

CGD 
MONTHLY
OCTOBER 2020



New XBOX Bundle

XBOX SERIES X|S

Pre-Order Starts
September 22



 XBOX POWER YOUR DREAMS

SERIES X|S

Gamestop x Microsoft partner up

Earlier this October, GameStop announced a multiyear partnership agreement with Microsoft in order to expand its physical and digital sales. GameStop will sell the Xbox all access bundle, a combination of an Xbox Game Pass Ultimate (24-month subscription) and Xbox console with no upfront costs. Microsoft claims that this benefits “both companies from the customer acquisition and lifetime revenue value of each gamer brought into the Xbox Ecosystem”. Other substantial elements of the partnership include the integration of Microsoft’s solutions into GameStop’s back-end infrastructure. Dynamics 365 and other cloud-based business applications and platforms will enable store associates to have an oversight of product information, such as availability status, pricing, promotions, sales and others in real-time. Microsoft Teams and Microsoft 365 will also be incorporated into more than 30,000 store associates in order to facilitate collaboration and engagement between associates. Other devices, such as Microsoft Surface will provide workers with a secure and efficient way to provide prompt and friendly customer service to clients.

Another major partnership deal between the two corporations allows GameStop to make a cut from every Xbox bought from the store (online or in-store) and additionally any lifetime digital sales made from that console. Although a groundbreaking deal, the cut percentage received from GameStop is still unknown and there have been no speculations regarding the magnitude of the benefits from this deal. GameStop has been in a bad spot for a long time and this may be a helping hand from Microsoft to resurrect the company’s decline. Since the deal has been announced, GameStop’s shares spiked 44% and later 52.7% thanks to the company’s new direction for business. What is still not certain is the company’s path, choosing to evolve from a retailer into an eCommerce giant. Only the long-term effects of the deal will tell.

AMD News

Team Red has wow'd the world once again with their new CPU and GPU lineup, boasting significant performance gain while still outdoing NVIDIA and Intel in price-performance and power consumption. Their new RX 6000 series also boast support for the new open-source FidelityFX and DirectX 12 Ultimate, as well as a new Anti-Lag technology. Here is the new AMD CPU and GPU lineup

MODEL	CORES/ THREADS	TDP (Watts)	BOOST ⁹ /BASE FREQ. (GHz)	TOTAL CACHE	COOLER	SEP (USD)	EXPECTED AVAILABILITY
AMD Ryzen™ 9 5950X	16C/32T	105W	Up to 4.9 / 3.4	72MB	N/A	\$799	November 5, 2020
AMD Ryzen™ 9 5900X	12C/24T	105W	Up to 4.8 / 3.7	70MB	N/A	\$549	November 5, 2020
AMD Ryzen™ 7 5800X	8C/16T	105W	Up to 4.7 / 3.8	36MB	N/A	\$449	November 5, 2020
AMD Ryzen™ 5 5600X	6C/12T	65W	Up to 4.6 / 3.7	35MB	Wraith Stealth	\$299	November 5, 2020

MODEL	AMD RADEON™ RX 6900 XT	AMD RADEON™ RX 6800 XT	AMD RADEON™ RX 6800
FAMILY	AMD Radeon™ 6000 Series	AMD Radeon™ 6000 Series	AMD Radeon™ 6000 Series
LINE	AMD Radeon™ 6900 Series	AMD Radeon™ 6800 Series	AMD Radeon™ 6800 Series
TYPE	Component	Component	Component
LAUNCH DATE	12/8/2020	11/18/2020	11/18/2020
OS SUPPORT	Windows 10 - 64-Bit Edition, Linux x86_64	Windows 10 - 64-Bit Edition, Linux x86_64	Windows 10 - 64-Bit Edition, Linux x86_64
ADDITIONAL POWER CONNECTOR	2x8 pin	2x8 pin	2x8 pin
COMPUTE UNITS	80	72	60
BOOST FREQUENCY ⓘ	Up to 2250 MHz	Up to 2250 MHz	Up to 2105 MHz
GAME FREQUENCY ⓘ	Up to 2015 MHz	Up to 2015 MHz	Up to 1815 MHz

Having learned from NVIDIA scalping and supply issues, AMD has issued guide to retailers to prevent future mishaps by implementing measures such as bot detection, captcha, purchase limits, queue-based reservation system, manual order processing, limiting sales to resellers and inventory-to-cart allocation (making purchases not guaranteed until order is submitted, to prevent bots and scalpers from “hogging” GPUs in shopping cart, preventing genuine customers from being able to purchase the product.

NVIDIA RTX 3000s

The troubles continue



According to Danish retailer Proshop, NVIDIA has been unable to supply many retailers with sufficient GPUs - clocking in at only approximately 4% to 12% fulfillment rate. The NVIDIA RTX 3000s series card had been seeing seriously insufficient supply for the high demands and high number of scalpers. The issue with scalpers continued on with allegations against NVIDIA Russia scalping their own cards to eBay, in addition to news about a third-party partner of MSI named "Starlink" illegally accessing MSI's inventory to scalp new RTX 3080 and 3090. MSI has since issued customers partial refunds for the portion paid above MSRP, and allowing them to return the card for a full refund. With these news combined, the RTX 3000s series seemed to still face limited supply issues in the foreseeable future. However, we can speculate that demands for the series will decrease with the upcoming AMD RX 6000s series coming soon.



AOC and Omar play Among us for the first time

On Tuesday, October the 20th, the US members of Congress Alexandria Ocasio-Cortez (AOC) and Ilhan Omar held one of the strangest, yet most charming Twitch streams with a peak of 430,000 concurrent viewers and an overall audience of 5 million individuals. They played the incredibly popular cross-platform video game "Among Us", which focuses on lies, deception and persuasion. This event is a great example to prove how all these skills are used in politics in order for candidates to establish a stronghold within the elections and how to convince citizens to follow their lead. AOC's online presence has been established in the internet culture, making her an engaging candidate among the younger generation. This connection may encourage young US citizens to vote for the upcoming elections and familiarize themselves with challenging political topics in a playful yet refreshing manner. For every US citizen out there, we encourage you to cast your vote in the upcoming elections.

League of Legends Worlds 2020

Leaderboard Quarterfinals



League of Legends Worlds 2020

Leaderboard Semi-finals & finals



Minecraft updates



Steve

Doesn't mine
at night

Steve from Minecraft was announced as a playable character in Super Smash Bros. Ultimate as the 8th DLC character on October 1st. Alex, Zombie and Enderman were also available as costumes for Steve, the new fighter #77.

Mojang then announced the new Minecraft: Cave and Cliffs update on October 3rd during its Minecraft Live 2020. The update is set to release in mid-2021, featuring revamped and new cave generations, in addition to revamped and new mountain generations.

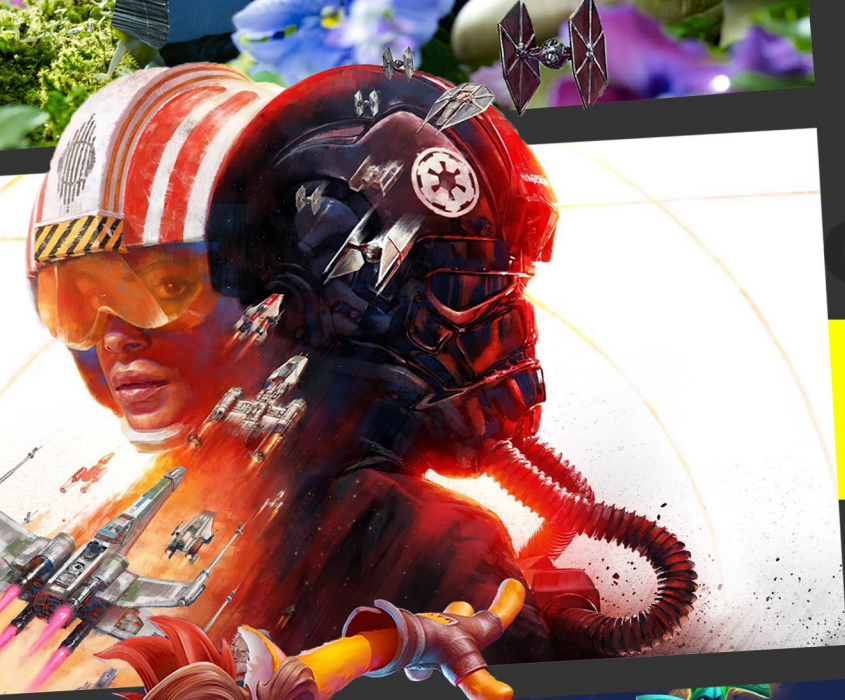
PS5 teardown

Aesthetics, CPU & GPU performance, Liquid Metal Cooling Patent

Sony reveals a much-anticipated PS5 Teardown demonstration video that takes a closer look into the console hardware. Its size is larger than the PS4 and has a substantially faster performance by a large margin compared to previous generations. The side panels are easily removable, making it convenient to install third-party customized ones in the future. Inside the casing, two dust collectors are included, which can be emptied by vacuuming the holes. A large built-in 120mm cooling fan system is included with double-sided air flows. The Ultra HD Blu-ray drive unit is completely covered with a sheet of metal case and mounted with two layers of insulators. This reduces vibrations and drive noise when the disk inside spins. The internal storage is replaced with a 825GB SSD instead of a HDD, and there is a slot in the side panel to install your own M.2 NVMe (compatibility list to be released soon). The cooling system utilizes liquid gallium metal, which is claimed to last long-term. Many skeptics believe that this method may not be ideal for more than five years and may become dangerous at high temperatures, releasing toxic chemicals. But with Sony's patent filings, they must be confident in controlling the liquid metal without any possible leaks inside the console. Moreover, Sony released a detailed video going through the console's User Interface and User Experience. Check out this [link](#) for the demonstration.



GAMES HIGHLIGHTS



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OCTOBER 02

CRASH BANDICOOT 4: IT'S ABOUT TIME



It's About Time - for a brand-wumping new Crash Bandicoot™ game! Crash fourward into a time shattered adventure with your favorite marsupials.

Neo Cortex and N. Tropy are back at it again and launching an all-out assault on not just this universe, but the entire multiverse! Crash and Coco are here to save the day by reuniting the four Quantum Masks and bending the rules of reality.

New abilities? Check. More playable characters? Yep. Alternate dimensions? Obviously. Ridonkulous bosses? For sure. Same awesome sauce? You bet your sweet jorts. Wait, are they actually jorts? Not in this universe!



STAR WARS: SQUADRONS



Master the art of starfighter combat in the authentic piloting experience STAR WARS™: Squadrons. Feel the adrenaline of first-person multiplayer space dogfights alongside your squadron, and buckle up in a thrilling STAR WARS™ story.



OCTOBER 09

FIFA 21



Football is back with EA SPORTS™ FIFA 21, featuring more ways to team up on the street or in the stadium to enjoy even bigger victories with friends.



OCTOBER 15

LUCIFER WITHIN US



Lucifer Within Us is a “digital exorcist” game made by Kitfox Games, an indie Montreal-based game company. CGD had the chance to participate in one of the game’s playtests at Gameplay Space last year.

You play as a digital exorcist, seeing beyond this reality into alternate timelines of the accused. In this short mystery, solve murders, purify the possessed, and purge their daemons.



● OCTOBER 27

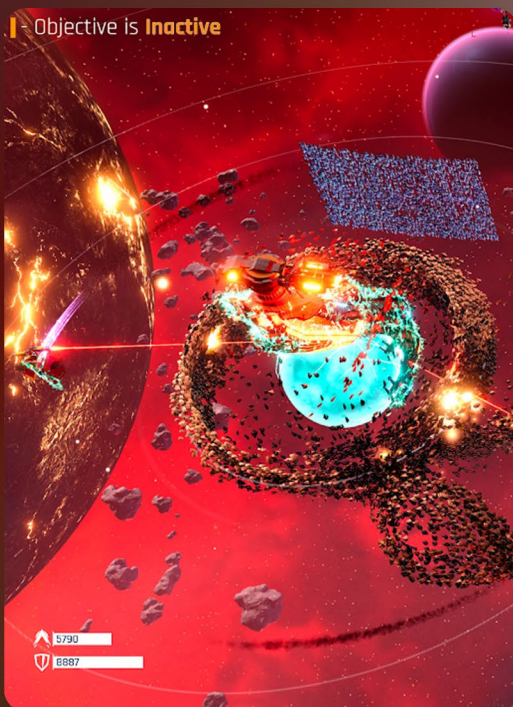
GHOSTRUNNER



Ghostrunner offers a unique single-player experience: fast-paced, violent combat, and an original setting that blends science fiction with post-apocalyptic themes. It tells the story of a world that has already ended and its inhabitants who fight to survive.



DRONE SWARM



Control a swarm of 32,000 drones in this strategy-adventure set in space! Jump from system to system and battle powerful alien fleets. Destroy enemy vessels, slam them into one another, block attacks and outsmart defenses.



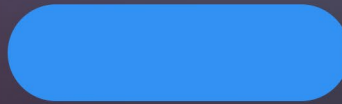
OCTOBER 29



WATCH DOGS: LEGION



Build a resistance from virtually anyone you see as you hack, infiltrate, and fight to take back a near-future London that is facing its downfall. Welcome to the Resistance. Recruit and play as anyone in the city. Everyone you see has a unique backstory, personality, and skill set. Hack armed drones, deploy spider-bots, and take down enemies using an Augmented Reality Cloak. Explore a massive urban open world featuring London's many iconic landmarks and fun side activities. Take your recruits online and team up with your friends as you complete missions and challenging endgame content.



OCTOBER 30

PIKMIN 3 DELUXE



Grow a squad of adorable, plantlike Pikmin to traverse a strange world and save your planet. Command a capable crop of different types of Pikmin™ to strategically overcome obstacles, defeat creatures, and find food for your famished home planet! You can even bring a second player along to divvy up tasks as you explore a world that seems larger than life from a pint-sized perspective.



Games Job Live Game Jam

ALWAYS DAY

Always day

On the island of Always Day, what lies within its bustling landscape and treacherous terrains is a sight to behold. Legend has it that this place is haunted by spirits that guard the keys that keep this island shrouded in shadows forever and wards off anyone who dares step foot on its soil. Luckily you are not like most adventurers...

You have been taken here upon your request and have been dropped off on the coast to make your way along any paths you will find further inland. Armed with your lantern, quarter staff and your courage, your goal is the find the key stone obelisks that are being kept hidden by a mysterious jungle, a great pool of volcanic rock and a passage that leads to the sky. Find these treasures, bring them back to the central obelisk of light and you will bring the light back from the grasp of the ghosts that have guarded them for so long!

Made by: OhmZ#0870, VinceLB#2925, Kurly#4267

A Volatile Graduation

This game has incredible implementations of both rpg game elements with its vast array of characters, each with their own personalities, backgrounds and dialogues, as well as puzzle game elements reminiscent of investigation games like "Clue". The goal of this game is to use the clues you find around the school campus to prevent the occurrence of a mischievous catastrophe to occur when the time runs out. The prominence of detailed dialogue, character design and intricate connections between puzzle elements, that are both challenging and fun to discover, is very impressive for a game jam. The team clearly must have put a lot of effort to think about how each element connects together, which no doubt deserves praise. 🍷

It's your big day! You are the famed Valedictorian of Neorens University and are about to give a speech at the graduation ceremony. Little do you know, this day would mark your life forever...

A Volatile Graduation



Made by: Tiffany Chenn (UsagiTiff#0119), Hao Nguyen (Alien Turnip#6777), Leandro Rodriguez (Soul_Leandro#4053)

The Darkness was Thick and there was No Light



Made by: Youssef (Joe) Kirelos

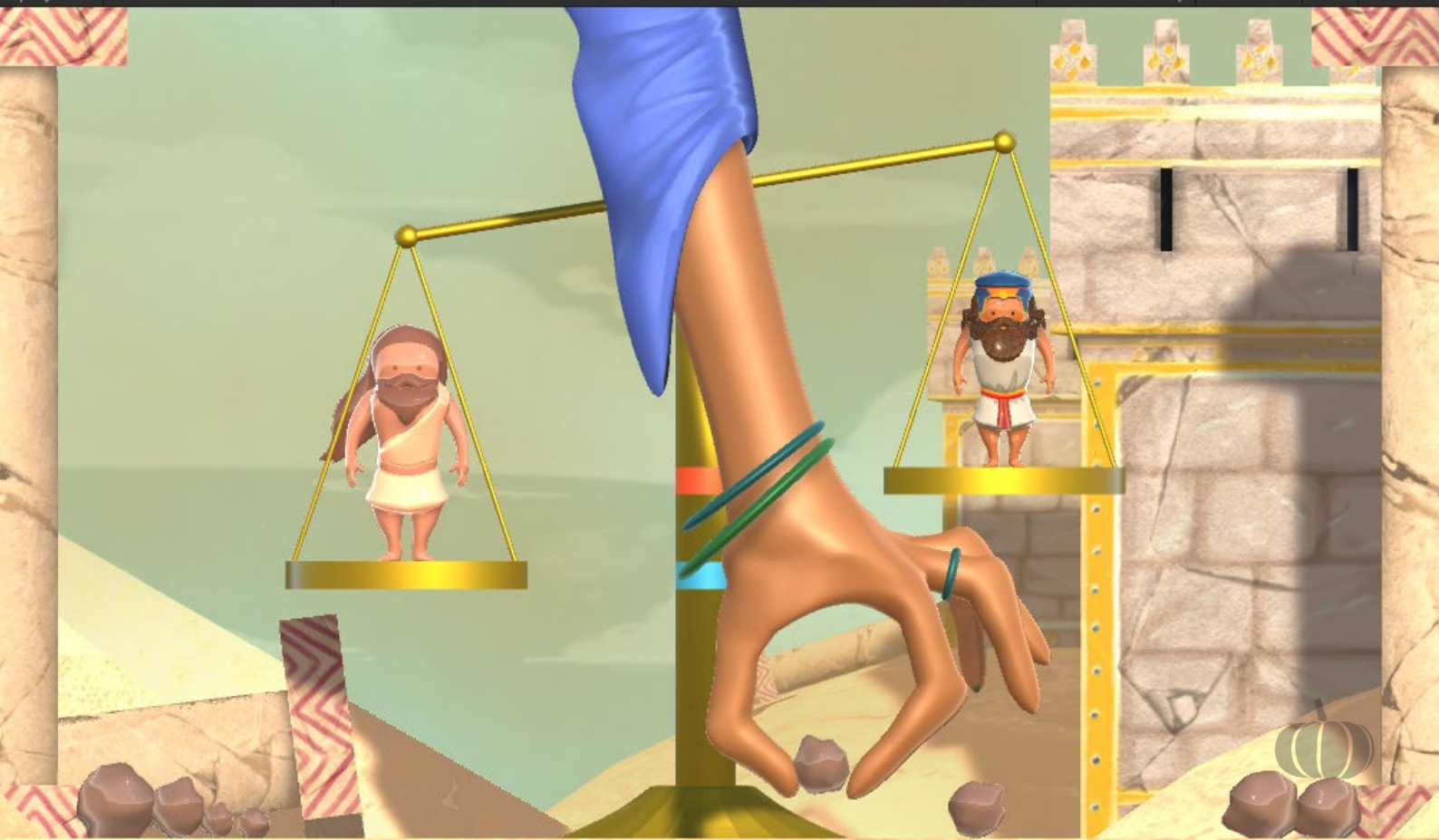
FIND YOUR WAY OUT!



"This Vignette was about the portion of the epic describing Gilgamesh's journey through the dark valley to find Utnapishtim and immortality. In the epic, this journey was mentioned using the same line repeatedly:

"The darkness was thick and there was no light, he could see nothing ahead of him and nothing behind him".

In order to encapsulate that feeling I made a maze that is so dark you can't see the walls. That, however, is not very entertaining." - Youssef Kirelos



The Creation of Enkidu

Made by: Rose Dufresne (Rose#4270)

"This game is inspired by the very beginning of The Epic of Gilgamesh. The passage in question used for this vignette is the following:

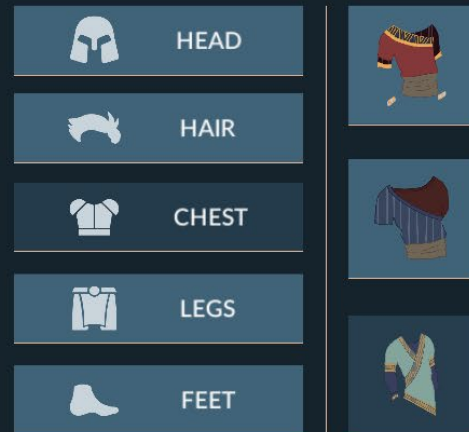
'No son is left with his father, for Gilgamesh takes them all; and is this the king, the shepherd of his people? [...] When Anu had heard their lamentation the gods cried to Aruru, the goddess of creation, 'You made him, O Aruru, now create his equal. [...] She dipped her hands in water and pinched off clay, she let it fall in the wilderness, and noble Enkidu was created.'

This passage is reminiscent of a matching mini game you would find in today's day and age. In this game, Gilgamesh would be the template and Enkidu would be the character you need to match. This is where the balance came into play. Not only is a balance a symbol of equality, it is also an instrument that is often represented in mythology. It is also an interesting approach to the typical "matching game". Additionally, the idea of Aruru, the goddess of creation, "pinching the clay" to create Enkidu reminded me of a claw machine, which is another classic genre of arcade game. For this reason, the main mechanic controls itself like a claw machine, which is a perfect way to represent an ancient story with a modern twist." - Rose Dufresne



FOR ENKIDU'S CREATION

MATCH



Enkidu's Creation

Made by: Alexandra Melançon

"The intended meaning is all about confusing the players around the whole story of the creation of Enkidu by the god Anu. I chose to demonstrate confusion since Enkidu's creation, or representation, is a confusing mystery in itself.

The game is pretty straight forward, giving the allusion of a vignette in-disguise as a fake mini-game with its introduction, unconventional match-up gameplay and pseudo ending.

Nonetheless, I decided to go that way to better convey an explanation of the context to the player with the introduction and in the ending by accentuating the confusion with an unsolvable question. The choices given to the player that enables the real representation of Enkidu are none other than the ones matching Gilgamesh.[...] A tiny-tiny humoristic touch was also provided intentionally to lighten the big story introduction. For that part, I opted for cartoonish visuals reminiscent of Asterix while retaining the global Mesopotamian visuals for more context (like the color palette, the clothing, the textures, etc.)" - Alexandra Melançon



Gilgamesh Diving

"Gilgamesh diving is inspired by the Epic of Gilgamesh, but more notably the thirst for immortality that the main character goes through. Despite being the strongest of all, you play as Gilgamesh, tying rocks to your feet in order to travel deep.

This vignette immerses you into the wonderful, sinister and fabled underwater world that constitute the journey to finding the flower of immortality. Alas, it is tough and gruesome, but the ocean within is eerie and breathtaking, full of creatures of mischief, who will not hesitate to cut your breath short if you dare to encounter them.

We wanted to create an experience that is immersed just as much into the story as into our underwater game. We wanted the sensation of challenge, yet wanderlust that parallels it.

Most of all, we wanted to tell the tale of the almighty greatest of all, Gilgamesh, who becomes vulnerable in face of this inescapable reality called life, yet seeks to change his fate in this submerged excursion" - Hao and Tiffany

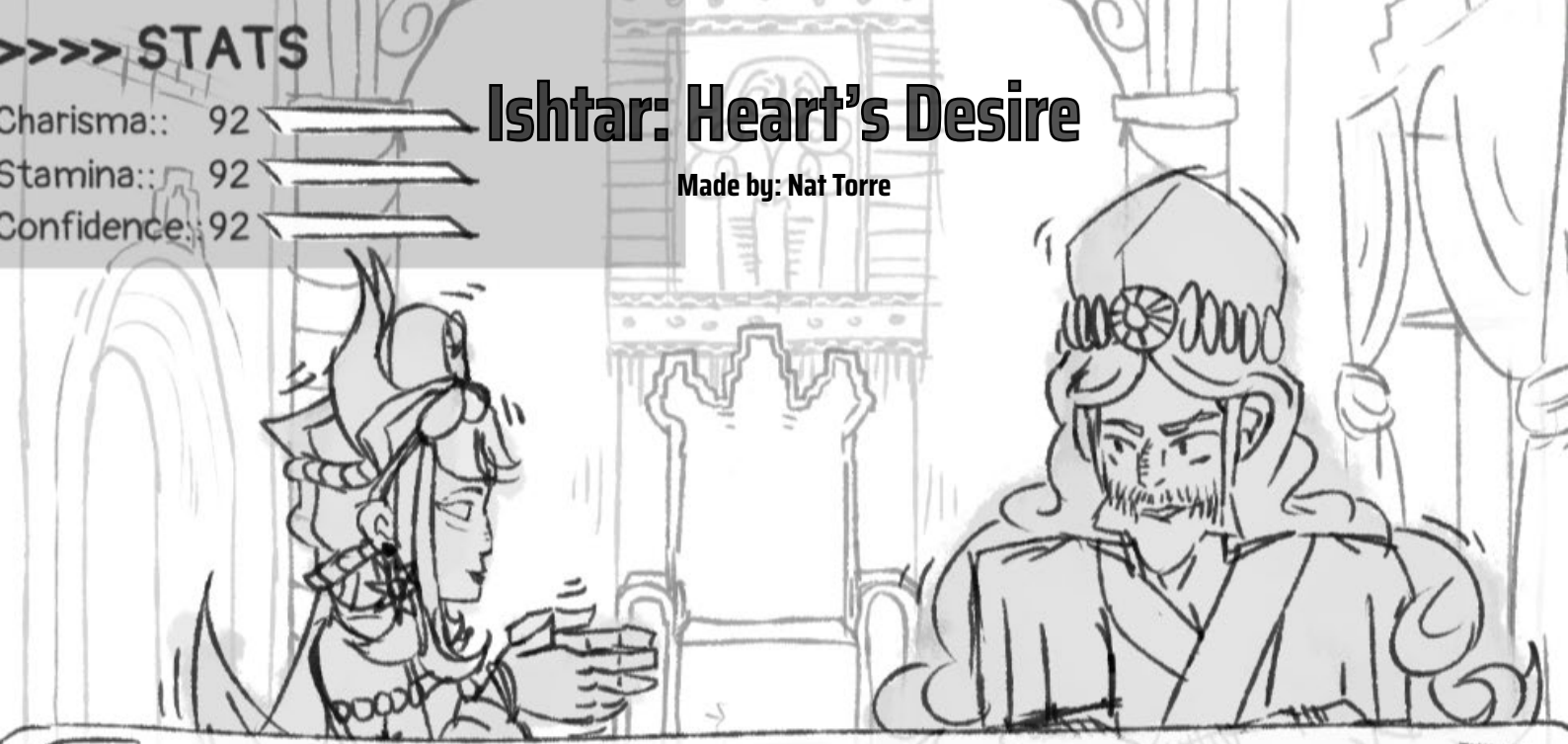
Mady by: Tiffany Chenn (UsagiTiff#0119), Hao Nguyen (Alien Turnip#6777)

>>>> STATS

Charisma:: 92 
Stamina:: 92 
Confidence:: 92 

Ishtar: Heart's Desire

Made by: Nat Torre



Gilgamesh

Hell no.

"You play from Ishtar's perspective as she tries to tell Gilgamesh that she has feelings for him. But is he on board with the idea? What sorts of wacky hijinks do you think will transpire?"

I was thinking about what kind of vignette would be both fun and easy to illustrate for, and eventually I thought of doing something visual-novel-esque so that I could get away with doing something playful in tone. I decided to use cues from both dating sims (text boxes, character portraits, dating sim stats within the UI, simple tween-like animations, etc.) and fighting games (Gilgamesh having a pixel art UI and a health bar rather than visual novel stats, hits points, etc.) to show that for Ishtar her conversation with Gilgamesh began as a romantic venture but became a nightmare and a beatdown once Gilgamesh began to destroy her verbally. The game presents the illusion of choice to emphasize how Ishtar had never any chance of winning the battle of words." - Nat Torre

Made by: GeoGraphics - George Mavroeidis (Adamadon#0079)

HIGHWAY PURSUIT



"You just robbed a bank with your team and the whole police department is after you. Avoid collisions as much as possible and fight off the incoming police vehicles for as long as you can. Don't forget to grab all the power-ups you see in order to help you. Beat your previous high score in two different maps!"

Highway Pursuit is an action infinite scroller mobile game with a modern art style, taking heavy inspiration from the flash game The Heist. Although The Heist is a game driven by storytelling and RPG elements, Highway Pursuit is the arcade version of it, filled with intense and unique driving and combat mechanics. Game is available for android users on the Play Store and on itch.io for PC.

Art highlights



Art

Art

Art

Art

Art

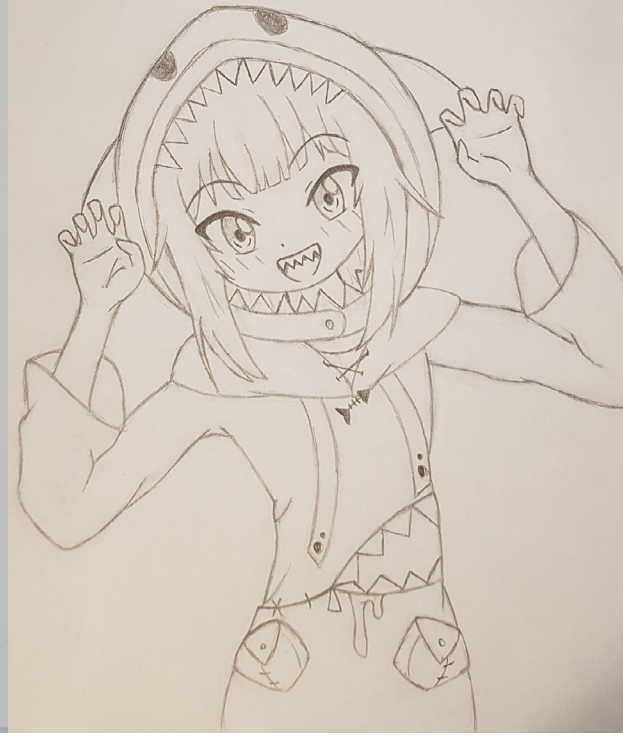
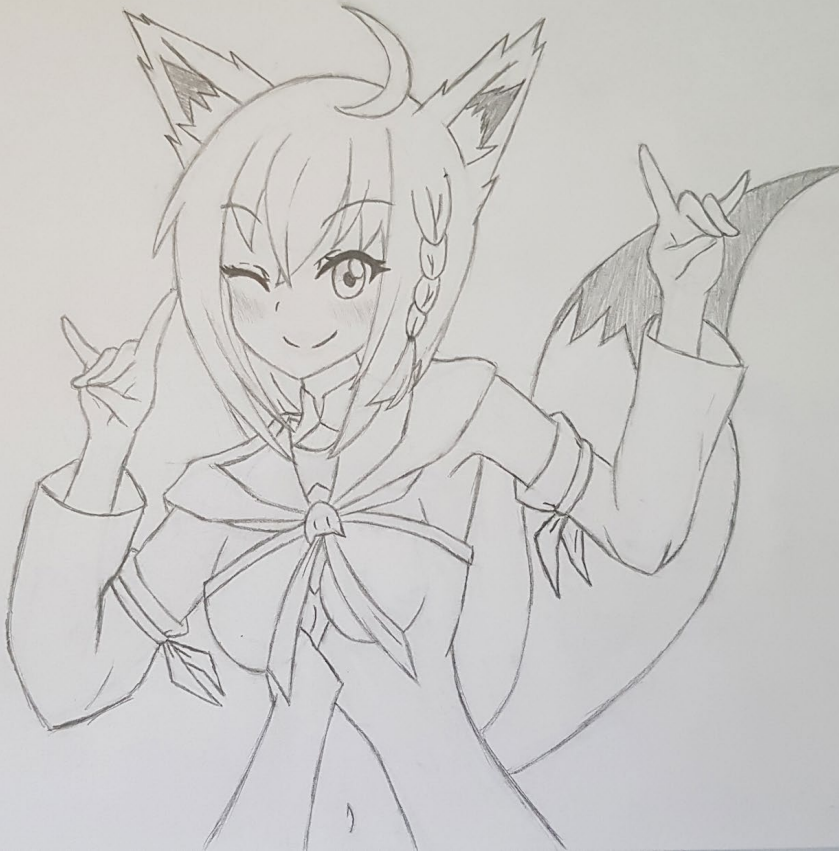
Art

A

Art by Ramen#9074 (Discord).

Instagram: @yuhara_okabe

From drawings of eye-catching characters to experimental ones, Ramen never fails to provide us with high quality art, all while continuing to push himself to draw in new styles and from new inspirations. This month, he has supplied us with an adorable girl dressed up as sushi (just in time for halloween!) as well as a very seductive woman that no one would be able to ignore! He also drew a very accurate representation of an elephant foot out of interest of the peculiar anatomy of this animal and a beautiful landscape, for which he said was simply a doodle. I think we can all agree that a doodle of that caliber would take most of us a very long time to do! Ramen expressed that one of the most essential factors to improve your own drawing skills is "observation". Take note of small details you would find in the world around you and use these in your art. In other words, don't forget to go outside everyone!



Art by Derek, Djzy#5510 (Discord).

It is always exciting to see new members of our club sharing their art and putting themselves out there. We want to encourage everyone to not be shy and we want to use our club as a platform to nurture our passion for game development, which also entails art and music.

When we saw Derek's entries, we were very happy to show his art in this month's fanzine! Derek says that ever since the lockdown, he has decided to "seriously pick up art" and to practice daily. The drawings shown were made using his love for cute things, which clearly radiates from these manga-styled characters. Derek hopes to be an example to others that hard work and determination is all you need. With those two elements, your art is sure to improve over time. Keep it going Derek!

🎧 Art by Rose Dufresne, Rose#4270 (Discord)

"I made the art assets for my game in 3D because I want to work as a 3D animation programmer or graphics programmer one day, which requires a good understanding of virtual 3D worlds, as well as how models are made and rendered onto a screen. I really love the connection between art and technology, so I often push myself to do my own art for every game I make. This not only refreshes my memory on 3D modeling techniques which can easily be lost without practice, but it also improves my understanding of the craft. For example, I learned how to use "blend shapes" to create the effect of modeling clay and hand animation without using a rig. It was something I had only learned about a day or 2 before starting my game and was one of the main drivers of inspiration for its making." - Rose





Art by Hao Nguyen, Alien Turnip#6777 (Discord)

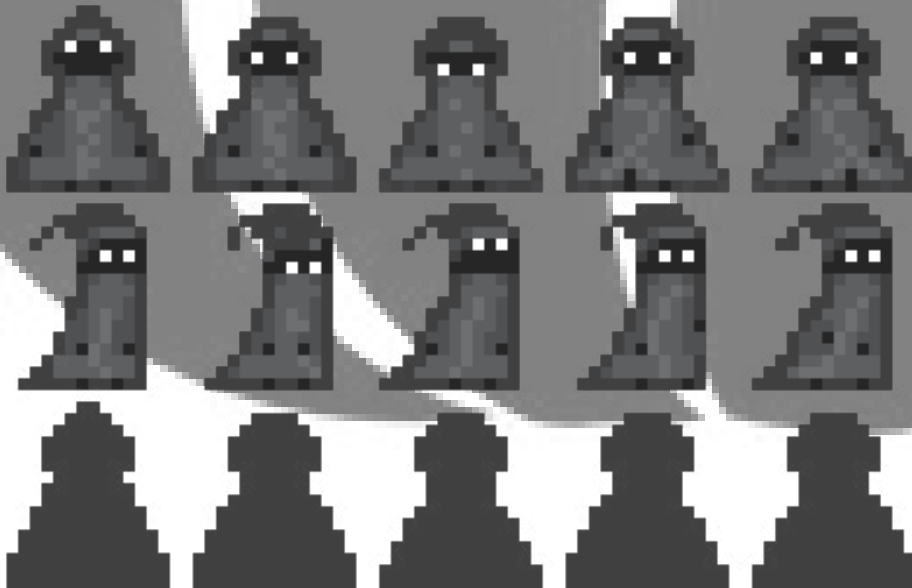
A great number of assets were created for the making of the game "Gilgamesh Diving" and time and effort was clearly put into each and every one of them. The fish are mysterious, beautiful, fit perfectly the color pallet of their environment and sometimes even terrifying! Hao's talent in the arts really makes us feel immersed in the worlds she creates and has the ability to bring a game together flawlessly. The game Tiffany and Hao have made together is simply beautiful and definitely deserves to be played. Hao has once again proved to us how much art is fundamental in game development and anyone would be lucky to have her in their team.

Notable mentions

**Hao Nguyen,
Alien Turnip#6777
(Discord)**



Nat Torre



Youssef (Joe) Kirelos





This month, we are highlighting one of our member's new twitch channel, Nicole aka Darzington!!!! Whatever she is playing, she discusses design choices that come to mind, and discuss how the design could be improved. Her stream is insightful, funny and overall greatly entertaining for anyone looking for game-related content!!!!

Schedule

Monday

7:00pm-9:00pm
Stardew Valley real-life
challenge (modded)

Wednesday

3:30pm-5:00pm
Jammy Wednesday, playing
games from a recent jam

Friday

3:30pm-5:00pm Fancy Friday,
playing a random game from
my library

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