**JamJam Festival 2022:**

**About the JamJam Festival 2022**

At the Jam Jam Festival, the organizers of Game Jam’s and those interested in organizing get to meet each other in a relaxed atmosphere. During the event, you can participate in various workshops that every participant can hold. The 2022 event included accessibility, rap and Game Jam ideation workshops.

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**My role:**

You can also participate in Jam Jam Festivals as a volunteer. I myself participated in the event through this. The role of the volunteers included maintaining the cabins, putting up the food and other individual tasks. The maintenance of the cottages included putting the dishes in the dishwasher, filling the cupboards, taking out the garbage and heating the sauna. However, there was not too much work because there were enough volunteers and everyone was active.

Volunteering was a great way to participate in the event. It was a pleasure to be useful, and while walking around you got to know the participants of the event better. New acquaintances were also made among the volunteers. Working with other volunteers was one of the funniest things of the event.

**What have I learned:**

Acting as a volunteer improved my communication and cooperation skills. Working with other volunteers went well and dividing tasks was easy. Since the event mainly used English, I was able to improve my English. Learning English is always useful because English is used a lot in the industry. It can also open up job opportunities in the future. I definitely plan to continue participating in Jam Jam Festivals in the future, but I don't know if I will go as a volunteer or as a participant.

**Pride Jam HKI 2022 – Forest Crush:**

**About the project:**

The game was made as part of Pride Game Jam HKI 2022, which was organized from June 30 to July 3, 2022. On the first day, I participated in workshops where we thought about the accessibility of jams and ways to improve it, and where we were taught the Twine tool. The remaining three days were spent jamming. I was part of a three-person team, which in addition to me included Heta Puro and Riku Laakso

Friday was the opening ceremony of the jams and we finally got to hear the theme of the jams. The theme was sphere. We decided to make a pride-themed platformer and we added the theme to the game quite literally. In the game, the player character tries to get hold of the Rainbow Sphere. The division of labor was clear from the beginning and we made good progress. Riku coded the game mechanics and helped Heta a little with the assets, I did the dialogue system, UI and cutscenes and Heta mainly did the design and pixel art.

**Description of functions:**

The game is very short and a standard platform game. The player's actions are only moving left and right and jumping. The game has various obstacles that the player must overcome. You will encounter flying bats and spiders dropping from above. The player must jump over ravines with the help of vines and be quick when the ground starts to drop from under the feet.

**My role:**

I made the UI, dialogue system and cutscene for the game. This was my first time making a dialogue system or cutscene for a game. It was really interesting to get to know how the dialogue system is made and how to get the writing machine effect into the text. I also got to know how to make a cutscene and made the cutscene of the game using Unity's own Timeline.

**Problems and solutions:**

The biggest problem in the making of the game for me was the complexity of the dialogue system. I followed one good tutorial, but the problem was that not all things were covered in the videos, so I looked for a solution myself and it took quite a lot of time. I finally found the answer in the YouTube comments.

Suurin ongelma pelin toteutuksessa omalta osaltani tuli dialogi systeemin monimutkaisuudessa. Seurasin yhtä hyvää tutoriaalia mutta siinä tuli ongelmaksi se, että kaikkia asioita ei käyty videoissa läpi, joten etsin itse ratkaisua ja tähän meni aika paljon aikaa. Lopulta löysin vastauksen YouTuben kommenteista.