

ACCESSIBILITY

One tap for all - Create a game which can be played with one single well timed tap/click

点一下就好 - 创作一个只需要掌握好时机点击就能游玩的游戏

I can see clearly now - The game has high contrast visuals, with a contrast ratio of at least 4.5 : 1 ([contrast ratio checker](https://webaim.org/resources/contrastchecker/))

我看得很清晰- 制作一个高对比度画面的游戏，对比度至少为 4.5:1（对比度检验 - <https://webaim.org/resources/contrastchecker/>）

Basics covered - All of the top four most commonly complained about accessibility issues are addressed: 1. Game has configurable controls 2. Any text is large and clear 3.Game does not rely on being able to hear 4. Game does not rely on being able to tell colours apart

顾及所有人

加入四个最常被用到的无障碍功能：

1.游戏需要支持按键设置

2.文字需要大而清晰

3.游戏不依靠听觉

4.游戏不依靠分辨颜色

Over to you - Give players options to configure a wide range of gameplay variables, such as speed and size

都交给你了 - 给玩家一个自由的玩法自定义空间，比如速度和大小等

Let me see - Game has customisable colours, allowing players to change the aesthetics and contrast to their own preferences

让我看看-游戏需要支持自定义颜色，让玩家能够改变审美观并对比自己的喜好

ART

Cardboard Challenge - Use pictures of cutout cardboard for art assets

纸板挑战- 使用裁剪的纸板作为美术设计素材

Well-Rounded - Instead of using pixel or voxel art, use round shapes or spheres

圆滚滚的- 使用圆形和球体风格，而不是像素或立方体

Stranger Things - Your game's ambience is inspired by an 80s pop song

陌生事物- 制作有 80 年代流行音乐氛围的游戏

My eyes are my ears - All sounds must be visualized in some form. This game shouldn't provide any less informational feedback to a player that would normally be able to hear

用眼睛听 - 以某种形式显示所有声音。游戏中一切能听到的信息都要被表现为可见的

Stained Sprite - All art within your game looks like stained glass

染色精灵 - 用彩色玻璃风格表现游戏中的美术设计

AUDIO

Player Remixer - The game should allow the player to remix the sound effects as a core mechanic of play

混音师玩家 - 游戏的核心玩法是让玩家混合游戏音效

Beatbox - All sounds for your game must be created using your voice or body

人体音响 - 游戏中所有的音效都必须来源于人声或身体部位发出的声音

Toot Your Own Horn - Sounds and music must all come from acoustic or real-world sources - no synthesizers or computer-generated sounds

吹起小螺号 - 音乐音效必须使用现实录音，不能使用合成器或电子音

Write The Theme Tune, Sing The Theme Tune - Form a band with other GGJ participants and record a theme tune for your game - with lyrics

作曲并演唱 - 与其他 Game Jam 参与者组建乐队并录制一首带有歌词的游戏主题曲

A Bold Choice - Compose the music in a style that is completely inappropriate for your game

大胆的尝试 - 为你的游戏创作风格完全不合适的音乐

Otamatone For Your Sins - Use an Otamatone as the lead instrument in your soundtrack

音乐蝌蚪 - 用一个“音乐蝌蚪”（Otamatone）作为游戏音乐的主要演奏乐器

CODE

.COM-compact - limit your game file size to 64k or less

微型尺寸 - 确保你的游戏文件大小在 64k 以下

Happy Birthday GGJ - Use an emulator or piece of hardware in your game development or part of your gameplay which is over 10 years old

GGJ 生日快乐 - 使用一个十年以上的模拟器或者硬件作为你游戏开发或游玩的一部分

So Sociable - Build a game that uses a social network API

擅长交际 - 制作一个使用社交网络 API 的游戏

Upside down - One or more game systems programmed by an artist, major art assets produced by programmers/coders

颠倒 - 由美术负责一或多个游戏系统的程序，而由程序员负责制作主要美术要素

Fractalicious - Your game should predominantly feature the idea of patterns that repeat within themselves as you zoom in or expand the game world

分形几何 - 制作一个在放大或缩小游戏世界时具有自相似性（类似分形图形）作为主要特点的游戏

DESIGN

Under the Influence - The main character or vehicle can only be controlled indirectly.

Example: placing barriers or obstacles to influence the movement.

外界影响 - 游戏中无法直接控制主角或载具，只能通过放置障碍等方式来间接控制移动

I'll be there in a minute - Your game can be played through in 30 seconds or less.

我马上到 - 你的游戏需要被设计成能够在 30 秒之内过关

Nem tão próximos - Make a co-op game where two characters need to perform actions together but can't be too close for too long

距离产生美 - 制作一个合作游戏，两名角色需要共同合作，但是又不能太长时间在一起

Power down - Losing abilities is the only way for your player to progress

削弱 - 游戏中玩家不得不失去能力才能继续前进

Look back - Create a game which uses retro controllers of any type. No modern controllers!

追忆过去 - 创作一个使用任意复古控制器的游戏，不能使用现代手柄

Created by Warren Robinett - Your game contains some kind of hidden secret or Easter egg.

沃伦·罗比内特创造 - 制作一个含有隐藏秘密或是彩蛋的游戏

Feathered Friends - Feature a bird as a protagonist or main character

Night and Day - Integrate “night” and “day” modes that must be switched between as one of the game mechanics.

NARRATIVE

Lost in translation - Make a game which plays differently depending on language selection.

无法翻译- 制作一个在选择不同语言时玩法不同的游戏

Palindrome - The game story must end the same way it began

循环往复 - 游戏的故事要以和开头相同的方式结束

Babe, It Just Ain't Your Story - Gameplay must take place from the point of view of a non player character.

这不是你的故事 - 游戏要以 NPC 的角度来进行

Epistolary - Game must be completely in the form of a series of documents such as letters, diary entries, newspaper clippings, etc.

书信 - 游戏必须只使用文档形式展现，比如信件，日记，剪报等

Ever After - Game must take place after the moment where most other games would have ended, i.e. after the princess has been rescued, after the final boss is defeated, after the killscreen

后记 - 游戏要开始于其他大多数游戏的结局时间点，比如：救出公主后，打败最终 Boss 后，通关后

Say That Again - Tell the story in your game using only a made-up language, including in game text, narration and voiceover.

你说什么？ - 在游戏中仅使用虚构语言讲述故事，包括游戏文本，旁白等

Unbranching? - The game has numerous beginnings, but only one ending.

殊途同归 - 游戏中有许多开始方式，但最终结束方式都一样

Hidden Depths - The protagonist isn't who you think they are at the beginning.

隐藏实力 - 游戏的真正主角并不是一开始所认为的那个人

META

Polyglot - Localize your game in to at least two other languages.

精通外语 - 将你的游戏本地化为至少两种外语

Special:Random - Get a Random Wikipedia Article and include the topic in your game. (Be honest to yourself and don't cheat and redraw another if you don't like the first one.)

超级随机 - 随机选取一个维基百科页面并以其主题作为游戏内容（就算不喜欢这个主题也请不要耍赖重抽哦）

Final Countdown - Create **AN ADDITIONAL** game built and finished in the last hour of GGJ

最后倒数 - 在 Game Jam 的最后一个小时额外创作完成一个游戏包

Inception - Create a totally different game that can be played inside your game submission. Must also relate to the theme.

梦中梦 - 在游戏内部创作另一个完全不同的游戏，两个游戏必须都与主题相关