

# Possessed: The Turing Deception

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## Possessed: The Turing Deception

This is the game that we made at the 2nd annual Global Game Jam (Jan 29..31, 2010). The theme was Deception.

As a incorporeal assassin, you possess and control the bodies of innocents to further your mission of destroying rival assassins. It's a networked multiplayer action game, where you attempt to deceive the other players into thinking you are just one of the masses, while trying to spot others when they slip-up.

It can be downloaded from the Global Game Jam page for the game.

I tried to keep a running progress over the course of the weekend, with periodic screen shots.

Final multiplayer test before submission:

Our team consisted of:

- Michael Noland
- Nolan Walker
- Nick Darnell
- Scott Jacobs
- Alex Park
- Harrison Moore

Technology: We used C#, XNA 3.1, Lidgren networking library, and a PHP script for matchmaking.