

UTSC Game Dev Guild Game Jam 2020

Welcome Gamers 8)

Sections

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 - Sample game jams
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- Game Jam Theme and Overview
- Rules and Logistics
- Prizes
- Team assembly + pizza

What is a Game Jam?

A game jam is pretty much a hackathon for video games. A theme/challenge is given at the start of the challenge, and every team* is in charge of creating a video game, from start to finish, within the given time constraint.

Game jams are mostly held off-site. Submissions are handled online.

^{* =} can also be a one man team

Sample Game Jams

- Global Game Jam
 - o In 2019, 8 090 games were created
 - 2019 Theme: What home means to you
- TOJam
 - Theme: Winning is for losers
- Gamemaker's Toolkit Game Jam
 - o 2019 Theme: Only one
- 7DRL 7 Day Roguelike
 - Restricted to one genre: roguelike (traditional)





Timeline

- February 14-24 (Reading Week): Development time
- February 24: end(game); party Project showcase and game party
- March 9: Winners announced and prizes distributed

Game Jam Theme

Double Trouble!

Game Jam Theme: Double Trouble

- The core of your gameplay should revolve around the idea of a 'pair'
- This concept can be exercised mechanically and/or thematically
- Meant to serve as a starting ground to flesh out your ideas
- Examples follow, but most importantly, be creative!

Inspirational Examples

Multiplayer CooperationAl Companion

Duo-centric Gameplay

03

04

Controlling Two Characters

Thematic Pairing

uwu w/ mechanics

Titerally 2 Buttons

Fireboy and Watergirl Portal 2 Co-op Mode

The Last Guardian The Last of Us

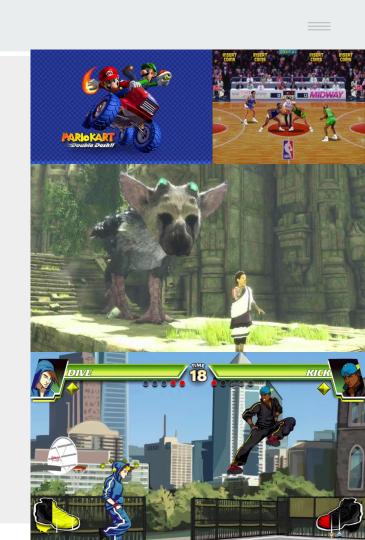
MarioKart: Double Dash Yooka-Laylee

Brothers: A Tale of Two Sons NBA Jam

Chapter 2 from Celeste Zeku in Street Fighter V

Ico Haven

Divekick



Rules

- 1. No copyrighted assets
- 2. Premade assets are allowed
- 3. Any genre is fair game
- 4. Any tool can be used
- 5. Max team size is 4 people
- 6. You can't vote for your own team's game
- 7. Submit your game even if not finished:)

Logistics

- Submissions will be handled on itch.io
 - Link will be posted on Discord, Facebook, CSEC channels
- Stay tuned to our discord for all updates and notifications
 - csec.club/gamers/discord



Judging Criteria

- 1. Creativity: How unique/innovative is your game?
- 2. Technique: How well-designed is your execution?
- 3. Thematic Accuracy: How strongly does your game tie in with the theme?
- 4. Popularity: How lit is it?
 - Based on votes during end(game) party [Feb 24]

Total score: Combination of above criteria, Finalized by exec team

Prize Tiers

1. First Place: EA Game of your Choosing

2. Second Place: \$20 Steam Credit OR Asesprite License

3. Third Place: Humble Trove Access OR Pyxel Edit License

Each member of a winning team gets 1 prize in that tier.

A winning team can opt to swap to a lower prize tier.

Good luck and have fun!