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# DevLUp FSU

## GBM #1



## Intro to DevLUp Redux

Fun fact: Switch 2 got announced  
January 16, 2025

# Welcome to DevLUp at FSU!

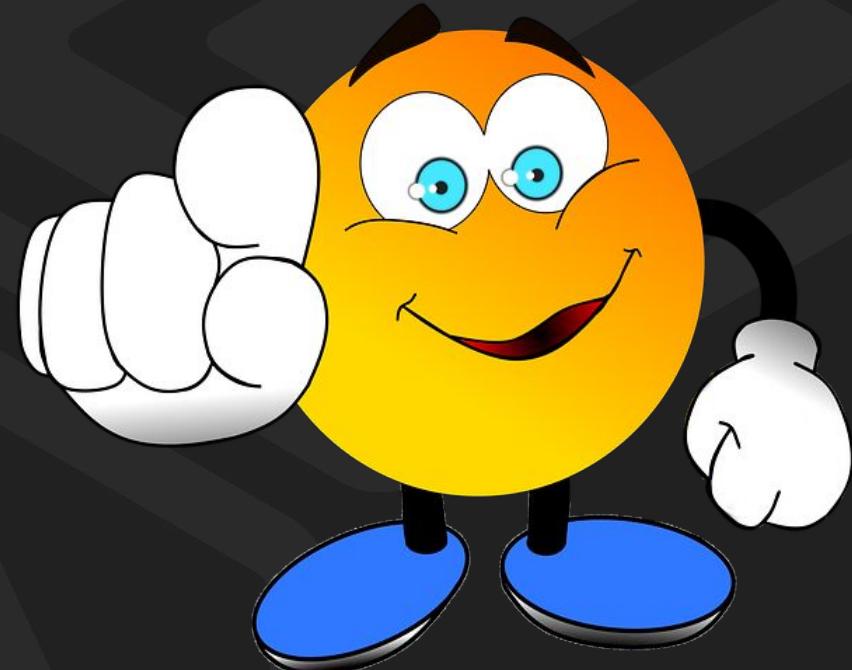


# Lesson Plan

- Who is DevLUp for?
- What is DevLUp?
- What is Godot?
- How to use #showoff
- Game Jam
- Meet the Team
- #career-development
- Club Project

# Who is DevLUp FSU for?

- YOU!!!!
- And everyone who has an interest in Game Development!
- More specifically programming, game design, 2D and 3D art, sound design, music composition and production, and more!



*Figure 1: It's for you!!!!!!*

What even is a “*DevLUp*”??!?



# “DevLUp” is

Previously known as the UF Game Developers’ Association, DevLUp is a non-profit student organization that works to bring game development to schools across Florida.

We’re a branch of the  
DevLUp Community.

that one's us →



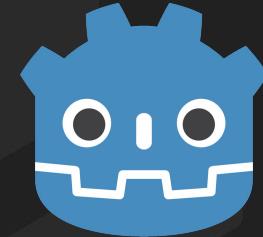
# Being a “branch” means

We are mostly independent and run our organization however we like.

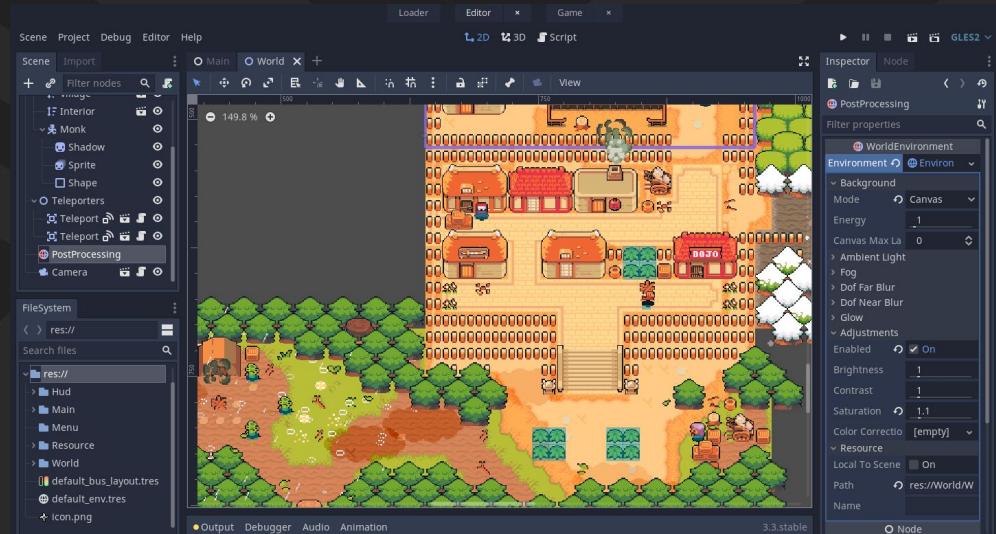
We also have access to all of DevLUp’s tools and resources.

- A community of student and alumni game developers
- Inter-university Game Jams
- A place to organize and update your games portfolio

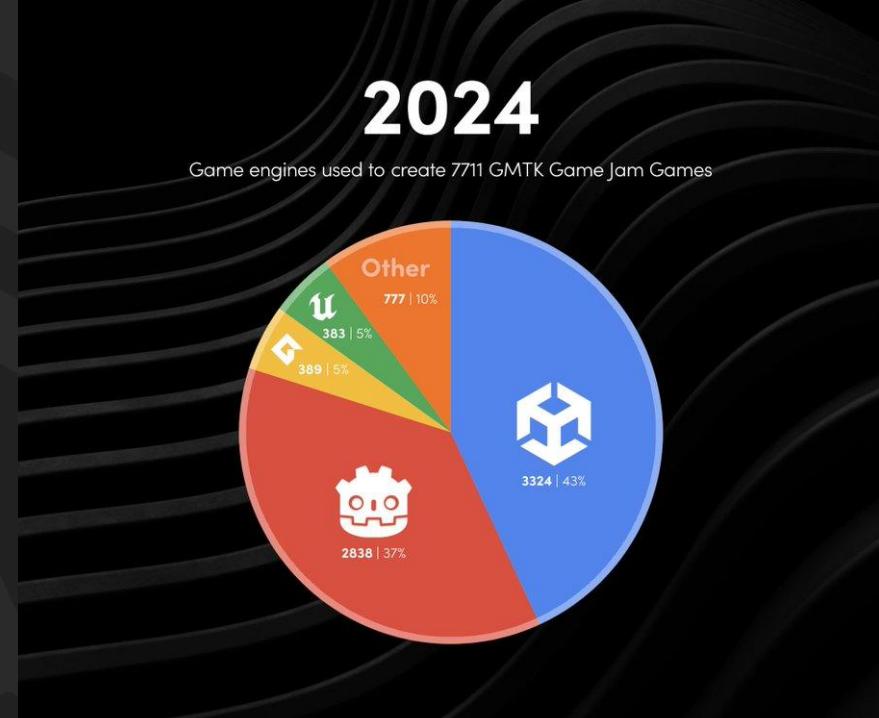
# What is “Godot”?



- Game Engine
- Open Source
- Custom Scripting Language
  - GDScript
  - Similar to Python
- 2D and 3D



# Godot is Gaining in Popularity



Made in  
Godot  
2024



*holiday edition*



#00showoff

how to use:  
# 00 showoff

# Meet the Team

read more about us at: [fsu.devlup.org/about](http://fsu.devlup.org/about)

# Dion Tryban - President

@trikzon on 

*Computer Science, Senior, he/they*

I have a cat named Zelda (pictured).

My favorite games are Minecraft, Factorio, Firewatch, and Portal 2.

I make Minecraft mods.

Come to me with questions about Godot!



# Jake Younan - Vice President

@.xloopex on 

*Computer Science, Junior*

I'm Jake and I enjoy fishing and bbq. This weekend I plan on smoking a 14 lbs Brisket! I also plan on going fishing

Some of my favorite games are Breath of the Wild, Elden Ring, and everything 3D Doom.

I do some 3D modeling so ask me about Blender questions and I'll try to answer them!



A moment of silence for Chris Swezy.

May he be graduated in peace.



# Whalen - Secretary (the surviving one)

@cocoa0270 on 

*Information, Communication, and Technology;  
Senior?; he/him*

Self-published point'n'click adventure game dev  
under label Master Suite (on Steam now, hooray)

My favorite games are Rusty Lake, Submachine,  
and a bunch of other stupid Flash ones from back  
in the day.

Stencyl 'expert', 2D artist, thinks too much about  
narratives, knows more about publishing than the  
rest of the board (so ask me)



# Emma Berry - Treasurer

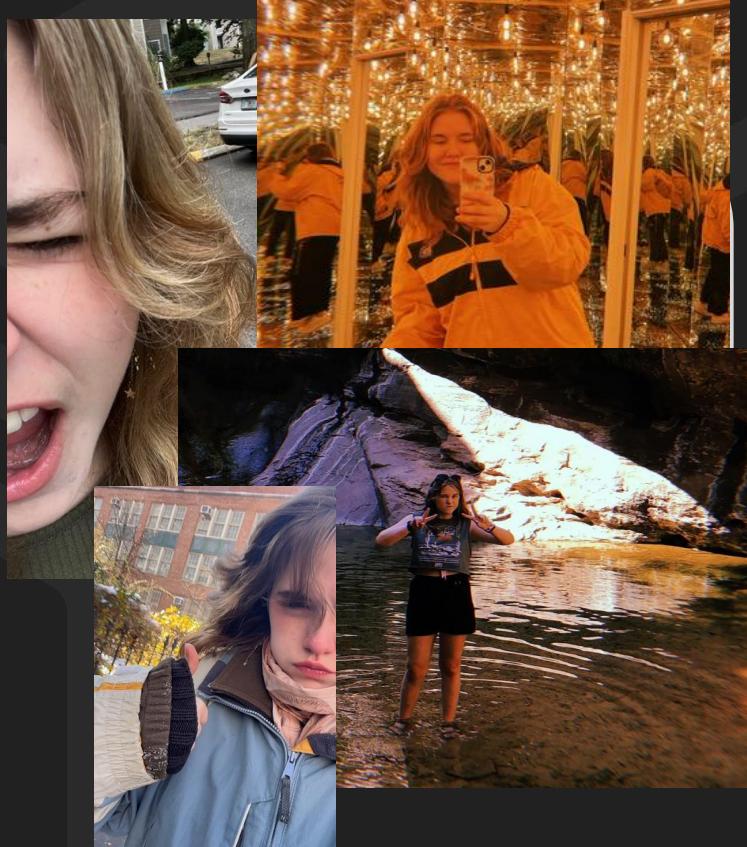
@coolkid1770 on 

*Computer Science, Junior*

My names Emma, I do frontend development, graphic design, and 3d modeling in my free time, aside from the nerd stuff I also like to skate, watch movies, and bake

My favorite games are Don't Starve, Little Big Planet, and Cult of the Lamb

(I'm not here today I did not feel well sorry guys!  
I will see yall next week!



# Jordan Freyman - Marketing Chair

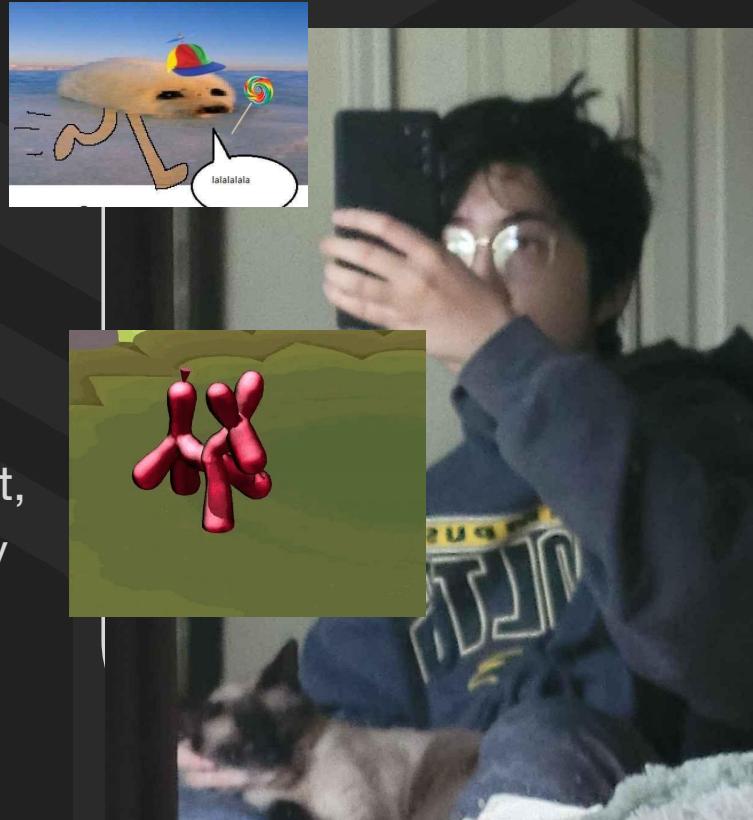
@jar\_cvfm on 

Computer Science, Senior, he/him

Hi I'm Jordan! I'm a programmer and an artist. I also like drawing, D&D, writing, LOTR, and metal music!!

My favorite games are Baldur's Gate 3, Minecraft, Fortnite, Undertale, Scarlet Hollow, and probably others that I can't think of rn 

Hmu if you need game design ideas/input!



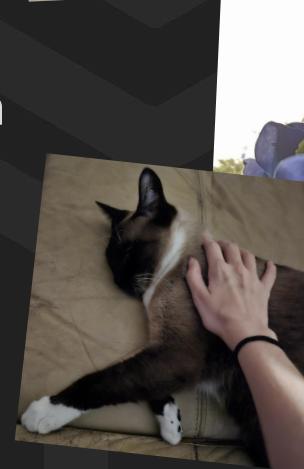
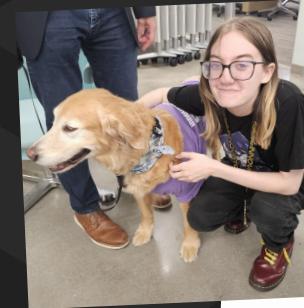
# Ares - Creative Chair

@cherricola on 

*Computer Programming & Applications;  
Junior?; he/they*

Hey, I'm Ares! I'm a programmer, pixel / 2D / 3D artist, 2D / 3D animator, writer, voice actor, musician, and D&D DM! My primary focus is on improving accessibility in gaming.

My favorite games are Limbus Company, Lethal Company, Stardew Valley, and Project Zomboid!



# Parker Dennison - Social Chair

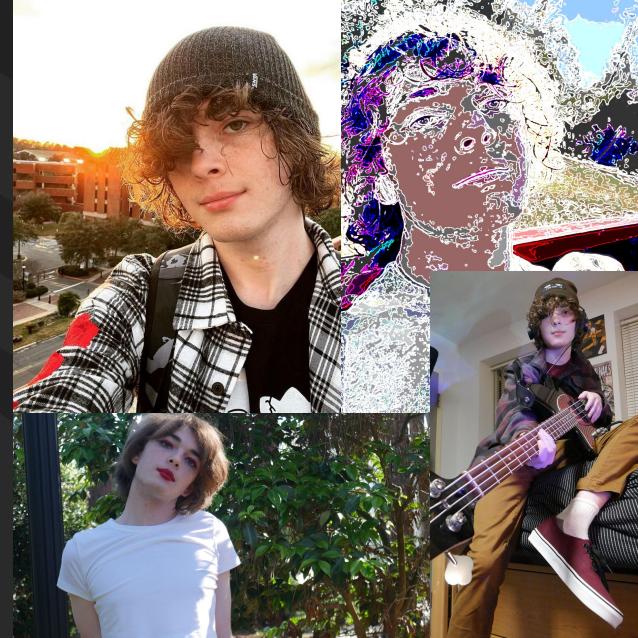
@.parkermdenni on



*Studio Art specializing in Electronic Art,  
Junior, he/him*

I'm a Studio Art major pursuing a minor in Computer Science. I have skills in 3D rendering engines and Electronic art.

Some games I like are: Bethesda Game Studio games, The Zelda series, Sega Games, Metroidvanias, The Doom series, and games released during the 90s in general.



# A word on # career-development

If you're looking for an internship or a job in the games industry, post your resume, portfolio, website - whatever you're using to apply - in # career-development and we'll all try to do our best to give feedback.



Fig. 5: A promotional image for last year's career workshop



Fig. 5 1/2: A total lie

# Our Meeting Schedule:

Date	GBM #	GBM Title	Secondary Event	Presenter
9 Jan		(No Meeting)	(oops, no involvement fair!)	
16 Jan	1	Introductions and Design Activity		All
23 Jan	2	Intro to Godot (Orbital Odyssey Minigame)		Dion
30 Jan	3	Intro to Game Design		Jake
6 Feb	4	Art Fundamentals (for artists and non-artists)		Parker
13 Feb	5	Accessibility in Games		Ares
20 Feb	6	Godot Tidbits		Dion
27 Feb	7	Intro to Stencyl (Point & Click)		Whalen
6 Mar	8	Intro to Unity		Jake
13 Mar		(No Meeting)	Spring Break	
20 Mar	9	1 Hour Game Jam (or Design Sprint)		Whalen
27 Mar	10	Game Jam Fundamentals		Dion
3 Apr	11		Game Jam?	
10 Apr	12			
17 Apr	13			
24 Apr	14			
1 May		(No Meeting)	Finals	

**the rest is up to you**

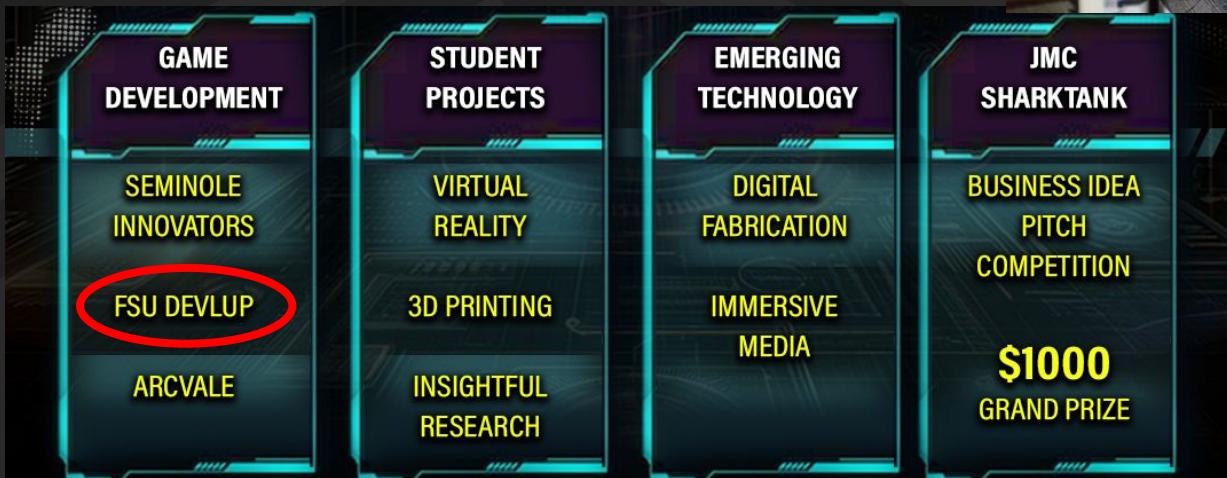
# Spring Game Jam

- It's a game jam
- In the spring
- Loads of Florida schools (and beyond?)
  - Like last jam, but bigger and better
- We had sponsors & prizes last year



# Spring Showcase

- Showing off our games - and yours!
- April 18th
- Apply at [innovation.fsu.edu](http://innovation.fsu.edu)



*Figure 23: This was the best picture they got of our setup last year (but it was so cool, I swear)*

# Last Year's Club Project

- Last year we made a Pirate Party Game
- We had 10+ contributors
- Many had never used Godot before
- We showcased it at the Seminole Innovators Showcase last Spring
- It turned out to be a lot of fun!



PARTY PIRATES!!!

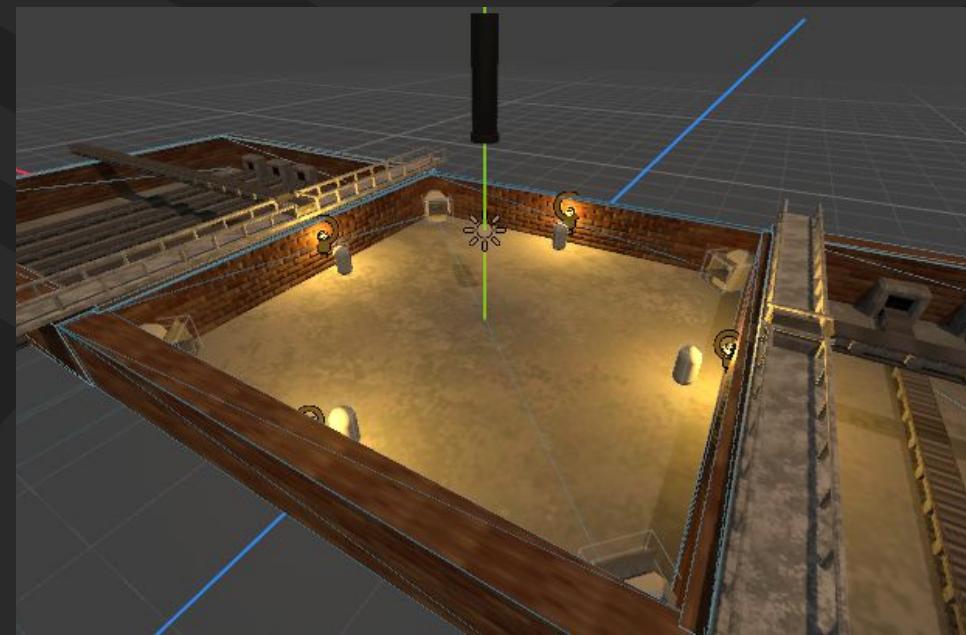
# This Year's Club Project

- With the Seminole Innovators
- A Mario Party-like game
- Make your own minigames
- Made in Godot
- No experience is required
- Need programmers, artists, musicians, designers, etc.
- First meeting at 6pm!!!



# Next Week's Workshop: Your First mini game in Godot

- Make a minigame for Orbital Odyssey
- Topics we will cover:
  - 3D player movement
  - Physics and collisions
  - 3D Environment Art
  - Simple 3D Animation
  - 3D lighting and shading



# design activity time



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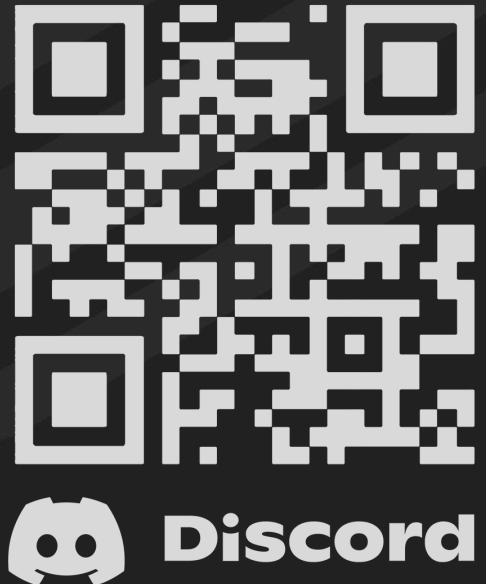
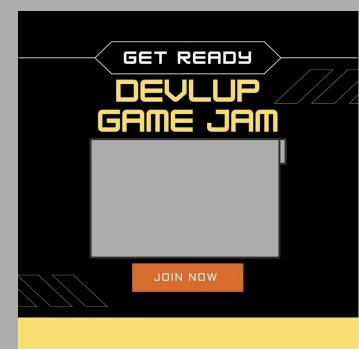
### Intro to DevLUp Redux

January 16, 2025

# Join our Discord and visit our website!

Join our Discord server using the QR code to stay in touch with the club!

Meet other DevLUp FSU members, “showoff” your work, share resources, take part in game jams, and stay up to date on all our future events!



 [fsu.devlup.org](http://fsu.devlup.org)