

CGD MONTHLY

SEPTEMBER 2020

XBOX SERIES / PS5
PRICING & LAUNCH DATE



COCOJAM HIGHLIGHTS

CRAFTOPIA
AND OTHER
UPCOMING
GAMES



GAME DEV NEWS

SUMMARY

1_The Xbox-as-a-“Service”

2_The Storm that was called the NVIDIA RTX 3000 Series

3_The Gamedev Community lost a leader: Brackeys departs from Youtube

4_The Playstation 5 is AMONG US: Price, Release date, Specs, Retail disaster



THE XBOX AS A SERVICE



Xbox seemed to double down on its strategy to turn Xbox game pass service into its major selling point with the Xbox slowly turning into a replaceable and inexpensive accessory, in contrast against Sony's ongoing emphasis on selling the Playstation console first and foremost, with PS exclusive titles as the "hook" to entice customers into getting a Playstation.

With \$299 USD for the digital edition Xbox Series S, and \$499 USD for the Xbox Series X. The \$299 Xbox Series S's significantly lower price came with many caveats: **10GB GDDR6 RAM, 512MB SSD and 3.4Hz Zen 2 CPU.** On the other hand, the Xbox Series X (\$499 model) has **16GB GDDR6 RAM, 1TB SSD and 3.8Hz Zen 2 CPU.**

The \$299 Series S is a bold move from Microsoft. As the pandemic continued on being a worry for many, physical stores slowly going out of business, game prices increase (to \$70 USD from \$60), the cheap Xbox console that came with a massive, ever-growing catalog of games for only \$10/month makes it much more appetizing than other platforms, especially with rising conscious consumers in the wake of 2020. The Xbox Series S might be Microsoft's kryptonite against the Playstation - A cheap console that will probably see constant refreshes every few years to include the newest hardware.

Microsoft's new "Good Deal" didn't just stop there, Microsoft had just acquired ZeniMax Media - Bethesda's parent company, meaning even more franchises and games will be made available on the game pass, The Elder Scrolls, Dishonored, Doom, Destiny to name a few.

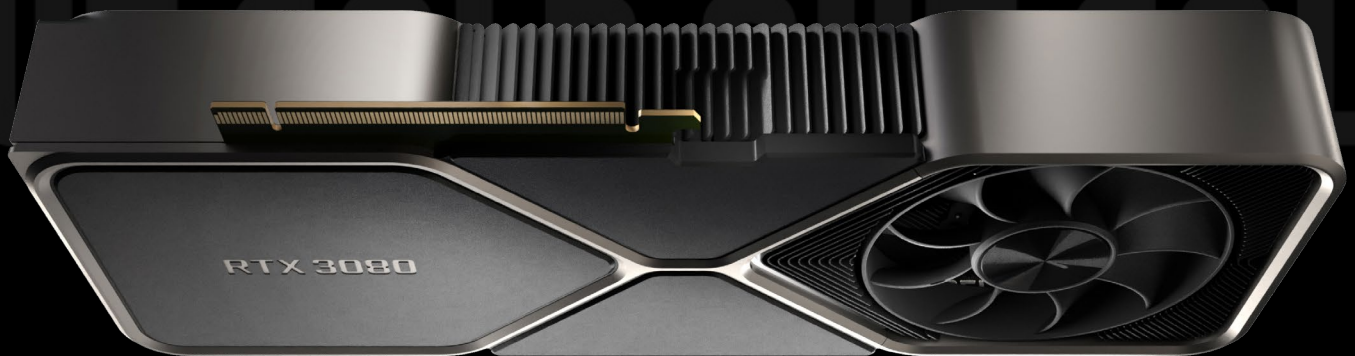
Learning from Playstation's retail disaster, Microsoft had said to have implemented countermeasure against scalpers and early releases from retailer-gone-rogue *cough* Walmart *cough*. Pre-order for the Xbox Series X and Series S should be up very soon, as **the console will be available this November 10th.**



FUN FACT

Bethesda was also slated to publish two Playstation (timed) Exclusives "**Deathloop**" and "**Ghostwire Tokyo**".

The Storm that was called the **NVIDIA RTX 3000 Series**



NVIDIA took the world by storm with its RTX 3000 series, boasting significant performance gains at significantly cheaper pricing compared to its RTX 2000 series. The RTX 3070 will be priced at \$499 USD MSRP, RTX 3080 at \$699, and the new RTX 3090 at \$1499.

Before we continue with our discussion about the GPUs, we need to understand “binning”.

When NVIDIA distributes its chips to vendors and for internal use, the quality of the chips are generally sorted into three “bins”: Bin 0 means average quality chips with no overclock headroom, Bin 1 for better quality chips with some overclock headroom and better performance, and Bin 2 for very good quality chips that offers great thermals, higher boost clock speeds and overclock performance.

Sources reported 30%, 60% and 10% respectively for RTX 3080's bin 0, 1 and 2, and since RTX 3090 shares the same GA102 chips as the 3080s (just differences in CUDA cores), it is very likely that the majority of bin 2 will ended up on the more expensive RTX 3090 cards.

So, what do all these jargons supposed to mean?

If you ended up buying an RTX 3080 right now, it is very likely you'd be picking up a Bin 0 chip unless you pay premium for factory overclocked cards.

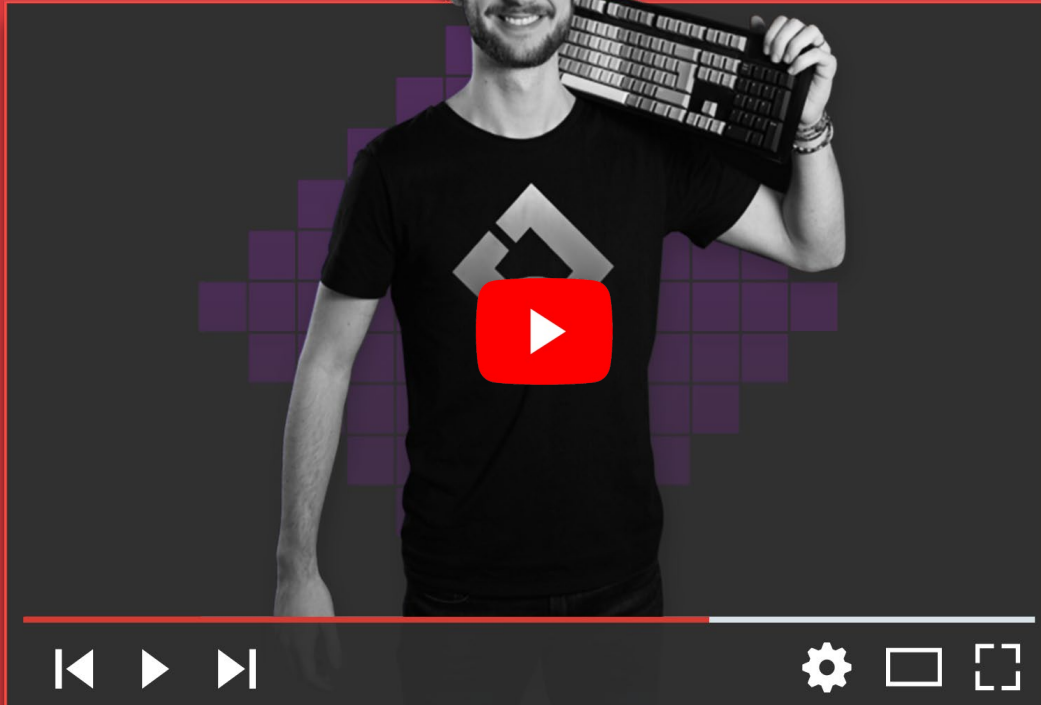
Moreover, the only major difference between 3090 and 3080 is the CUDA cores and the massive 24GB GDDR6X memory on the 3090 compared to the 3080's 10GB. Leaked benchmarks showed the RTX 3090 performing only 4~5% better than the 3080 in gaming benchmarks (compared to the 3080 performing at 70~80% higher than the RTX 2080TI), yet is twice the price. Combined with the fact that NVIDIA is dropping SLI support, it is clear that industry professionals will now have to shell out twice the price for a marginally better card for work.

So, presume you have the money to get a shiny new 3080 or 3090, too bad scalpers and their bots already grabbed everything from official stores and third-party vendors. EVGA had to manually review every order and reject any suspicious purchases, same with MSI and other vendors. RTX 3080 are now being sold on Ebay for \$1000 USD each, and, funnily enough, angry consumers took it to themselves to artificially increase the price of those cards to \$20,000 or \$50,000 to deter any poor souls who are buying into the hype. The scalper situation got so out of control, to the extent that many tech reviewers had to emphasize that “the card isn't a necessity for your life like food and water, don't spend your energy on angst and depression because you couldn't get the card.”

Will the situation change for the upcoming 3070 release? Only time will tell.

The Gamedev Community Lost A Leader:

Brackeys Departs from YouTube



As if 2020 could not get worse, another sorrowful occurrence has been added to the list of “worst things that happened this year”. On September 8th 2020, Asbjørn “Brackeys” Thirlund and his crew uploaded their final video explaining their departure from YouTube, specifically the end of his video tutorials. If you are living under a rock, Brackeys is one of the pioneers of game development tutorials which started in 2012 and has now reached 1.23 million loyal subscribers on YouTube. His creative and thoughtful tutorials have taught millions of people how to create video games using Unity and other software.

The big question is: why leave? In his video, Asbjørn explains that it “does not come from a negative place”, but rather from a great opportunity. He is ready to create a new chapter in his life and “take a step back and see what other fun stuff there is to try”. This makes total sense for him, because he was always the type of person to try new technologies and tools on his channel. He also hinted that he wants to spend time with his family. For him to quit his Youtube channel at this age, means that he is in a very good position in his life right now. There are speculations where Asbjørn expresses his desire to start a family and quitting gamedev for a while might help him with that. Others hypothesize that he might be planning on creating

full fledged video games under his name, but he stated that making games full-time is not his niche. On his discord Q&A, he was asked what is he planning on doing now and replied with “Honestly? I have no idea. And I’m actually really happy that that’s the case”.

Asbjørn is not deleting the youtube channel, but rather, discontinuing it. Only thing that will be taken down is the Patreon page, but all the videos, resources, forums and discord channel will still be operational. The discord channel was renamed to “Brackeys Community” (originally just named Brackeys) and it has now a record-breaking 50 000 strong members. Events like game jams will still occur and will be announced on the Brackeys twitter account as well.

The community may have lost a humble giant, but his amazing work will still be watched and shared. He really set the standards for education in gamedev and many other content creators and influencers should follow his footsteps. Many beginners who want to start creating games have a hard time starting it out, due to budget constraints and level of difficulty. But like Asbjørn said: **“All content by Brackeys is 100% free. We believe that education should be available for everyone”.**



PS5 is AMONG US Price, Release Date, Specs, Retail Disaster

After an enduring period of confidentiality, Sony finally breaks silence and announces its anticipated console, the next-gen Playstation 5. Like Microsoft, two consoles were revealed and displayed with different price points. Sony released two types of identical consoles, the digital version and the disk version at **\$399 USD (\$499 CAD)** and **\$499 USD (\$629 CAD)** respectively. The release date for Canada is November 12th alongside the US, Mexico, Australia, New Zealand and South Korea. All other countries will get the console released on **November 19th**.

In contrast to Microsoft, Sony did not release two consoles with vast size and performance differences, but rather two versions that perform the same. Their main difference is their way of managing and storing games. The disk version has the conventional disk drive, where games are loaded and played from a physical copy. Although for many this looks obsolete, it is still a practical way for consumers who live in remote places, where internet connection is usually slow. It is also practical for consumers to sell their used game disks to recuperate the purchase cost, especially when most triple A games will now cost \$80 CAD instead of the usual \$70 CAD. This version of PS5 is tailored for people who prefer the single player experience and the old-school way of gaming. For consumers who already have a great connection and buy games from the PS store, getting the digital version is their best option, because they can save up to \$100 USD.

The release was a remarkable moment, but the pre-orders began early and it quickly **escalated into a mess**. On September the 16th, Sony unexpectedly announced that



pre-orders start the next day. This resulted in mass chaos in the pre-orders and many retailers' websites, such as Best Buy and Walmart, kept crashing and running out of stock. Moreover, the retail stores commenced the pre-orders a day before the official release, adding more fuel to the fire. Few days later, the Xbox pre-order experience met the same fate. Both companies have announced different fixes and possible solutions, like restocking as soon as possible. Amazon and Best Buy are planning for restocking and announcing sales. If you are still trying to get a pre-order, it is advised you turn on notifications on all stores, in case another pre-order surprise appears.

Many previous-gen mistakes have been repeated this year, but overall, this has always been part of the industry. Releasing anticipated products in a competitive market is bound to create many sorts of problems, but in the end, these products do not fail to outperform regardless. **Are you purchasing one of the two (or four) consoles? Which one do you think is better? Let us know on our Discord server.**

August-September Games Highlights



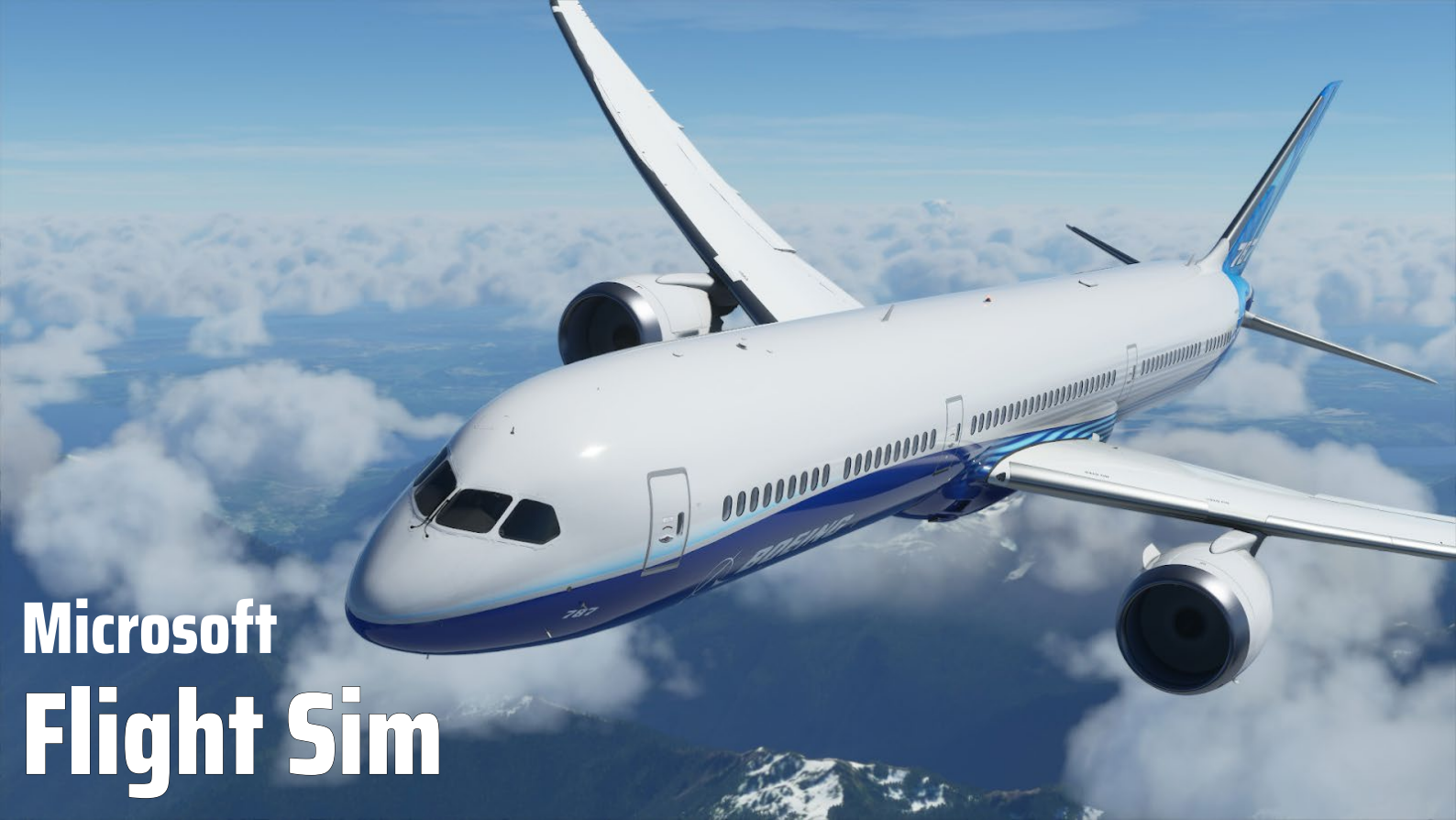
Crafttopia

Crafttopia is the brand new multiplayer survival action game made in Japan that combines many enjoyable features such as hunting, farming, hack-and-slash, building, automation alongside beautiful graphics.

Fall Guys



Fall Guys, the current sensation amongst streamers and VTubers, is a massively multiplayer party game with up to 60 players online in a free-for-all struggle through round after round of escalating chaos until **one victor remains!**



Microsoft Flight Sim

From light planes to wide-body jets, fly highly detailed and accurate aircraft in the next generation of Microsoft Flight Simulator. Test your piloting skills against the challenges of night flying, real-time atmospheric simulation and live weather in a dynamic and living world.

WARNING: On Steam, the game includes a launcher that will download **90GB worth of contents**, and launching the launcher counts as gameplay time (hence voiding your refund window). Do take that into consideration if you are planning to get the game on Steam instead of through Xbox Game Pass.

Spiritfarer

Spiritfarer® is a cozy management game about dying. As ferrymaster to the deceased, build a boat to explore the world, care for your spirit friends, and guide them across mystical seas to finally release them into the afterlife.

What will you leave behind?



MuvLuv photonmelodies

Fall in Luv all over again! Familiar faces and worlds collide in three massive new adventures, including the long-awaited sugary sweet follow-up to Muv-Luv Alternative, the **#1 VNDB ranked** visual novel that **inspired Attack on Titan!**



Popup Dungeon

A tactical roguelike RPG inspired by our favorite tabletop games that lets you create any ability, item, villain, hero, and game imaginable.



Level 31 Dark Ragne/DogEP
Weak to:



PSO2

The long awaited Free-To-Play Online RPG Phantasy Star Online 2 has finally arrived on PC! PSO2 features revolutionary gameplay features, such as endless adventures, Hybrid Custom Action, and unprecedented character customization. Become an ARKS Operative today! Adventure awaits!



Horizon Zero Dawn

Captured on PC

Experience Aloy's legendary quest to unravel the mysteries of a future Earth ruled by Machines. Use devastating tactical attacks against your prey and explore a majestic open world in this award-winning action RPG!

Remember to update your graphic card driver to the newest patch to reduce crashing!

Patch 5.3

Final Fantasy XIV : Reflections in Crystal



The much-anticipated Patch 5.3, Reflections in Crystal, which will bring a conclusion to the Shadowbringers story has finally arrived! This update also brings the second installment of YoRHa: Dark Apocalypse, courtesy of guest creators Yosuke Saito and YOKO TARO. Included in this patch are many additions and refinements to the game, including the addition of dwarf tribe quests, Faux Hollows, Unreal trials, the much-requested streamline and update of patch 2.x contents, and more!

COCO JAM by ETS Conjure and CGD

Theme

No pain no gain



Hot Coco Winner of Coco Jam 2020

Hot Coco is the top winner of the CGD club and Conjure ETS' collaborative game jam conveniently called "CoCo Jam", which occurred from the 11th to the 13th of September. With its delightfully simple mechanics, aesthetically pleasing art style and very catchy music, this game is without a doubt a game that could easily be adapted into an actual phone app! What is most impressive about this game is that most of the creators had chosen tools that they had little to no experience with as a way to push themselves to learn more about them. For example, it was Rose and Jean's first time as well as Will and Daniel's second time ever using Unreal for the programming. Furthermore, it was Alec's first time using Blender for the models. A true rewarding learning experience for this team of creative game developers!

Created by William Lebel (Will#3803), Daniel Milenov (LeMilenov (Daniel)#1556), Rose Dufresne (Rose#4270), Jean Lamarre (Linkalec#708), Alec Harvey (Johnytech6#2320), Jérémie Lapointe (Darkplati#7422)

"Tabascoco leads a peaceful life in its volcano, lying well under the shade of its palm tree. When suddenly, the volcano erupts! To escape, Tabascoco will have to jump from platform to platform with means of propulsion that are... unconventional. Hot Coco is a platform game with ragdoll physics. The game is randomly generated in a hand drawn tropical environment"





In our midst Runner up

“In Our Midst is a horror survival game where you have to complete tasks in order to escape. It takes inspiration from games like AmongUs and Dead by Daylight, but frames it as a single player experience”

This game has fantastic 3D visuals that are impressive for a 48h game jam. Thanks to its melancholic color scheme and lighting, you will feel immersed into the world they've created. Additionally, the mechanic where you have to use computers... within your own computer is very unique, immersive and fourth wall breaking! Overall, this game succeeded in creating an atmosphere that is contrastingly inviting, yet tense.

Created by Félix (Flix#7133), Daniel (DaringDan#0136), Kerby (Bagel Bien Cuit#5171)

Big Blobs Go Splurt

This game is very fun, fast paced and replayable. It takes elements you would find in classic games such as Feeding Frenzy, where you have to consume smaller targets to get bigger and bigger, but adds a new twist. In this version, the enemies have the same goal and behaviours as you do! Notably, they decrease and increase in size themselves and attack you in the same way you would attack them. In turn, destroying the many enemies feels very satisfying because of the added challenge of an AI that fights back. Altogether, the game is very polished and well balanced, which is a hard feat to do when you have little to no time to playtest!



Created by Antoine (Lacunaire#9370)

“Big Blobs Go Splurt is a survival game where you have to annihilate all the other blobs using a choice of 3 weapons: a gun, a sword or an egg. Doing so will enable you to absorb the remains of your victims to increase in size! However, if you get hurt by the many many waves of foes coming your way, you will decrease in size”



Rock you

“A competitive rock throwing shooter. Out-pain your foes to gain the first place!”

One word: ONLINE! Alexandre Lavoie has done what all game jammers avoid like the plague: a fully functional online multiplayer game. CoCo jam was made even more interactive thanks to this game submission. A few days after the event concluded, participants came together to play this multiplayer game and tormented each other by chucking rocks into each other's faces. Although it was simple, it certainly created a memorable experience for both Concordia and ETS club members.

Created by Alexandre Lavoie (alexandre-lavoie#8721)

Honey I'm Home!

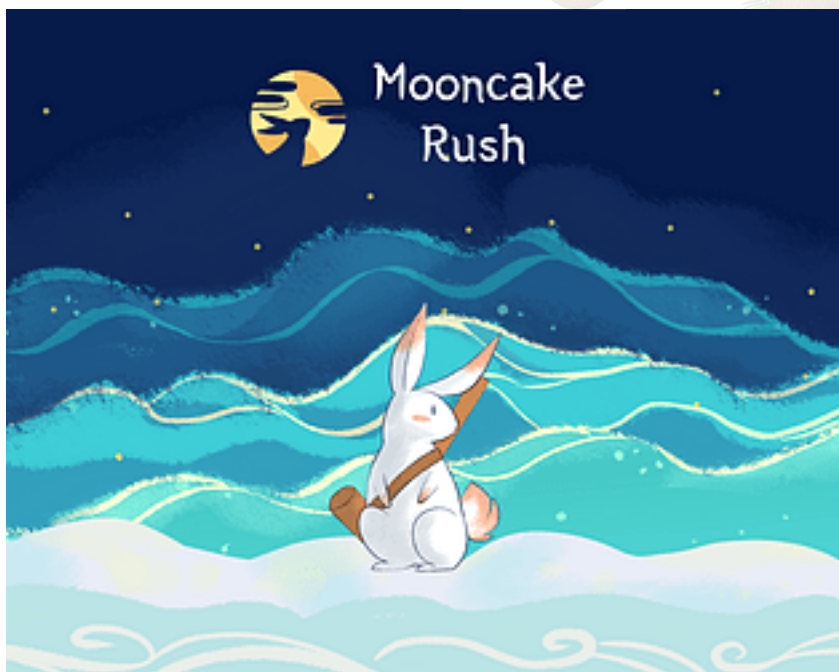
"Your drunk-ass has one job and one job only:
Get back home on time, or you will face your
wife's eternal wrath!!!!

*Obstacles hurt you,
Beers heal you, somewhat,
And too much of anything will be bad for you.
But, as they say,
No Pain, No Gain.*

Now get your ass home you drunkard!"

Created by Omar Al-Farajat (OhmZ#0870), Lyonel Zamora (Kurly#4267), Tj'sReel (xiaohou#4530), John Tran (GOTL#1118)

Honey I'm Home is a hilarious game! It really manages to convey the feeling of being drunk in an accurate and relatable way. Conveying real life events and feelings through game mechanics is a game design aspect that all game developers should strive for. It is important to make the subconscious connection between what you see in the game and the way you control it. In this game's case, that subconscious connection was made by the fact that pressing A or D doesn't give immediate feedback. In fact, the effect of pressing these buttons is very delayed depending on your level of intoxication, which is very accurate to our own motions and state of mind when we are drunk! Good job for the innovative and humorous game design!



"Join Jack Jade the Jade Rabbit on his quest to the moon! Arrive to the Cold Palace before midnight to do your share of the work before Mid Autumn runs out, and enjoy the mooncakes and starry eggs along the way!"

Best Art of Coco Jam 2020 Mooncake Rush

Mooncake rush took the number 1 spot for the best art out of all of the game submissions during the CoCo Jam, with good reason! With its calming and inviting color pallet and soft drawing style, you really feel like you have entered a watercolor painting or a children's book, which makes you feel nostalgic to the core. An absolutely beautiful game.

Created by Leandro Rodrigues (Soul_Leandro#4053), Tiffany Chenn (UsagiTiff#0119), Leticia Pasdiora (mi-auravilha#8736), Hao Nguyen (Alien Turnip#6777), Antoine Ch rier (Tonio#5395)



Thank you to all our sponsors

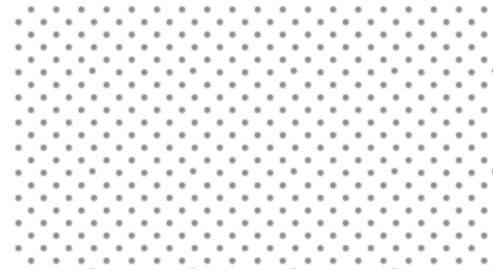
Sponsor's corner

IMPORTANT ANNOUNCEMENT

We are **open to promote** your company's games, news, promotions, products, etc. within this dedicated section of our fanzine!

Send us an email @conu.game.dev@gmail.com

Artworks from CGD club members



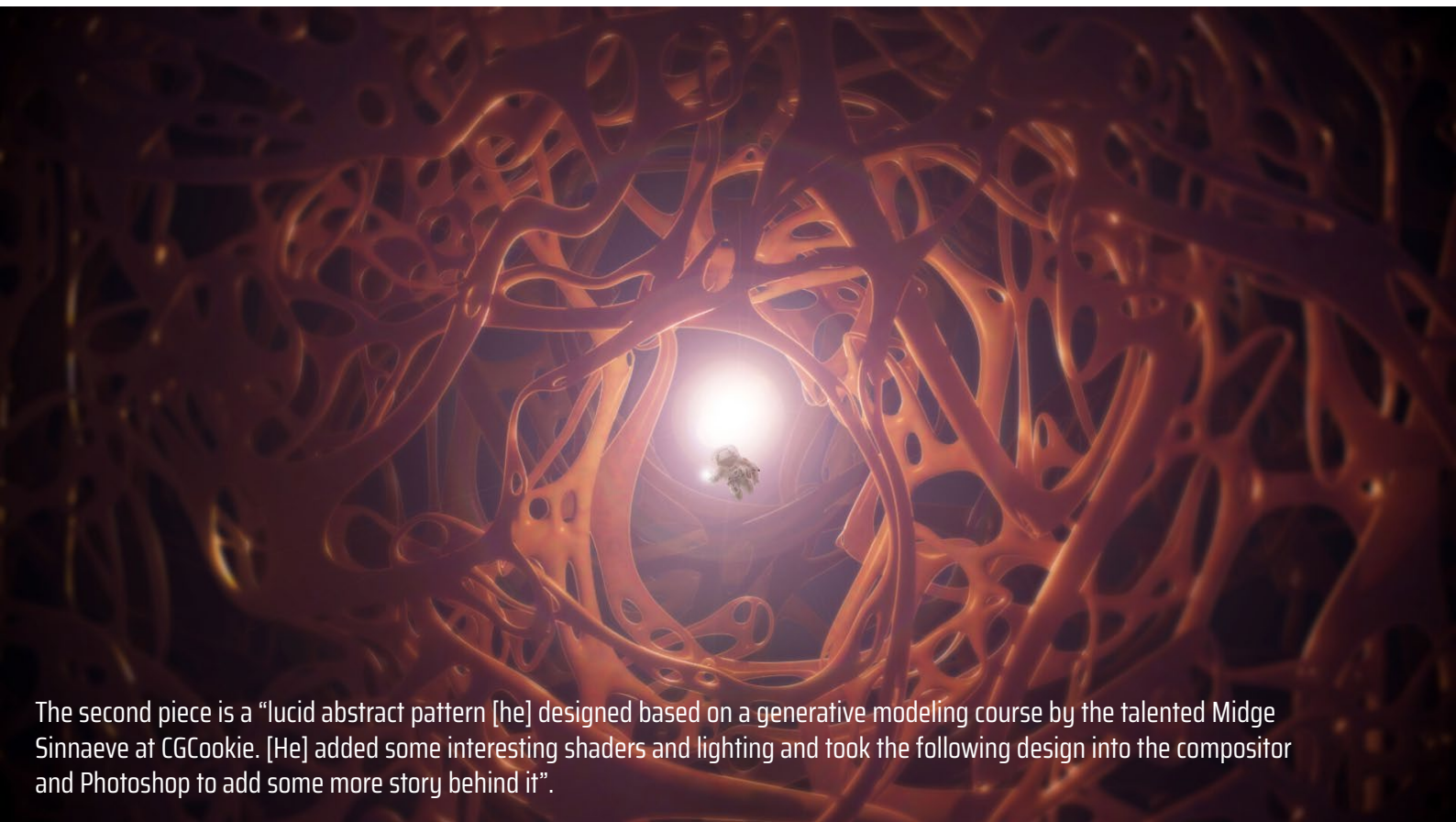
Art by 'Ramen#9074' (Discord)
Instagram: @yuhara_okabe

This month, it seems that our talented artist Ramen has been a bit hungry! Above are shown two delicious dishes: strawberry shortcakes and a mouth watering bowl of Ramen. He describes that he is currently strengthening his skills in texture studies, which from the looks of it results in some convincingly realistic pieces. However, as tasty as that bowl of noodles may seem, let's try to remind ourselves not to eat our good friend Ramen!





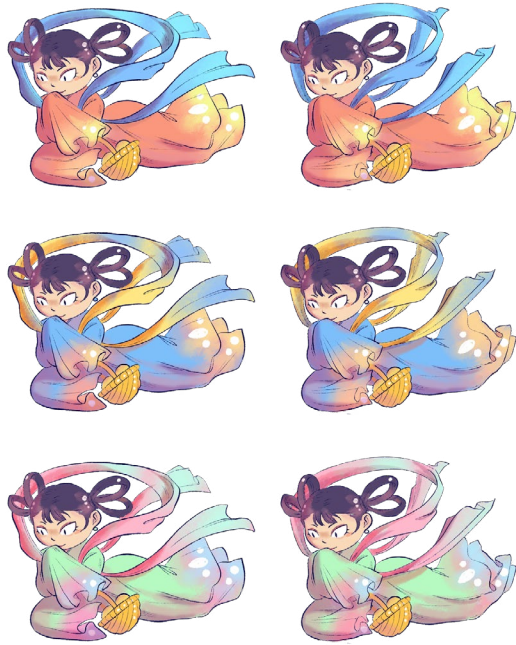
For the first image, George “decided to revisit some old thumbnails [he] did 3 years ago. [He] really liked the concept of an apocalyptic bridge in a fantasy world. The flying pyramids also remind [him] of a stereotypical late History Channel episode. [...] Base modelling, lighting and texturing were done in Blender. Details, composition and additional lighting was done in Photoshop”.



The second piece is a “lucid abstract pattern [he] designed based on a generative modeling course by the talented Midge Sinnaeve at CGCookie. [He] added some interesting shaders and lighting and took the following design into the compositor and Photoshop to add some more story behind it”.



Art by Hao Nguyen
Discord: Alien Turnip#6777george540



Hao's art, which she made for one of CoCo Jam's submissions called "Mooncake Rush", is a true display of talent. With the use of inviting, soothing and contrasting colors and naturally drawn details for the environment and characters, you really feel at peace when playing the game. Simply beautiful!

"For Mooncake Rush, we wanted the art style to be very cute and heartening while also delivering a strong East Asian aesthetics. Personally, I think what made the art of our game successful is how it made everyone in the dev team strongly attached to the small world that we were making, as well as its main character." - Hao Nguyen



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



CONTACT US



DISCORD: @CONCORDIA GAME DEVELOPMENT

FB: @CONCORDIAGAMEDEV