

# Three Thing Game



## Three Thing Game October 2012

### Team Registration

Team Name: \_\_\_\_\_

Team Email: \_\_\_\_\_

Team Members:	Member Name	Signature	OverNight
	_____	_____	
	_____	_____	
	_____	_____	
	_____	_____	

Please sign next your name and indicate whether you will be attending overnight on Saturday. **Make sure your team email is easy to read, or you might not get any of the competition messages.**

ThreeThingGame will take place in the week commencing 22<sup>nd</sup> of October and include an overnight development on the weekend of 27<sup>th</sup> and 28<sup>th</sup> of October. The MonoGame development team will be coming along to help with porting XNA games onto the Windows 8 platform. The Rather Useful Seminar on 24<sup>th</sup> of October will be about XNA game development, for those who have not used the platform before

Forms must be returned to Rob Miles by Friday 19<sup>th</sup> of October with a payment of £2:00 for each team member taking part on Saturday night. Places are limited, first come, first registered.

The "Thing Assignments" will take place at 2:15 pm on Monday 22<sup>nd</sup> of October, venue to be announced.

Rob Miles