

The Spooky Timeline of the Spooky Shapes Game Jam (4th Annual)

Friday October 28th

5pm - Start

Teams pick up kits in RFP214/215 (right next to the CDH).

Teams can find room to work in any of the TH269 labs or RFP216.

6pm - Elevator Pitch 1

2-3 sentences; summarize game/idea, for focus and interpretation.

9:45pm - Elevator Pitch 2

10:00pm - End of night!

SAVE YOUR WORK! Teams shutdown; leave all game components (thumb drives) with Jam organizers. GO HOME (or wherever).

OVERNIGHT

No work can be done on the game between 10pm and 8am.

Saturday October 29th

8am - (Re)Start

Teams pick up their kits in RFP214/215; no computers/space can be claimed from Friday night; setup anywhere/first there wins!

12noon - Elevator Pitch 3

No changes in direction are allowed after this pitch.

12noon (ish) - LUNCH!

Food will be available in RFP214/215.

3:45pm - Time's up!

4pm - Judging Starts

3 industry judges will view/play each game. Winners will be announced!

5pm? 6pm? - It's Over! GO HOME! Thanks for playing!