

OPEN SOURCE GAME DEVELOPMENT TOOLS 101

JARED
SPRAGUE



MICHAEL
CLAYTON



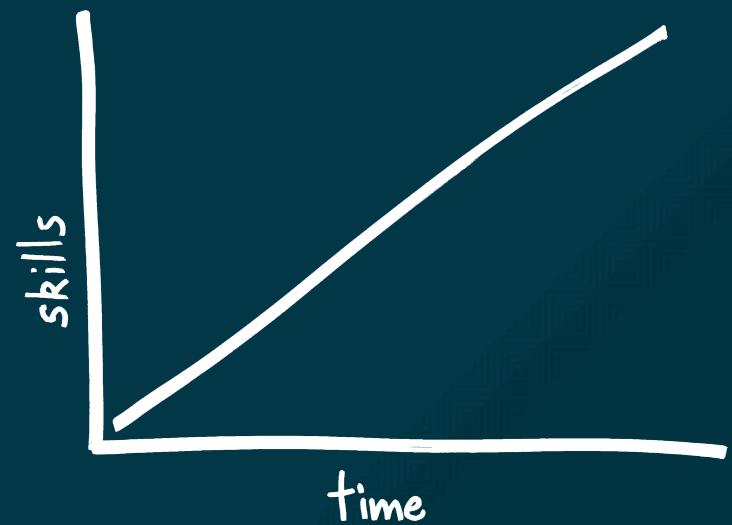
 redhat.
+
**Scripta Games
& Open Jam**

WHO PLAYS GAMES?

WHO MAKES GAMES?

WHY GAME DEVELOPMENT?

- ① Many disciplines, both creative & technical
- ② Tangible, shareable result
- ③ Symbiotic with work
- ④ It's **fun!**



WHAT IS A GAME JAM?

A game jam is an event where participants create a game with some constraints, typically a short period of time and a theme.



"Ludum Dare is one of the worlds largest and longest running Game Jam events. Every 4 months, we challenge creators to make a game from scratch in a weekend."

One weekend, one theme, thousands of games made by thousands of creators. Choose Easy Mode (Jam) or Hard Mode (Compo). **2,944** games were submitted for the 38th Ludum Dare.

Some high-placing Ludum Dare games go on to be commercially successful.

ldjam.com

WHY GAME JAMS?

- ① Constraints
- ② Teamwork
- ③ Planning & prioritization
- ④ Cures perfectionism
- ⑤ Feedback
- ⑥ Friendly competition

HOW TO JAM

PICK YOUR TOOLS

ENGINES



Godot
(gdscript & C++)



Phaser
(JavaScript 2D)



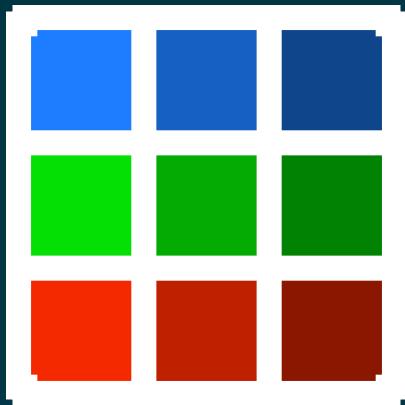
LÖVE
(Lua)



pygame
(Python)

PICK YOUR TOOLS

GRAPHICS



Piskel



Blender



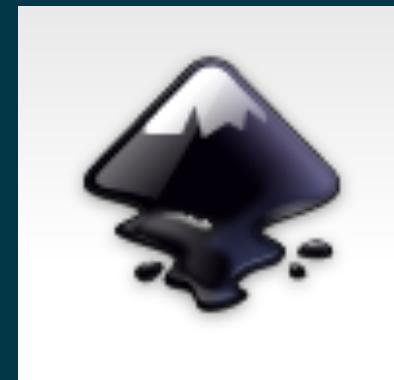
GIMP



three.js (JavaScript)



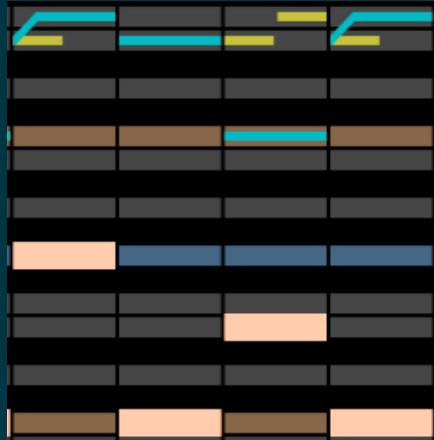
Babylon (JavaScript)



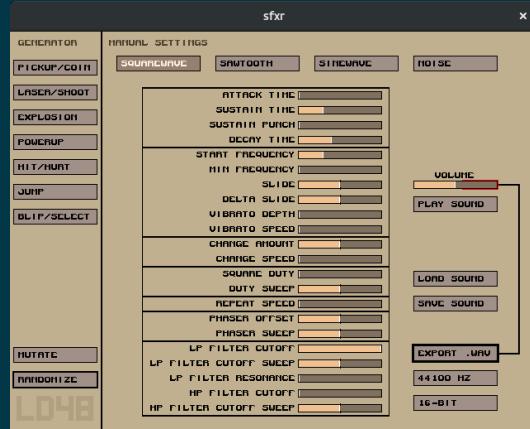
Inkscape

PICK YOUR TOOLS

AUDIO



BeepBox



sfxr (& co)



Audacity



howler.js

PICK YOUR TOOLS

MULTIPLAYER



Socket.io



Lance.gg

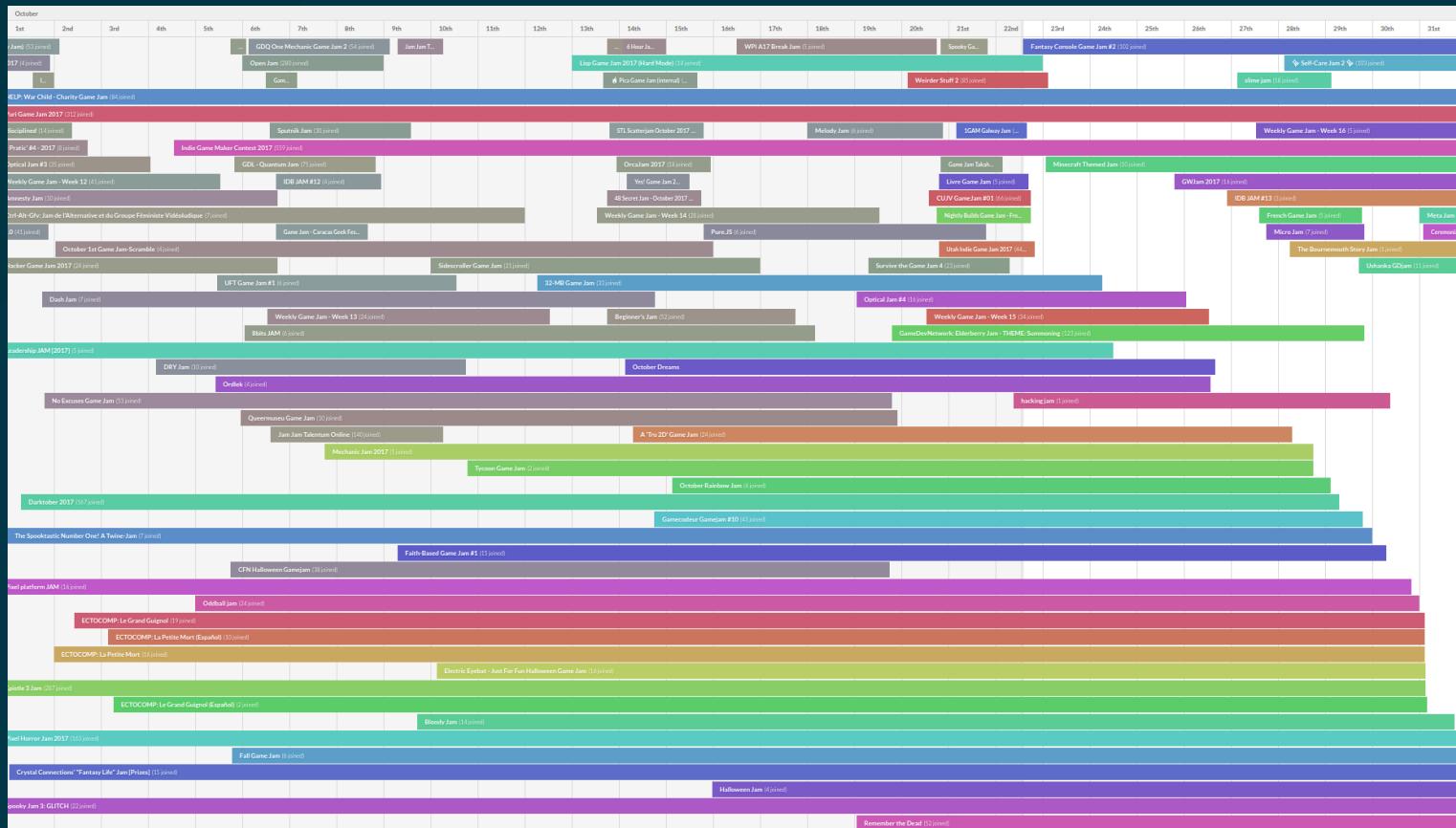


WebSocket

ALL THE TOOLS

bit.ly/awesome-gamedev

PICK A JAM



itch.io/jams

JOIN A TEAM
[CROWDFORGE.IO/JAMS](https://crowdforge.io/jams)



open
source
.com

open
source
.com

open
source
.com



WHY?



1ST PLACE

Markus The Lost Magician

by scroplus



OPENJAM.IO CLICK RESULTS

Tools Used

- ① Unity
- ② Blender

2ND PLACE



Retro Daddy

by Andrew Howizon

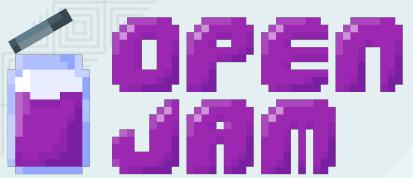


GIF

OPENJAM.IO CLICK RESULTS

Tools Used:

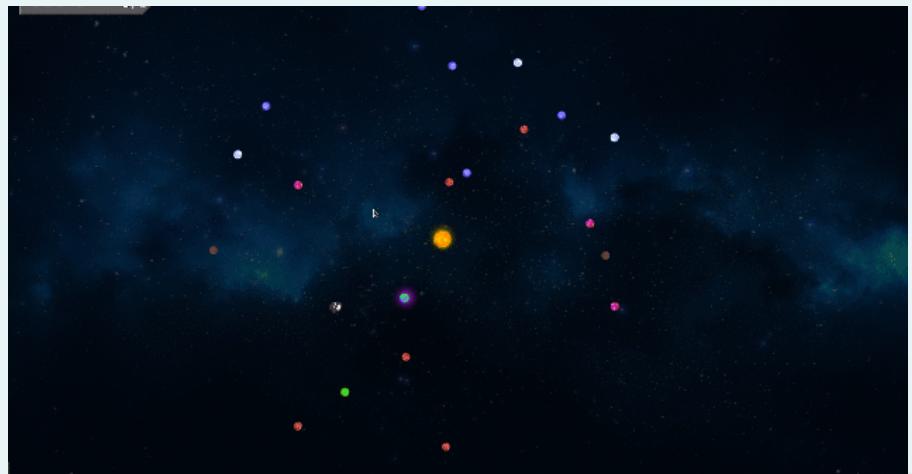
- ① Blender
- ② Audacity
- ③ Unity



3RD PLACE

Stellar Wrath

by Dual Wielding



OPENJAM.IO CLICK RESULTS

Tools Used:

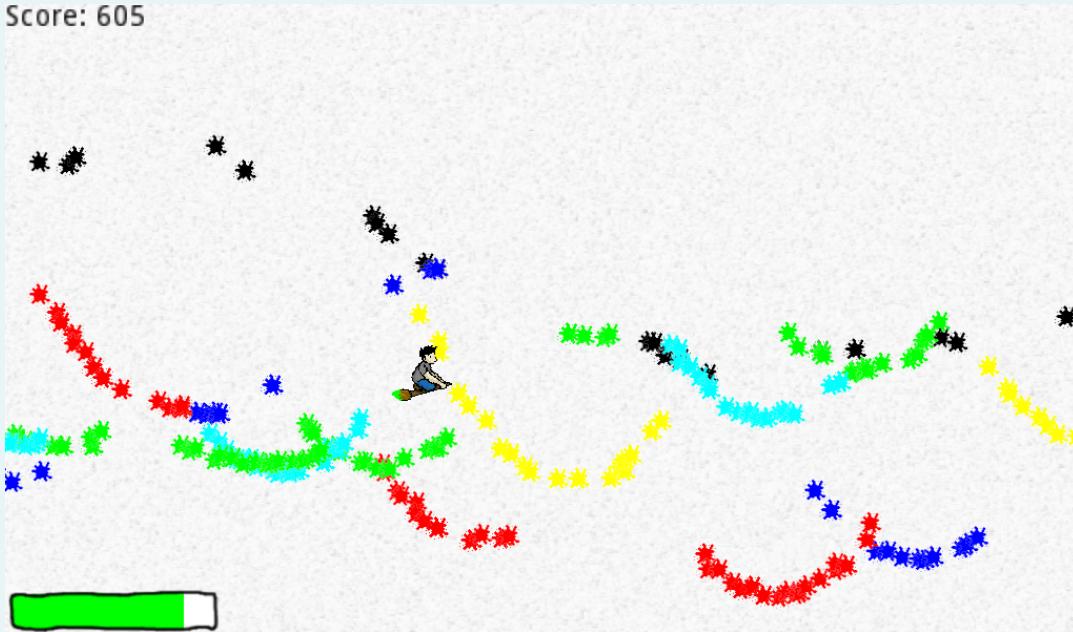
- ① Godot



HONORABLE MENTION

PAINT RIDER

Score: 605



Tools Used:

- ① Godot
- ② GIMP
- ③ sfxr
- ④ Audacity

QUESTIONS

THANK YOU!

Jared Sprague - @caramelcode
Michael Clayton - @mwcz

Scripta Games - <http://scripta.co>

Open Jam - <http://openjam.io>

Exhaustive list of FOSS gamedev tools - bit.ly/awesome-gamedev