# IEEE GameSIG Intercollegiate Game Showcase 2012

## Game Overview:

<table>
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<th>Island War (Working Title) / Team “Team Seagull”</th>
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### One-Sentence Description

This is a turn-based naval warfare game where every move is crucial and time is the most valuable resource.

### List of Team Members and Their Schools

Daniel Lyons, Lily Russell, Ivan Espinosa, Jeff Einspahr
All from California State University, Fullerton

### Target Platform and Audience

Windows 8 Surface Tablet / Windows 8 Store App
“Casual Audiences” “12 And Up” “Strategy Enthusiasts”

### One-Paragraph Summary of Gameplay and Objectives

In this turn-based strategy game each player is battling over the ocean and the islands within to achieve the most victory points. The hard part is having the time to do it. You cannot simply move all your pieces on each turn! You must manage your time resource and carefully decide to build, fight, expand, and more as you battle across the sea with a selection of unique admirals.

### Key Features

- Multiple Admirals each with different strategies and abilities.
- More ways to win than just combat. (Money, exploration and more!)
- Build a sea empire as you conquer islands.
- 2 players battle on a single tablet!

### Thumbnails of Game Art

![Game Art](image1.jpg)

### Third-Party Credits

Microsoft DirectX 11.1, DirectXTK, C++

### Faculty Member Name & Contact Information

Micheal Shafae
1-657-278-3291
mshafae@fullerton.edu

### YouTube Link

[http://www.youtube.com/watch?v=lqHnD9GxYis&feature=youtu.be](http://www.youtube.com/watch?v=lqHnD9GxYis&feature=youtu.be)

Submitted by: Daniel Lyons 714-785-3950 tgcarbini@gmail.com