

# GAME DEVELOPER'S CLUB 2016

**PRESIDENT:** Eliot Carney-Seim

**VICE PRESIDENT:** Andrea Wozniak

**TREASURER:** Chris Hamer

**SECRETARY:** Charles Douglas

**WEBMASTER:** Bryan Jarrell

## PROJECT TITLES:

## INDI-TITLES:



**LEGACY OF THE SHARDS**  
- 3D PLATFORMER  
Project and Art Lead: Andrea Wozniak  
Programming Lead: Chris Hamer  
Music: Evan Thweatt  
Artists: Jacqueline Wojcik, Erika Schumacher, Savannah May



**DETHRONED**  
- TABLE TOP GAME  
Project Lead: Eliot Carney-Seim  
Art Lead: Graham Dolle  
Editor: Andrea Wozniak



**EGGNOG**  
- FIGHTING GAME  
Project Lead: Eliot Carney-Seim  
Programmer: Bryan T.



**HEART ATTACK**  
- 3D MULTIPLAYER HORROR GAME  
Project lead: Bryan Jarrell  
Programming Lead: Conrad Etherton  
Art Lead: Charles Douglas  
Artist: Zachary Holtzman  
Programmer: Joe O'Malley



**SPORBITALS**  
- MOBILE GAME  
Project Lead and Programming Lead: Conrad Etherton  
Art Lead: Alec Lawrie



**NUCLEUS**  
- GAME ENGINE  
Made by Noah Windsor



**GRAVEYARD BEAT**  
- RHYTHM FIGHTER GAME  
Project Lead: Alec Lawrie  
Programming Lead: Sam Siegel  
Art Lead: Wil Hromek  
Programmers: Ben Hazlett, Young Lee  
Artists: Vincent Lay, Emma O'Donnell  
Music: Sam Siegel



**KAEON ACE**  
- GAME ENGINE  
Made by Jesse Dinkin

## CONTRACT GAMES:



**PUPPY SIMULATOR**  
- SIMULATION GAME  
Project Lead: Savannah Myers  
Programming Lead: Eliot Carney-Seim  
Art Lead: Nicole Simke  
Programmer: Austin Pagano



**OLIVER'S CARD GAME**  
- EDUCATIONAL GAME  
Project Lead: Eliot Carney-Seim  
Music: Pat Whelple  
Art: Samantha Holmes



**TRAIL OF TEARS**  
- EDUCATIONAL GAME  
Project Lead: Andrea Wozniak  
Programming Lead: Chris Hamer  
Artist: Jasmine Martin  
Music: Samuel Winnie