is all that matters to us consumers, as our purses will be tighter this year due to the COVID-19 pandemic. We have yet to know how Sony and Microsoft will respond to this issue pricing-wise, but we know for sure, right now, they are still playing the game of chicken with each other to see who will release their next-gen consoles' pricing first. So grab a seat and some popcorn, everybody, for this is gonna be good!

July Games Highlight



Ghost of Tsushima (July 17th)

In the late 13th century, the Mongol empire laid waste to entire nations along their campaign to conquer the East. Tsushima Island is all that stands between mainland Japan and a massive Mongol invasion fleet led by the ruthless and cunning general, Khotun Khan. As the island burns in the wake of the first wave of the Mongol assault, samurai warrior Jin Sakai stands as one of the last surviving members of his clan. He is resolved to do whatever it takes, at any cost, to protect his people and reclaim his home. He must set aside the traditions that have shaped him as a warrior to forge a new path, the path of the Ghost, and wage an unconventional war for the freedom of Tsushima.

“ **Do whatever it takes,
at any cost** ”

Get the game here:



Death Stranding (July 14th)

From legendary game creator Hideo Kojima comes an all-new, genre-defying experience, NOW AVAILABLE ON PC. Sam Bridges must brave a world utterly transformed by the Death Stranding.

Carrying the disconnected remnants of our future in his hands, he embarks on a journey to reconnect the shattered world one step at a time.

Get the game here:

Paper Mario: The Origami King (July 17th)



The kingdom has been ravaged by an origami menace! Join Mario and his new partner, Olivia, as they team up with unlikely allies like Bowser and the Toads to battle evil Folded Soldiers.



Rock of Ages 3 (July 21st)

Competitive tower defense meets arcade action and gets rolled up with ACE Team's quirky, Monty Python-esque humor into one giant, creative game for the ages. This time around, you can even make your own levels!

Get the game here:

Rogue Legacy 2 (July 23rd Early Access)

Rogue Legacy 2 is what you'd get if you mashed Rogue Legacy and a sequel together. Every time you die, your children will succeed you, and each child is unique. Your daughter might be a Colourblind Archer, and your son could be a Pacifistic Chef. Either way, one of them is getting conscripted.

Get the game here:



The Wonderful 101: Remastered (July 3rd)

From the renowned Kamiya Hideki and PlatinumGames, The Wonderful 101 is a game where you lead an army of 100 Wonderful Ones from around the world to protect the earth from vicious alien invaders in this Unite Action spectacular!

[Get the game here:](#)



F1 2020 (July 3rd)



F1® 2020 allows you to create your F1® team for the very first time and race alongside the official teams and drivers. Alternatively, challenge your friends in new split-screen with casual race options for more relaxed racing. Compete on 22 circuits, with current and classic content.

[Get the game here:](#)

Nioh 2: The Tengu's Disciple DLC (July 30th)

As Nioh 2's first DLC out of the planned three DLC that comes with the Season Pass, The Tengu's Disciple will take you to Yashima--a place which has seen numerous wars in the past. As a result, the shadows of yokai can be seen roaming the land, as fallen heroes wielding the Sohayamaru rise again to reestablish peace.

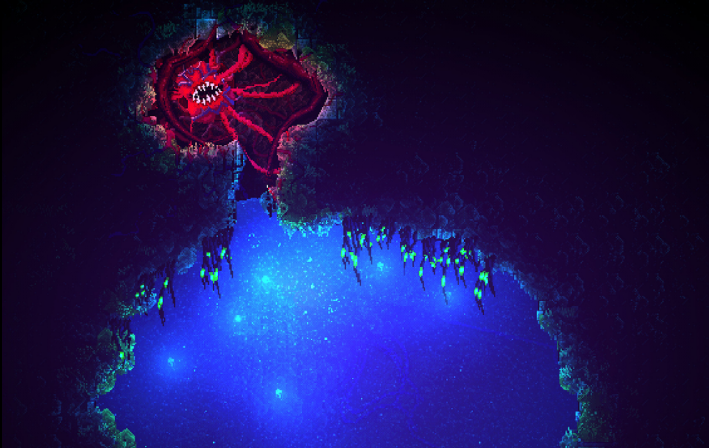
[Get the game here:](#)



CARRION (July 23rd)

CARRION is a reverse horror game in which you assume the role of an amorphous creature of unknown origins, stalking and consuming those that imprisoned you.

[Get the game here:](#)



Our Community's Games

Trouble in Panic Town | Winner of Concordia Makes Games Online!

"Oh no ! There's trouble in Panictown ! Villagers are running everywhere. Catch as many of them as you can before they fall in the river or in the well, and drag and drop them in your cozy and safe pocket!"

Panictown is a gloriously adorable and wacky game created by Matteo((NouNaYi#6205) and Charlotte(charlotte#4320) and winner of Concordia Makes Games Online which occurred on the weekend of May 15th 2020 with the theme "PANIC". This game stood out for its creative artstyle, which utilised real life elements such as a hand-crafted cardboard stage, as well as digital 2d art for the characters. Together, these elements created a beautiful contrast between these 2 worlds, which shows true talent and originality. The game also has instinctive mechanics that was achieved by including visuals such as a hand as the controller, telling players exactly what to do without words or demonstration (pinch and grab the little guys!). Overall, Panictown is a great demonstration of how to make a simple game within 48 hours. Its scope and innate mechanics and visuals are definitely things that we game developers should take inspiration for our next game jams!

TROUBLE IN PANICTOWN



Play the game here:
<https://matote.itch.io/panic-town>

Go Go Dungeon

Alexandre showed great coding skills by making a web-based game as opposed to using typical game engines such as Unity or Unreal. Additionally, his procedurally generated levels impressed everyone. Not an easy task to do within 48 hours!



Created by Alexandre Lavoie (alexandre-lavoie#8721)

“Go Go Dungeon is a simple rogue-like game. Kill goblins, collect chests, and get the highscore!”



Created by George, Claudia, Daniel and Armando (Adamadon#0079, supercel#1008, Aeolus#5777 and Mando#6704).

Wedding Crashers

Wedding Crashers is a simple, fun and colourful game that is a great example of how one should scope their ideas for a game jam. We loved seeing the funny little easter eggs about the current pandemic in the menu and end screens!

“Drive as fast as you can to the courthouse so that you can get married. Otherwise, you’ll be getting a pre-marriage divorce!”



Trusth

Trusth is an absolutely creepy game where you navigate through Montreal's streets as a blind girl that can only use echolocation to orient herself. This game was very interesting because of the great effort put into its narrative and because of its original mechanics that amplify the feeling of confinement and fear of the unknown.

Created by John (GOTL#1118), Leandro (Soul_Leandro#4053), Tiffany (UsagiTiff#0119) and miauravilha#8736

"The prologue of a story that will kickstart an ambitious saga spanning across millennia"

2020

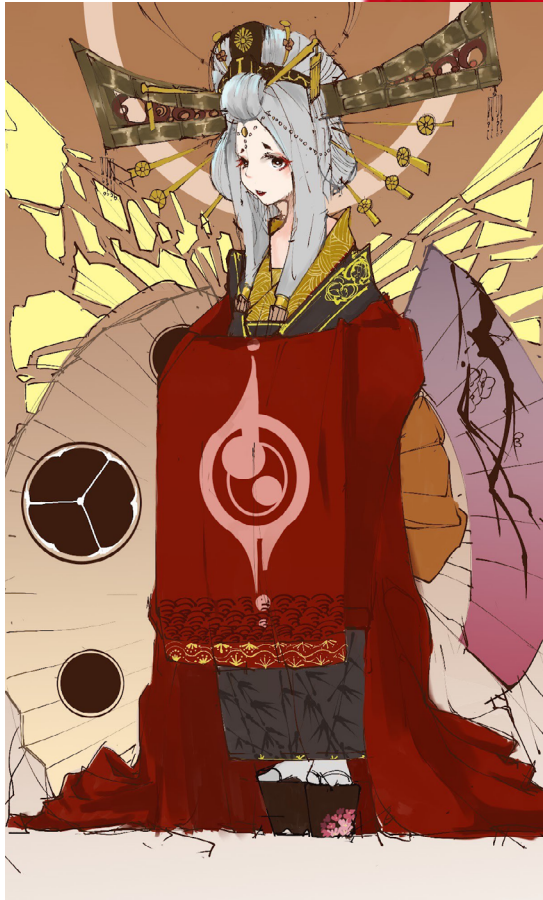
Another creepy game! This game focused on the impact of panic on an emotional level. This was achieved by the close attention to the audio. The higher heartbeat of the player, his breathing, the coughing of the enemies and the clustering of the screen all cause claustrophobia and stress, a perfect representation of what it feels like to panic!



Created by Rose (Rose#4270), Dan (DanDaMan#3127), Mauricio (Peruman#3281) and Iris (BionicBear#1775)

**"The coronavirus has taken over the earth.
The gameplay is simple: keep your social distancing!"**

Artworks from CGD club members



Art by 'Ramen#9074' (Discord)

Instagram: @yuhara_okabe

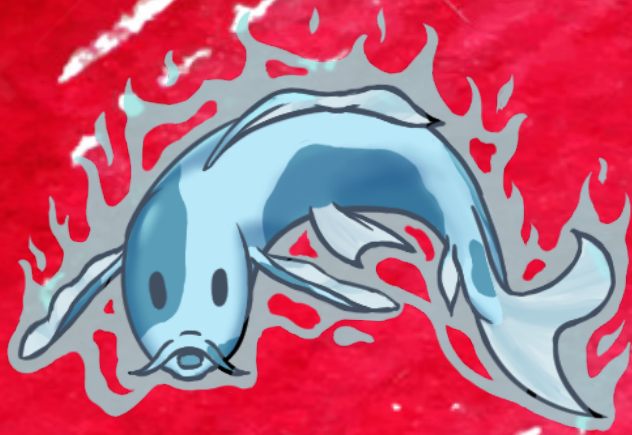
Ramen has been a member of the club since May and has constantly been astounding us with his 2D art. Keep it up Ramen! You're very talented!



Art by Alexandre Lavoie (alexandre-lavoie#8721)

Alexandre was really down to learn sculpting in Blender because he saw a bunch of people sculpting hyper realistic monster heads. After a couple hours of playing with the tools, he got to this. Then, well it was a matter of lighting and rendering to get to this result.

Artworks from CGD club members



Art by Katie Schunk (Okami-Gamer#9862)

Katie created these character sprites as well as environmental assets for the club's monthly jam that took place throughout March and April. The game being made was called "Garden of Memories", where a girl had to solve puzzles in her past grandmother's garden to revive the spirits that kept it flourishing. Although the game was never finished, Katie was a great team sport and always provided the team with her amazing art. Anyone would be lucky to have her in their game development team!



Art by '46percent#3330' (Discord)

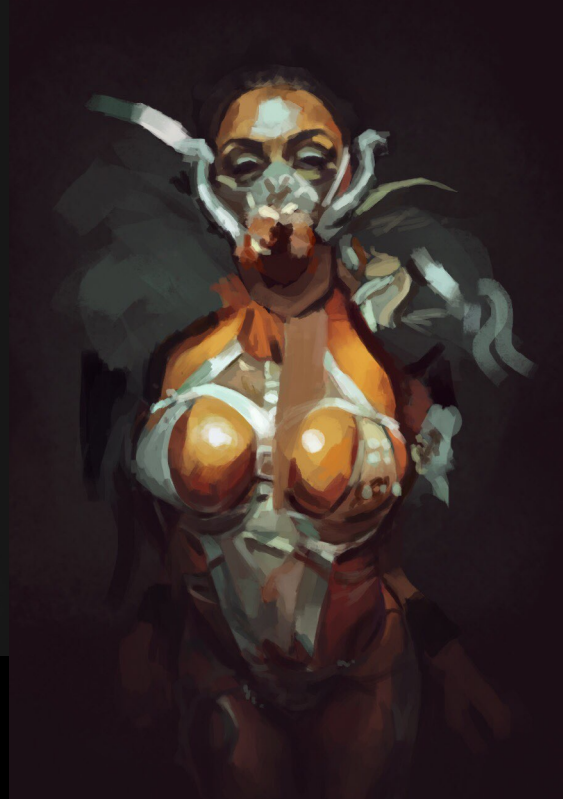
46percent also made these sprites for the "Garden of Memories". She used Clip Paint Studio to do them. For the trees, she took advantage of very useful texture brushes to do the many leaves. The character took more effort, but I think we can agree it was worth it because look how cute she is!

Artworks from CGD club members



Art by Zlata Korotkova (Sinada#5630)

What else to say about these creations other than WOW! Zlata's talent goes without questioning. We hope to see her art in the gaming industry one day.



Art by Iris Huang (BionicBear#1775)

Iris is a very talented 3D modeler that is always up to new challenges and always willing to participate in game jams. In this case, she has made clay characters for July's monthly jam with the word "Crafty" as the theme. She uses Maya and/or zbrush to model both detailed models and their low poly versions. She then unwraps their UV and uses photoshop or substance painter to give them texture.

Artworks from CGD club members



Art by Rose Dufresne (Rose#4270)

Rose uses Blender to make all of her 3D art. As one of the execs of the club, she hopes to help others learn 3D modeling and encourages them to make incredible art of their own.



Art by John Tran and Tiffany Chenn (GOTL#1118 and UsagiTiff#0119)

Artwork for the game Truth (done during Concordia Makes Games Online) using Photoshop and inverted colouring technique to accentuate the theme of blindness and echolocation.



Featuring CC2's vTubers

top left: ikepi
bottom left: tassy
top right: yuziyuzi
bottom right: conu

Sponsors' corner

Summer Greetings 2020

Cyberconnect2 would like to take the opportunity to express our deepest gratitude for your continuous support and encouragement.

This year, our development title **Dragon Ball Z: Kakarot** (publisher: Bandai Namco Entertainment) was released on January 17th. During the first two months after the release, over 2 million copies were shipped worldwide and we received countless favorable reviews from all over the world.

At CyberConnect2, we are currently dedicating our utmost efforts to the development of multiple console game projects.

First, we are extremely honored to be the developer for **Demon Slayer: Kimetsu no Yaiba -The Hinokami Chronicles** (produced by Aniplex Inc.), which is planned to release in 2021.

Second, we are simultaneously working hard to bring our first self-published title, **Fuga: Melodies of Steel**, to our fans in Japan and across the globe, including in North America and Europe. We trust that additional information to be announced will bring you as much excitement as we are experiencing.

Moreover, we are happy to announce that Chaser Game (author: Hiroshi Matsuyama; illustrator: Yukitaro Matsushima), our manga series about working in the video game industry, has been met with acclaim in and out of the industry following its periodic publication on Famitsu.com. We recently released the newest physical volume Vol. 4 on July 6th.

At the same time, we have announced new manga projects and started a new YouTube series produced by our staff for our Japanese audiences. We are expanding our reach beyond games, utilizing cross-media platforms and advancing daily in our creations to bring entertainment in its highest decree to you. Please look forward to our future development!

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 黒い楽 #0870

Tiffany Chenn @UsagiTiff#0119

John Tran @GOTL#1118

as well as the CGD club members

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