

DEVELOPERS

LEARN. CREATE. NETWORK.

What Are We?

- professional, career-focused club
- dedicated to bringing students of all majors together to learn about game development
- learn in a team-based environment
- provide opportunities to network and improve our resumes and portfolios

FAQ

Do I need prior Game Development experience? NO!

We will work with you to help you learn about whichever aspect you are interested in, whether it be using art programs, storytelling tips, using the game engines, or music design

Do I need to be a computer science major or have programming experience? NO!

There are many other aspects of game design that don't involve programming. If progrogramming is what you want to do, then we can help you learn.

Do I need to come in with a Game idea? NO!

If you don't have an idea coming into the club that is okay, you can join another person's team and help them develop their idea!

Last year's games







A first-person space survival game with the goal of reinvigorating your destroyed home planet.



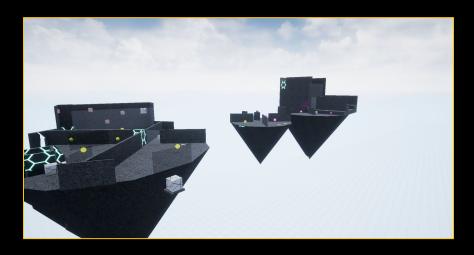




Ele-mental

A 3D puzzle shooter where you harness the power of the elements through the nozzle of your gun!







Remaining money: \$0.00

Space Parts







"Monsters" of Ikuna

2D side scroller platformer beat-em-up in a sci-fi themed story-driven adventure...and cat girls





Elderville

A 2D Dungeon Crawler where an eldritch horror protects a village from other horrors of the night.





Dusk Before Moonlight

A visual novel about a newly-turned werewolf-man trying to become human again.





Contact Us!! Say hi!

Website: www.umbcgamedev.com

Email: umbcgamedev@gmail.com

Twitter: @umbcGameDev

Instagram: umbcgamedevelopers

Myumbc: https://my3.my.umbc.edu/groups/gdc

Facebook: <u>UMBC Game Developers Club</u>

Youtube: <u>UMBC GameDev</u>

Discord: <u>UMBC Game Dev</u>

Our current officers:

Desmond O. - President

Seth D. - Vice President

Cade C. - Treasurer

Kaela C. - Web master

Alana R. - Secretary