Game Demo Day

Play and experience games made by Northeastern students.
Games

Game Demo Metagame!
Explore the games and network with faculty, students, and designers. To enter the raffle to win a prize:
1. Visit at least 10 demo games and list your impressions.
2. Get contact information from 8 attendees.
3. Show your completed brochure at the registration desk.

1 – The Card Game of Fightingness
A casual combat card game of epic fightingness! Take on the role of a powerful fantasy persona and do battle with your friends using unique weapons and magical modifiers.
Impression:..............................................................................

2 – Space-Time Gladiators
Far in the future, an advanced species grows bored of its technological omnipotence. Its people decide to use their incredible tech to make more primitive organisms from the past fight each other.
Impression:..............................................................................

3 – Working Title
A surreal, story-driven platformer that explores objectivism though the hazy lens of the subconscious. Players are left to explore an abstracted dreamscape.
Impression:..............................................................................

4 - There Are No Explosions In Space
Typical bullet-hell space shooter with unnecessary particle and glow effects everywhere.
Impression:..............................................................................
5 - Dumbledore64
2D Arcade-style Wizard Simulator developed by Glass Knuckle Studios!
Impression:..........................................................................

6 - SquadHero:Revolver
An addictive side-scrolling shooter that capitalizes on the GuitarHero controller for a unique and challenging experience!
Impression:..........................................................................

7 - Thrall
A game of mind control and unwilling villainy.
Impression:..........................................................................

8 - GutsyGrid
GutsyGrid is a game that blends action games, fighting games, and trading card games.
Impression:..........................................................................

9 - Rube Cube
It’s a Virtualized Rubik’s Cube Simulator. There is a stylized Rubik’s Cube in the most basic design, and additional twists when we get there.
Impression:..........................................................................

Games
Faculty / Staff / Industry

Name: ...............................................
Function: ...........................................
Email: .............................................

Name: ...............................................
Function: ...........................................
Email: .............................................

Name: ...............................................
Function: ...........................................
Email: .............................................

Name: ...............................................
Function: ...........................................
Email: .............................................
<table>
<thead>
<tr>
<th><strong>10 - Fate Masters</strong></th>
<th>An innovative tabletop RPG that uses an integrated app to handle and accelerate traditional “pen and paper” computations.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Impression:</strong></td>
<td>.........................................................................................................................................................................................</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>11 - Sky-Pirates of Skyreland</strong></th>
<th>Sky-Pirates of Skyreland is a drinking tabletop RPG designed for 5-7 (21 year old+) players. It is intended as a brief, silly pre-game to be played prior to the beginning of a real game.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Impression:</strong></td>
<td>.........................................................................................................................................................................................</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>12 - Snake Eyes!</strong></th>
<th>A dice-governed drinking LARP, set in a pseudo-prohibition-era mobster speakeasy.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Impression:</strong></td>
<td>.........................................................................................................................................................................................</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>13 - The Witching Meow-er</strong></th>
<th>A strategic platformer video game, developed with an emphasis on critical thinking and planning, rather than just pure skill. Players take on the role of a witch’s familiar, herein a black cat.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Impression:</strong></td>
<td>.........................................................................................................................................................................................</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>14 - Shake Survival</strong></th>
<th>Shake Survival is an exercise game that is based on space invader. In this game, players need to shake, flip, and reverse their phone to kill invaders and survive.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Impression:</strong></td>
<td>.........................................................................................................................................................................................</td>
</tr>
</tbody>
</table>
15 - Dimensional Sinbad
Switching between 2D and 3D, helping the Sinbad get to the green point!
Impression:..........................................................................

16 - Project Nova
Play as Nova a new model of the new generation of androids with self-awareness and advance intelligence. Complete three challenging platforming levels in this classic 2D inspired game.
Impression:..........................................................................

17 - Memories from Kennecott
Memories from Kennecott is a first-person horror adventure game that places the player in the role of an FBI agent investigating a series of murders in the town of Kennecott, Alaska.
Impression:..........................................................................

18 - Teleforce
Teleforce is a first person shooter/puzzle game that is currently being developed by a team of Seniors for the Game Design Capstone.
Impression:..........................................................................

19 - Time Sink
A 2D shooter/platformer with puzzle elements where users are gradually introduced to various aspects of time manipulation, resulting of perceived mastery over time.
Impression:............................................................................
Program

• 6:00 pm: Welcome

• 6:00 - 7:00 pm: “Bucket List of 21st Century Games” Panel, with Mark Sivak, Clara Fernández-Vara, Damián Isla, Scott Macmillan, and Gillian Smith

• 7:00 - 9:00 pm: Mingle, Eat, and Play

• 9:00 - 9:30 pm: Capstone Postmortems of Teleforce and Time Sink

• 9:30 - 10:00 pm: Award Ceremony

Judges

• Tod Bouris: Principal Software Engineer, Research & Advanced Development at Games Show Network
• Alessandro Canossa: Associate Professor at Northeastern University (CAMD)
• Kevin Dill: Adjunct Professor at Northeastern University (CAMD) and software engineer at Lockheed Martin
• Damián Isla: Founder of Moonshot Games
• Scott Macmillan: Product manager for mobile games at Games Show Network
• Anthony Mauricia: Skill Games Product Manager at Games Show Network
• Magy Seif El-Nasr: Associate Professor at Northeastern University (CCIS/CAMD), Director of the Game Design Program
• Mark Sivak: Academic Specialist in Interactive Media (CAMD)
• Gillian Smith: Assistant Professor at Northeastern University (CCIS/CAMD)
• Brian Sullivan: Visiting Artist at Northeastern University (CAMD)
• Frank Tino: Chief Technology Officer at Games Show Network