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

One-Sentence Description	[1] Mash up your best taters, it's time to compete in the most tuberous games known to spud.
List of Team Members and Their Schools	[2] Daniel Cole, Chapman University, cole149@mail.chapman.edu Julien Fournell, Chapman University, fourn106@mail.chapman.edu Joshua Smith, Chapman University, smith460@mail.chapman.edu <main contact phone number>
School Level	✓ College/University ___ High School[3]
Target Platform and Audience	[4]Nintendo Switch, Windows PC, Macintosh OS, Xbox One, PS4, Linux All-Ages
One-Paragraph Summary of Gameplay and Objectives	[5]Couch Potatoes is a 2-4 player couch multiplayer minigame fest, featuring space combat, ice platform survival, carnival shooting, and more! The entire experience aims to bring back the type of party game that appeals to all generations of gamers and non-gamers alike, in an era where online gaming has become ubiquitous
Key Features	• [6]2-4 Player Couch Multiplayer! • 3+ Fully Featured and Detailed Minigames! • Controller Support for a Multitude of Platforms! • A Nostalgic Experience Which Takes You Back to the Days of Gaming Bliss with Your Friends and Family!
Thumbnails of Game Art	
Software Libraries and Packages Used	Unity with the CarbonInput (InfectedBytes) package
Third-Party and Ready Made Asset Credits	See Table on Next Page
Faculty Member Name & Contact Information	Christopher Boyd, Chapman University, cboyd@chapman.edu 657-234-0027
YouTube Link	https://www.youtube.com/watch?v=5W4Bqf9gg5Y&feature=youtu.be
Misc. Notes	

Submitted by: Julien Fournell, fourn106@mail.chapman.edu, 949-945-3406

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/2HtRlBd - xlntelecom	
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.