

# The Spooky Rules of the Spooky Shapes Game Jam (4<sup>th</sup> Annual)

## Theme

- Each team will be randomly assigned two “Spooky Shapes,” traditional Halloween silhouettes, unique to your team; **these must be dominantly incorporated into your design.**

- You will receive these shapes when issued your materials for the competition.
- Exact replicas are not expected; they are intended to set a category of item to represent and include, such as a skull, ghost, or candy.

- You will need to submit an **elevator pitch** summary of your game:

- At the 1-hour mark of the Jam (6pm on Friday)
- At the end of the first night (9:45pm on Friday)
- At Noon on Saturday

This pitch describes your game to aid judging and interpretation. It should be 2-3 sentences, and can be changed/updated at each of the times above, with no further changes after Noon, Saturday.

- Within these constraints, generate something engaging, entertaining, and thematically spooky, whether light heartedly or scarily so.
- All projects will be evaluated on adherence to the rules and successful execution/illustration of concept.
- Judging panel is composed of both academic and industry practitioner representatives.
- No project is expected to be a ‘finished work,’ but should successfully demonstrate interactivity and experiential intent to the best degree possible.

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## Tools

- 👾 Everything you need to complete the Game Jam will be provided; just bring your team and your ideas!
- 👾 You **must** develop in/using the Unity engine.
- 👾 You **must** use/develop only with the assets/shapes provided at the start of the challenge: these will be provided via USB key drive, a takeaway keepsake for all participants!
- 👾 No pre-existing assets from outside the Unity Asset Store or Unity Standard Assets are allowed (except as detailed below).
- 👾 All geometry **must** be assembled and composed from provided models as an unaltered base mesh or file. Period.
- 👾 Use of secondary tools that would violate the geometry restrictions is not permitted (e.g. Pro Builder).
- 👾 Asset Store acquisitions are allowed under these conditions:
  - They must be Free choices on the Asset Store from Scripts, Textures, Effects, and/or Audio.
  - They can't violate the geometry rules (see above).
  - Unity Standard Assets scripts, sounds, visual effects, and textures may be used freely.
  - All Packages used must be specifically identified on a credit screen for your project.
  - Each Package must be counted via **Candy Wrapper** (see below), as 'outsourcing' cost.
  - Recommended acquisitions are Scripts/Widgets, Sounds, Materials, & Effects.
- 👾 Your final submission can be run as an executable or run 'in-editor.'

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## Team

- ☠ The Spooky Shapes Game Jam is open to all Brock Students interested in learning to work in Unity.
- ☠ Each team has 2-3 participants, no exceptions.
- ☠ You can outsource/get any amount of help, at the cost of **Candy Wrappers**, the currency of assistance!
  - **Candy / Wrappers** will be provided.
  - You can always request help at any time from an event volunteer and are encouraged to do so! Whenever help takes more than 2 minutes, the volunteer will demand the passphrase 'Trick or Treat,' and will give your team a **Candy**.
  - You can enjoy the **Candy**, but you must deposit the **Wrapper** (with or without the **Candy**) in your team's **Candy Bucket (Cup)**, within 30 minutes of receipt.
  - The **Wrapper** can still have the **Candy** in it...
  - Each team's **Candy Bucket** is left in the Command Centre (RFP 214/215) overnight.
  - You may also 'hire help' from other participant teams or event mentors by asking for help with the passphrase 'Trick or Treat'; your team will receive **Candy** and must deposit **one Wrapper** in your team's **Candy Bucket** for every 5 minutes of assistance.
  - At the end of the event, the accumulated **Wrappers** represent the degree to which you 'outsourced' your project to make the deadline . . . and, in a way, how much you learned! Stuff that **Bucket** with pride!

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## Time

- ☠ Teams can work **only** within the set times; i.e. no all-night-energy-drink-and coffee-fuelled overtime. **The CDH advocates responsible and healthy work practices.**
- ☠ Teams are welcome to bring in documentation and plans for their game idea to make the best use of the time, knowing the challenge in advance, but **all actual development** will take place during the allotted times with no inclusion of prior assets.
- ☠ At **9:45 PM** of the Friday night session, your team should save all work to their USB keys. These will be put in your **Candy Buckets** for safe keeping until the start of day Saturday Morning, to resume work.
- ☠ **Remember! All PCs will reset and lose any saved work on logging out!**
  - Save Often & Save Everything!