GAME DEVELOPER'S CLUB 2016

President: Eliot Carney-Seim
Treasurer: Chris Hamer
Secretary: Charles Douglas
Vice President: Andrea Wozniak
Webmaster: Bryan Jarrell

PROJECT TITLES:

LEGACY OF THE SHARDS
- 2D PLATFORMER
  Project Lead: Andrea Wozniak
  Lead Artists: Jacqueline Wojcik, Erika Schumacher, Savannah May
  Music: Evan Thoatt

HEART ATTACK
- 3D MULTIPLE PLAYERS HORROR GAME
  Project Lead: Bryan Jarrell
  Programming Lead: Conrad Etherton
  Art Lead: Charles Douglas
  Artist: Zachary Holtzman
  Programmer: Joe O’Malley

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

BUNNY SIMULATOR
- SIMULATION GAME
  Project Lead: Savannah Myers
  Programming Lead: Eliot Carney-Seim
  Art Lead: Nicole Sinke
  Programmer: Austin Pagano

DETHRONED
- TABLE TOP GAME
  Project Lead: Eliot Carney-Seim
  Lead Artists: Graham Delilo

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

NUCLEUS
- GAME ENGINE
  Made by Noah Windsor

KAENON ACE
- GAME ENGINE
  Made by Jesse Dinkin

INDI-TITLES:

GECKO
- FIGHTING GAME
  Project Lead: Eliot Carney-Seim
  Editor: Andrea Wozniak

CONTRACT GAMES:

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

TRAIL OF TEARS
- EDUCATIONAL GAME
  Project Lead: Andrea Wozniak
  Artist: Jasmine Martin
  Music: Samuel Minnese