Game Jam

I am doing an independent game jam to see what I can come up with and produce with making my first game using Unity.

**Start:** Saturday 06/07/2013 16:00

**End:** Monday 08/07/2013 16:00

**Requirements:** Upload to Kongregate before finish. Use Unity to create game.

**Theme:** Planets

**Prototypes**

1. Jumping from planet to planet.
2. Shooting around planets.
3. Marbles with planets.
4. Shooting from earth onto other planets, hitting many is combo.

Game with physics/gravity element, move around planets in solar system.

**Plan:** a

**Design:** a

**Name:** Space Marbles

**Core elements and gameplay to create**:

Put Bouncy material on all walls and set the 2 frictions to 0.

Finish controls, set up story and instructions.

Options listing some variables and a level changer.

Add a few lines to describe what to do and a bit of a story.

Count TargetSpheres, hit each one to remove and win.

Quickly add sound and graphics.

Add surfaces to bounce spheres off.

**Optional elements and gameplay to create**:

Many levels.

A menu with Options listing all variables and more choices for colours, objects and gameplay.

Create a story, introduction and controls screens.

Look at asset store for assets or look online for free.

Add sound.

Add graphics.

Create and introduction which you can play around.

**Gameplay:**

Restrict movement?

Remove capsule or remove cursor?

One ammo and get one for each special target sphere hit.

1. Do some Unity tutorials on Unity website.

2. Keep the apps.docx up to date.

3. Filter through Unity tutorials/projects

4. Stay on Unity website/tutorials.