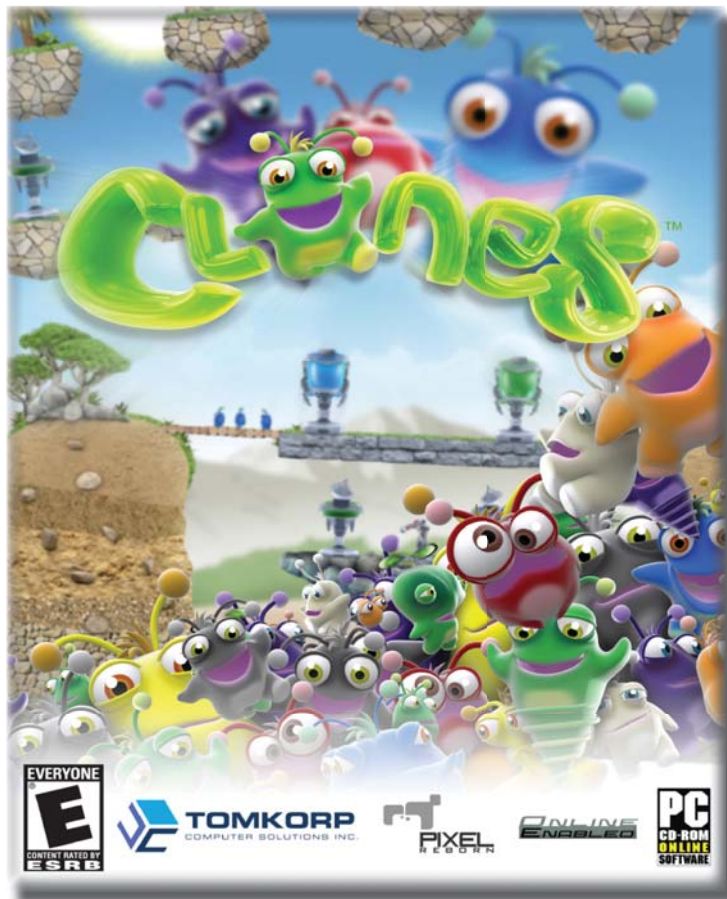


CLONES



A Presentation of the Department of Electrical and Computer Engineering, and the IEEE Computer Section
Winnipeg, Manitoba, Canada

A seminar on Games Development



SPEAKER: Tom Kaminski, M.Sc.
President, Tomkorp Computer Solutions Inc.

TOPIC: Clones Game Showcase

PLACE: EITC, Room E2-350

TIME: 4:30 - 6:30 P.M.

ADMISSION: FREE!

BIO: Tom Kaminski is president and cofounder of Tomkorp Computer Solutions Inc. He has been involved in numerous projects including the development and launch (2007) of CrackBerry.com, a very successful BlackBerry fan site. In 2004, he graduated with a M.Sc. in Electrical and Computer Engineering, and a B.Sc in Computer Engineering in 2002, both at the University of Manitoba. He also worked at Norsat in Winnipeg from 2000-2002, working on Altera and Xilinx devices as well as programming embedded systems.

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The World Of Clones

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Ever wanted to know what it takes to make a commercial video game? Successful video game development can be very rewarding, but it requires talent from multiple disciplines: mathematics, computer science, engineering, graphic design, music composition, arts, management, accounting, marketing (and more!). We have developed a soon-to-be-released Windows PC game titled "Clones" (www.ClonesGame.com).

As a puzzle game, it supports single player and multiplayer game types, different game modes, and a built-in level editor. We will discuss the process of game development, the important considerations when developing a game, the tools used, and some of the challenges and achievements of our team. The game will be demonstrated and specific technologically interesting features will be discussed such as: A method to achieve perfect client synchronization in low bandwidth network.

Wednesday, March 4, 2009

4:30 - 6:30 P.M.

EICT, E2-350