Date	GBM	GBM Title	Secondary Event	Presenter		Meeting times: https://timeful.app/e/B646E
9 Jan		(No Meeting)	(Involvement fair?)			Zoom record meetings (and live!)
15 Jan	1	Intros, Icebreakers, and Retrospectives		Everyone		Include upcoming major jams in first slide
21 Jan	2	Unity 201 (what new things?)	In the Co-Lab	Jake		
29 Jan	3	2D Art -- Pixel and ...not pixel?	In the Pitch Room ↓	Calvin & Ares		
5 Feb	4	2D Animation -- Frames and Tweening	(May have to move)	Calvin & Ares		
12 Feb	5	Making Music for Non-Musicians		Marsh		
19 Feb	6	Blender 201 -- Tidbits		Hailie		
26 Feb	7	Unity 202 -- Lighting	Florida Comedy Jam (27-1)	Jake & Marsh		
5 Mar	8	Writing For Games		Screenwriting Club		
12 Mar	9	1 HOUR LEVEL DESIGN JAM		David		
19 Mar		Spring Break				
26 Mar	10	Sound Design and the Art of Foley	(May have to move)	Yusong		
2 Apr	11	Unity 203 -- A*, Agents and Navmesh		Jake & Marsh		
9 Apr	12	Online Portfolios (HTML Basics) -WICS collab		Hailie		
16 Apr	13	Prototyping Levels	(May have to move)	Marsh		
23 Apr	14	Year's Out Celebration!		Everyone		
		IDEAS:				
		Animation (Reach out to FSU Film?)				
	-	HTML + Javascript (Hailie)				
	-	VR Development?? (+ Jackson)				
		Design retrospectives (Marsh wants that to be first)				
		Level design, Prototyping, and Greyboxing				
		Find something similar to the 1-hour design jam				
		Unity lighting (Jake + Marsh)				
		Navmesh & AI (Jake + Marsh)				
		Workflows				
		Blender 2: Tidbit Edition				
		2D Digital Art				
		Chiptune Music				