GJL Game Jam.

This document is here to help us answer some key questions regarding the game jam. This should help us better understand what the jam will be.

All questions need to have a final decision made, no maybes.

Event

1. Who, if any, are the non-participants who can manage the event?
   - *Who will ensure the phases of the jam are completed on time?*
   - *Are we providing support to teams that need it?*
   - *Can they watch, vote, or provide work?*
2. When will it begin and end?
   - *Exact Time and Date (different time zones)?*
   - *Duration?*
   - *Grace period?*
3. What is the Theme?
   - *Open to interpretation (not too specific)?*
   - *Restrictive?*
4. Who can join?
   - *GDL only?*
   - *Are there skill restrictions?*
   - *Is there a black list?*
   - *Toast?*
5. Where will it be held?
   - GLD & GJL?
6. What will participants need?
   - *Team Formation assistance?*
   - *Support/ Guidance?*
   - *Conflict resolution?*
   - *Discord invites?*
7. Communication
   - *Team forming*
   - *Theme reveal*
   - *Q&A*
   - *Sharing progress*
   - *Post-jam feedback*

Please read further for questions on the Rules.

Rules
1. Teams
    - *Mandatory Roles or Team Lead Requirements?*
    - *Min & max size?*
2. Tools and Assets
    - *Are there restrictions on tools?*
    - *Can you use Assets?*
3. Originality
    - *Game must be created during the jam?*
    - *Use of paid assets?*
4. Content Rules
    - *NSFW?*
    - *Politics allowed?*
5. Submission Requirements
    - *Upload a playable game in a specific format?*
    - *Include read-me, instructions, or how to play?*
    - *Itch submissions?*
    - *Mandatory Credits?*
    - *Deadline?*
6. Judging
    - *What will games be judged on? (fun, theme, creativity, polish)*
    - *Toast?*
7. Disqualification
    - *What are the rules that warrant disqualification?*
    - *General guidance on behavior? (compromise, communicate, be nice, drink water)*