

Join the Canvas!



Today's code: WELCOME1

Upcoming jams: Patch Notes #01 (12th-15th)

4 September, 2025

DevLUp FSU



GBM #1



Intro to DevLUp

**Welcome to
DevLUp at
FSU!**



Lesson Plan

- Who is DevLUp for?
- What is DevLUp?
- What is Unity?
- #showoff
- Meet the Team
- Club Project
- Icebreakers

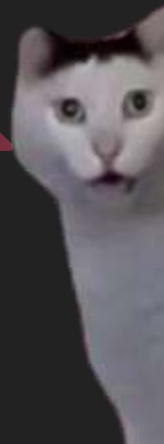
Who is DevLUp FSU for?

- 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 →



←this one
stinks

Being a “branch” means

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

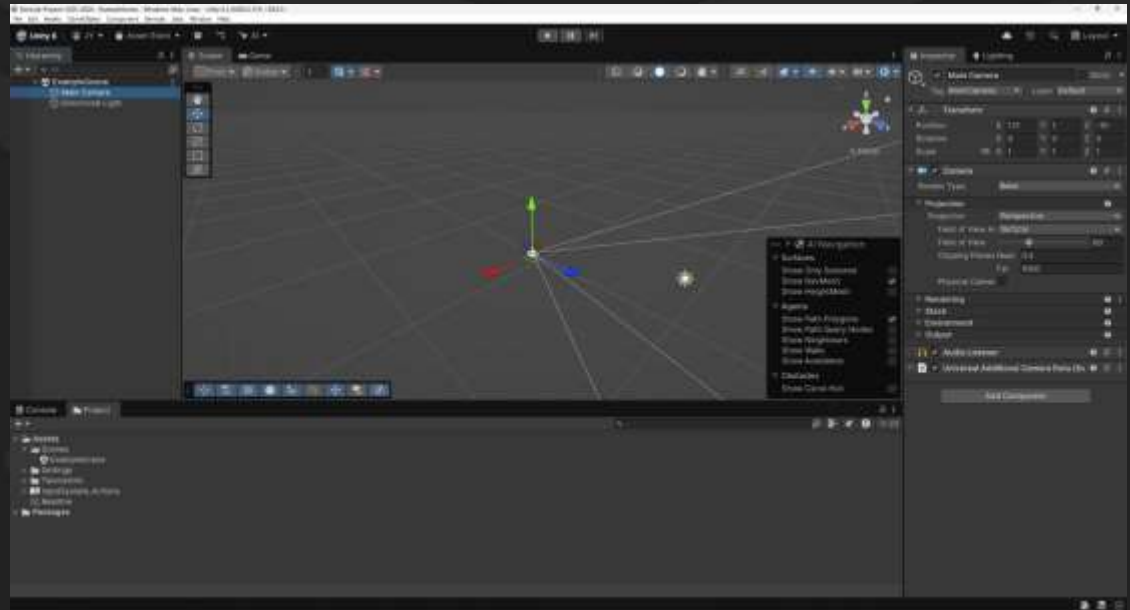
We also have access to all of DevLUp’s tools and resources.

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

What is Unity?



- Popular Game Engine used in personal and professional environments
- Supports the C# scripting language
- 2D and 3D



Why Canvas?

- All our resources in one place
- Host & store Zoom meetings of workshops
- Taking attendance
- Upload code in one spot



Recent Announcements



Welcome to Our Canvas Course!
What's up everyone!!! Hope we all had a relaxi...

Posted on:
Aug 27, 2025, 3:40 PM

Assign To

Edit



RSO: DevLUp at FSU!

Welcome to DevLUp at FSU!

This Canvas course, run by the board of DevLUp at FSU, is a place for fellow students to see announcements, code files, zoom links, and other media related to our club.

Meet the Team

read more about us in the discord's [#introductions](#)

Jake Younan - President

@.xloupex on 

Computer Science, Senior


I'm Jake and, in addition to making games, I enjoy fishing, BBQ, sailing, volleyball, disk golf, and many other things!

Some of my favorite games are Breath of the Wild, Elden Ring, and Subnautica.

This fall, I'm excited about racing sailboats on the weekends!



Calvin Whalen - Vice President

@cocoa0270 on 

Information, Graduate, he/him

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

My favorite games are either Flash adventures no
one knows or weird 90's stuff no one knows

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



Marsh - Mr. Secretary

@mdelilleau70 on 

Clumputer Science/Theatre, Sophomore, he/el

Bună all, I am Calvin Whalen's roommate, but I call him 'Cauvin' (pronounced 'Coven') or just 'Whalen'. I also composed the music for some of his games & forced him to watch a *Mad* movie.

On my own time, I speak A2/B1 Romanian, cook a lot, and have made some bullshit 'games' like *Amareica* (#3 in mood, LD55!) and *Tour*. I am independently studying puzzle design, and hope to soon publish my first work in the genre. Noroc!



David Berger - Treasurer

@stillnotbob on 

Computer Science/Behavioral Neuroscience,
Junior™, he/him

Hey y'all! I'm a programmer and I've dabbled in Unreal and Godot while working on Edge of Chaos, Toasty Time, OrcAttack, Orbital Odyssey, and more!

I enjoy solving technical problems and hope to pursue a PHD in Neural Engineering.

In my free time, I enjoy launching rockets and playing games like Portal 2 and Control.








Hailie Tucker - Social Chair




@halfire1127 on 

Computer Science, Junior, she/her

@hailiethhuman ← Insta 

I'm a programmer with my experience focused on Unity and I dabbled in Blender. I've contributed to Orbital Odyssey  and Prawemit.

I like going to the gym , diet coke, animals, hanging out with friends, socializing , throwing a football , and I have a sweet tooth .

Currently I am partial to Dead by Daylight , Phasmophobia , and Fortnite .



Yusong - Marketing Chair

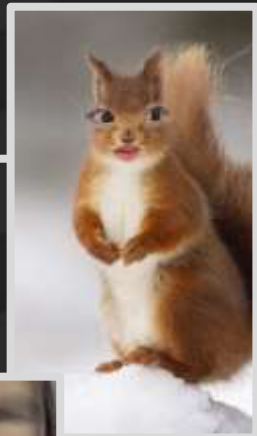
@ysongg on 

Computer Science, Sophomore, she/her

Hi! I'm a programmer. My previous experience with game development was mainly with Unity 2D, specifically, I have been apart of projects like Prawmite and NutriQuest.

Some of my favorite games are Terraria, Stardew valley, raft, and some cooking simulators.

Besides playing games and making games, my biggest hobby is crocheting. I have been crocheting for about a year, and I really like making plushies and clothes.



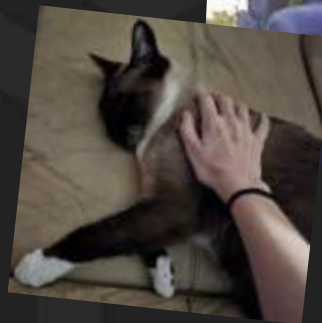
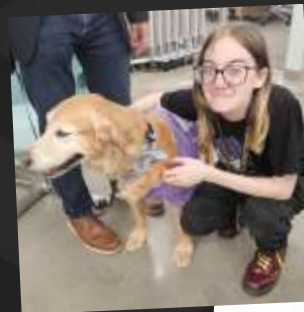
Ares - Creative Chair

@cherricola on 

*Computer Programming & Applications;
Senior?; he/him*

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!



 *summer edition*

 showoff

how to use:

#👁👁 showoff

Our Meeting Schedule:

Date	GBM	GBM Title	Secondary Event	Presenter
28 Aug		(No Meeting)	(Involvement fair?)	
4 Sep		Hello! Introduction and Icebreakers		Everyone
11 Sep		Intro to Unity		Jake & Ares
18 Sep		Art on a Budget (or How to Use Free Assets)	our sponsor	Calvin
25 Sep		Intro to Git and How to Work Together		Jackson & Hailie
2 Oct		PlayStation Recruiter Talk		Milan Sewell
9 Oct		Materialising Game Design: Planning and Prototyping		Marsh
16 Oct		1-Hour Design Jam		David
23 Oct		Intro to Blender Modelling	DevilUp Horror Jam (24-26)	Jake & Ares
30 Oct		Mechanics vs. Narrative: an Exploration	DevilUp Horror Jam Showoff	Calvin
6 Nov		Linear Narratives and the Almighty Flowchart		Calvin
13 Nov		3D Animation		Jake & Ares
20 Nov		Puzzle Design		Marsh
27 Nov		Thanksgiving		Squanto
4 Dec		What Have We Learned? A Discussion	Project milestone	Everyone
11 Dec		Finals Week!		No one?

DEVILUP HORROR JAM

- It's a game jam
- Around Halloween
- Loads of Florida schools (and beyond?)
 - (we hope)
- Shown off in-workshop Oct 30th

OCTOBER 24-26



Global University Challenge

Viveverse Examples



IMMERSIVE STORYTELLING

Music experiences,
visual, novels, artwork,
shared spaces,
architecture, learning
materials, and more.



GAMES

Games built for web,
optimized to run across
mobile devices and PCs
(multi or single player).



SOCIAL EXPERIENCES

Build engaging and
community-driven
multiplayer worlds.





Awards for Students



Competition is
October 1st through the 15th.

- Teams of 2 to 5 students.
- We can form however many teams as we want.
- You will have access to my support and the Hub's computers and devices.
- No previous experience in development required.
- Jake and I will be testing Viveverse next week.

Now-Fall Showcase

- Showing off our games - and yours!
- September 5th (that's tomorrow)
- 12-2:30 PM

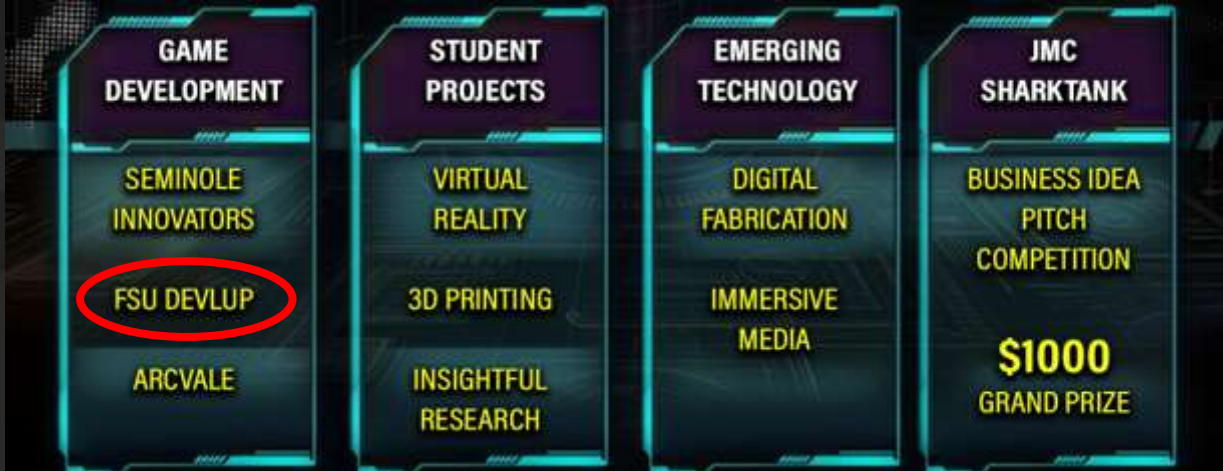


Figure 23: This was the best picture they got of our setup last year (but it was so cool, I swear)

Last Year's Club Project

- With the Seminole Innovators
- A Mario Party-like game
- Make your own minigames
- Made in Godot



Next Week's Workshop: Intro to Unity

- We will go through the basics of the Unity Engine to prepare us for the development of the semester project
- Topics we will cover:
 - Editor
 - Importing assets
 - Doing a bit of code
 - Making cool junk 🤖🤖🤖

icebreaker time



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Intro to DevLUp

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!



Discord



fsu.devlup.org

