Solo Game Jam Project Proposal

*Game Jam Solo #4 : The Theme is “*The World is your Stage”

Submissions open from **September 24th 2025 at 3:00 PM** to **September 27th 2025 at 3:00 PM**

[Solo Game Jam 🏆 - itch.io](https://itch.io/jam/solo-game-jam-4)

# Jam Rules:

1. **You. Alone. No team. No help. Just your skills and your ideas.**
2. Welcome to the **Solo Game Jam**, a 72-hour challenge to create a game entirely by yourself. The **theme will be revealed at the start**: July 27th, 6PM (UTC+2).
3. All engines, tools, and styles are welcome — as long as the game can be played on a standard Windows PC. AI tools are allowed. Creativity is expected. No limits, no hand-holding. Let’s see what you can do.
4. 🧍 **Solo only** — no teams, no collabs.
5. 🤖 **AI allowed** — for art, music, code, ideas, anything.
6. 💻 Games must be **playable on Windows PC** without special hardware.
7. 🚫 **No NSFW, hateful, or offensive content.**
8. ✅ You can use premade assets if you have the rights and credit them.

# Statement of Purpose

* Title: The Stage of Dreams
* Purpose:
  + Top Down RPG in accordance with the Jam Theme
* 💻 Games must be **playable on Windows PC** without special hardware.

# Runtime Environment

* Web Browser or Desktop

# Framework

* Unity

# Information Needed

* Script for the levels

# Data to be Persisted (Data Base)

* Save Files
  + Game State
  + Game Maps
  + Character

# App Concerns

* I have no art experience so I’ll likely pick a free asset pack and go with it.
* Gameplay
* Originality
* Theme
* Visuals
* Audio

# User Interface Outline and Functional Flow

Main Menu: New, Load, Options, Exit

Exploration of Story: NPCs, Dialog options, with

# Special Features

Graphics Assets

Audience interaction

# Presentation as of 9Oct2025

Introduction:

* Goal of the project: Make a game about being an actor and having to “act” out lines and combat sequences
* Planned Model Classes: Dialog
* Planned User Interface: UI Document managed by DialogManager and DialogNavigator

Discuss the code you were able to implement

1. Learned Unity: Serialization, GameObject system
   1. Assets-When you can pull from to add to your project
      1. Settings, sprites, animations, scripts of code
   2. Hierarchy: what is active at any given time
      1. Organized by scenes
      2. Wiring of objects together
   3. Inspector: Primary method of editing or fitting of objects
2. I am submitting a new word urbanDictionary for the state being where instead of creating the deliverable you create the perfect looking system to make the deliverables, Procrastiformating.
3. I built the following classes that result in a bare bones input system and character controller, but a fairly robust dialog system (or at least I hope so because it spent probably 12 hours just on that):
   1. DialogManager
      1. DialogNavigator
   2. DialogTrigger
   3. Player\_Controller
   4. NPCContent (model Classes)
      1. DialogTree
      2. DialogNode
      3. DialogChoice
   5. Spotlight
   6. DialogTreeEditor (enables the editing of my dialog trees in editor instead of in hard code)
      1. DialogNodePropertyDrawer
      2. DialogChoicePropertyDrawer

Discuss planned functions that you could not implement and reasons

1. Minigames (Needed more time)
2. Levels (Needed MORE Time)

What you would do differently next time.

1. Lesson scope. Game Jams should be MINIGAMES not full on narrative stories.
2. Look up similar hierarchy before starting
   1. Tutorials are great but they often have to skip major parts of the process or go from a template to get through their content. This leads to not understanding the background of a concept.
3. I made my DialogTreeEditor.cs so I could edit my Dialog Trees within Unity. While I enjoyed figuring it out and building my own personal thing, there are other built in or downloadable Dialog or Decision Tree Assets I could buy or go find a free version instead. If I was really on a time crunch or working with a large team, these would probably be much better.

Lessons on AI Coding:

1. Don’t tell the AI: “I want dialog popup box to appear when the player enters within 1.5 squares of the spotlight.”
   1. It’ll do it, it will take old code and mash it together to make it happen IN A SINGLE FILE and 600 lines of code.
2. Instead! Design the hierarchy (or look up a good one), clearly delineate the purpose of the class in writing in a designated file/class. Write out purpose of the file much like it was one of our assignment prompts.
   1. Look out for the words “Legacy Code”
   2. Scoping: Feed AI the full solution as often as you can