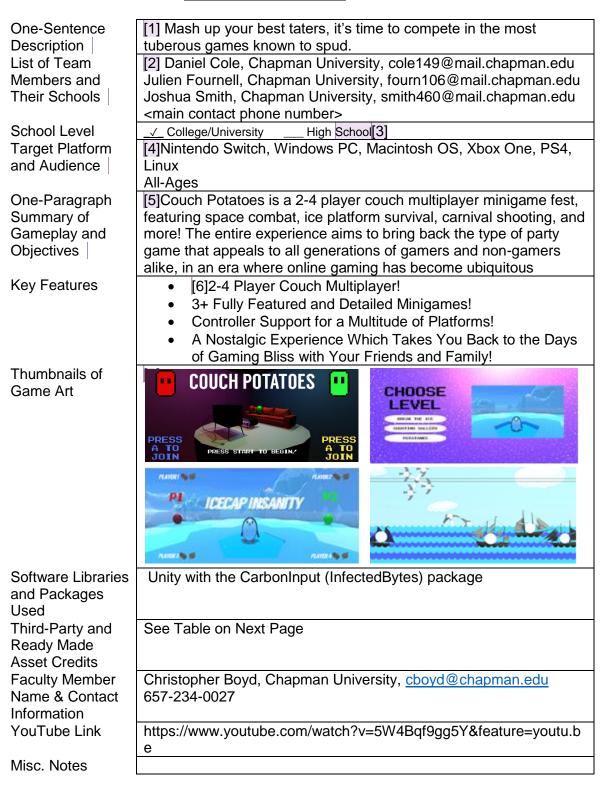
IEEE GameSIG Intercollegiate Game Showcase 2018 Game Overview: <u>Couch Potatoes</u> Date: 04/15/2018



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List of game assets not entirely made by the team. Includes ready-made rigs, templates, images, models, textures, music, sound effects, and voice acting.

Name or brief description	Source (ideally both URL and creator's name)	If modified by team, explain how.
TV	https://bit.ly/2IIXNny - MartinDiavolo	
Sofa	https://bit.ly/2IIeAHh - Kupala81	
Coffee Table	https://bit.ly/2qrPUv1 - cgaxis	
Dense Font	https://bit.ly/1QccspK - CDType	
Langdon Font	https://bit.ly/2HtRIBd - xIntelecom	
Zig Font	https://bit.ly/2JB5Sfj - Tepid Monkey Fonts	
SpaceSkies Free Skybox	https://bit.ly/2JMyFxk -	
	NIGHTSOUNDSGAME	
Skybox – Cubemap Extended	https://bit.ly/2J0Cyh9 - BOXOPHOBIC	

When you send your submission, please answer the following:

What were the top technical challenges that you encountered in the project?	Optimizing and balancing minigame memory usage, asset counts, and script design to run well on a multitude of different systems (less capable PCs, older consoles)
How did the design evolve during development? What changed, and what didn't?	It was originally thought of as a local multiplayer game with one main game, but then we decided to expand and create multiple minigames. Once we had to minigames done, we planned on making alternate versions of those games to be their own separate minigames, but instead decided to create two whole new mini games.