



DevilUp Horror Jam

October 17, 2024

Detailed Schedule

FRIDAY	5:30 PM	Kickoff begins; call other universities
	6:00 PM	Theme announced; jam begins!
	9:00 PM	Innovation Hub closes
SATURDAY	9:00 AM	Innovation Hub opens
	9:00 PM	Innovation Hub closes
SUNDAY	9:00 AM	Innovation Hub opens
	6:00 PM	Jam ends!
	8:00 PM	Innovation Hub closes

Form Teams



DevillUp Horror Game Jam 2025

Schedule

- Friday 5:30 PM - Kickoff and Theme Announcement
- Friday 6:00 PM - Game Jam Officially Starts
- Sunday 6:00 PM - Game Jam Ends, Submissions Close
- Next Friday 6:00 PM - Voting Closes



Where you will submit your game!

An itch.io account is required to submit and to vote.

<https://itch.io/jam/devilup-horror-jam-25>

Welcome to the DevilUp Horror Jam!

JAM THEME: TRA

About DevilUp

In spiritual succession to the DevilUp Wargames, the DevilUp Horror Jam is an intercollegiate weekend game jam for Florida universities, primarily hosted by DevilUp FSU. Teams will have two days, starting 6:00 PM on Friday, October 17th and ending 6:00 PM on Sunday, October 19th, to create their scary game based on the theme given at the start of the jam. Afterwards, they'll have until October 24th to vote on who did the best!

How to join

[Join the DevilUp FSU Discord!](#) The kickoff and theme announcement will be held online on Zoom (link in Discord) at 5:30 PM on Friday, October 17th. More details in the Discord!

Rules

1. 3rd party assets and asset reuse is allowed! Assets should be free and must not be AI generated. You'll also be asked to provide a list of assets used when submitting.
2. Maintain a school-specific game and itch.io page. It should not be evident what school you are from to a voter. (We know FSU hates UF, but we're not fighting over that here)
3. You must submit a game to vote. For teams, add your teammates as contributors to your game so they can vote, too.

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4. Teams can be any size, and you can participate solo.
5. Anyone can join the jam!

Voting Categories

Remember, you must submit to vote! (mostly)

- Best Visuals 
- Best Sound Design 
- Best Interpretation of Theme 
- Best Gameplay 
- Scariest 
- [NEW!] Horde's Choice  — a vote from non-developers on the best game overall!

Theme Announcement