



2021 Recruitment Campaign - 2nd Quest

Making a Game

Alright, let's get our hands dirty! The 2nd Quest of this campaign is to make a game, as we are all here to do. However, we are aware that some people have more experience than others, so what we want you to do is to be creative and explore new technologies and tools. For this quest **you have to develop a Platformer type of game**. You are free to do whatever and however you want, but have attention to the tips we provide below. We will be providing help in anything you need, just reach out to your Mentor and he/she will guide you.

You have one week and a half to do it, until 9th March (Tuesday). You should deliver it as an executable export file over email (recruitment@gamedev.tecnico.ulisboa.pt).

Just like before we will have presentations during the following Wednesday, Thursday and Friday.

What is a Platformer?

Platform games (or platformers, Jump 'n' Run) are a video game genre and subgenre of action game. In a platformer, the player controlled character must jump and climb between suspended platforms while avoiding obstacles [This video](#) shows good examples :)

For less experienced devs

We know this may sound scary, but we'll help you in the process. If you are not familiar with the development tools (and engines) we suggest you to use [Buildbox](#) 3. You can find assets [here](#), [here](#) and [here](#) or just doing a quick search on Google for .obj assets (2D or 3D). You can check their tutorials for help, and we recommend [this video](#) and their own [tutorials](#), and in case you don't know what to do, feel free to replicate it! A few things to remember:

- Assets are the game objects you place in your game, and you have to import them

- To play a game, you have to export it in the engine (Buildbox is a game engine)
- You are not required to code, but feel free to do it
- Be curious and explore the tool, there is no right or wrong solution! Just do a game that you can enjoy playing and be proud of

For experienced devs

For experienced devs this may be just one more task, so we want you to take this opportunity to learn a new engine (Unity3D, Unreal Engine 4, GameMaker, Godot, Phaser, PlayCanvas, Flowlab, Cryengine, Lumberyard, PyGame, etc...). You are free to choose, but consider using something you are less familiar with. Also, have a look at the section above, maybe you also get interested in [Buildbox](#) and you can develop an amazing game in just one week! You can find some assets and templates here. A few things to keep in mind:

- Use your skills! If you like Vfx, use and abuse it. If you enjoy sound design, create your own sounds! Maybe a little storytelling in the platformer?
- Most importantly, try to learn something new
- You are not needed to code, nobody will do a review, just feel free to create a game you can be proud of
- It doesn't have to look good, just show you did something new or focused on some aspect of the game

For Artistic Minds

We know most of you may be here to do textures and 3D models, but it is very important to understand how things fit together in a game. Feel free to do the basic mechanics, following the tutorial presented in the first section. However, show your drawing and modelling skills! We encourage you to create your own textures and models. A few things to keep in mind:

- Use your skills
- Try something new! If you want to explore 3D models, go for it! We suggest [Blender](#) for that
- You can always follow the template provided in the first section, but you are free to change the look of the game and make it better or more like you!

If you have any doubts, feel free to reach us in the email recruitment@gamedev.tecnico.ulisboa.pt or in our social media and [Discord Channel](#). Don't forget that you now have mentors assigned so you have someone to talk to in case you need a helping hand. And of course, you can always reach out to your colleagues!

Have fun! You cannot create fun if you don't have fun making it