

Indie

GAME DEVELOPER

OTTAWA



The Dragon's Eye Zine

By Mathieu O'Brien



Indie Gamedev

WHAT'S THAT?

This zine will show a quick view of the gamedev scene in Ottawa, but rest assured, there are many more games, developers, & events happening all the time in the area.

An indie gamedev, short for independent game developer, is an individual or small group of people creating games, often in their free time & are usually self-funded.

Indie games are quite often innovative & experimental as they are not usually supported or overseen by large publishers, meaning these devs have full creative freedom.

ANYONE CAN BE AN INDIE DEV

All you need is the interest in making games, the willingness to learn, & your imagination.

Check out these local hits!

These games were developed by local Ottawa developers!



Released:
SEP 2014
By:
Breakfall

Released:
JUL 2015
By:
Steel Crate Games



Released:
NOV 2016
By:
Fire Face

But that's not all!
There are many more games from Ottawa!

WHAT?

A game jam is a game development event which challenges participants to create a game within a certain amount of time (often 24-48 hours) while incorporating a theme chosen by the event organizers.



GLOBAL GAME JAM®

Global Game Jam (GGJ) is the largest of these jam events. It was founded in 2008 with its first jam held in 2009.

Every year, at the end of January, thousands of people all over the world create games all from the same theme.

Event locations can be held anywhere including a school, community centre, office space, or even your own home! Each location can also be in-person, virtual, or hybrid.

Carleton University's School of Information Technology's location has been run for over 10 years by Carleton's own Dr. Ali Arya.

If you are interested in getting started in game development or are looking for a challenge, you can sign up at globalgamejam.org & register to the Carleton location.

Last weekend of January

WHEN?





Ottawa Games is a group promoting the local gamedev industry

ottawagames.info



Ottawa Game Makers is a collective of videogame developers who host panels & presentations once per month

ottawa-game-makers.ticketleap.com



Dirty Rectangles is a collective of videogame developers who meet once per month

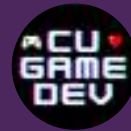
dirty-rectangles.com

Some Post-Secondary Student Groups



BIT Society

Carleton University



Carleton Game Dev Club

Carleton University



uOttawa Game Dev Club

University of Ottawa

If interested, these organizations & student clubs often run events open to anyone.

Simply register to the event you wish to attend.

C	U	H	A	K	A	Y	R	Z	P	F	Q	Q	Q	N	R	V	K
G	M	S	A	C	E	A	S	O	R	C	U	P	H	E	A	D	C
K	O	T	N	K	S	E	N	L	O	U	M	U	S	I	C	N	O
J	T	A	I	U	H	I	P	A	G	T	I	N	D	I	E	A	N
S	T	R	M	U	A	U	G	T	R	A	R	M	V	W	J	V	C
W	A	W	A	I	I	C	X	A	A	Z	R	A	J	M	F	U	E
U	W	H	T	H	A	S	T	E	M	L	O	B	G	J	R	N	P
N	A	A	I	G	O	D	O	T	M	E	K	Q	O	E	A	R	T
I	I	L	O	L	Z	F	X	M	I	W	D	I	H	U	T	E	A
T	Y	D	N	D	E	S	I	G	N	I	S	E	N	X	R	A	R
Y	P	G	A	M	E	J	A	M	G	M	X	B	V	G	V	L	T
E	S	P	E	C	T	R	U	M	B	R	E	A	K	E	E	D	H

Find the following words in the puzzle.

Words are hidden → ↓ and ↘ .

ANIMATION
 ARBOUR
 CONCEPTART
 CUPHEAD
 DESIGN
 GAMEDEV
 GAMEJAM

GODOT
 HASTE
 INDIE
 KEPTALKING
 MUSIC
 OTTAWA
 PROGRAMMING

ROOTRAGE
 SPECTRUMBREAK
 STARWHAL
 UNITY
 UNREAL

Games on the cover page:

Haste by Hot Sauce Bread Studios • Starwhal by Breakfall
 Spectrum Break by Jason Hein • Spring Falls by Sparse
 The Blobs Fight by SkyPyre Studios