# IEEE GameSIG Intercollegiate Game Showcase 2012

## Game Overview: DarkEdeNight/Team ADLM

### One-Sentence Description
DarkEdeNight is an open adventure taking place in an alternate-fantasy version of Earth where a group of people team up to put an end to a chain of mysterious kidnappings happening throughout the world.

### List of Team Members and Their Schools
- **Jose Sicairos**: Westwood College-Anaheim, gadgetmawombo@gmail.com
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### Target Platform and Audience
Ouya, Windows PC, Macintosh, Ubuntu, Android Phone
People the like JRPG's and side-scrollers, teenagers for age range.

### One-Paragraph Summary of Gameplay and Objectives
The overall story goal is for the player to stop the kidnappings but there are several more immediate goals along the adventure. It is a sidescroller where working together with the AI or Player Controlled team-members is essential to battling the enemies they will encounter on the journey. As the travel along the player will receive clues as to where they might find out more about the kidnappings and the player must follow the leads.

### Key Features
- Fully real-time action battle system for 4 players
- Leveling up and gaining of magic powers, combat maneuvers, and more!
- Open 2D world to explore with multiple towns, cities, fields, and caverns.
- Day-Night Cycles with effects on various things such as the monster types, the people in the towns, etc.

### Thumbnails of Game Art

![Game Art 1](image1)
![Game Art 2](image2)

### Third-Party Credits
Game Maker Studio Pro, Graphics Gale, Paint.net, Gimp, VgMusic (Temp Music), findsounds.com, Zero Engine (Ace), GMC.

### Faculty Member
**Edwin Gomez**: gomezedwin@sbcglobal.com

### YouTube Link
[https://www.youtube.com/watch?v=iwnwR98PMAM](https://www.youtube.com/watch?v=iwnwR98PMAM)

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