UTSC Game Dev Guild Game Jam 2020

Welcome Gamers 8)

Sections

- What is a game jam?
  - Sample game jams
- The timeline
- 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
  - 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
  - 2019 Theme: Only one
- 7DRL - 7 Day Roguelike
  - Restricted to one genre: roguelike (traditional)

Timeline

- February 14: Welcome event + Valentine's day 🥰🥰🥰
- 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

01	**Multiplayer Cooperation**	Fireboy and Watergirl Portal 2 Co-op Mode
02	**AI Companion**	The Last Guardian The Last of Us
03	**Duo-centric Gameplay**	MarioKart: Double Dash Yooka-Laylee
04	**Controlling Two Characters**	Brothers: A Tale of Two Sons NBA Jam
05	**Thematic Pairing**	Chapter 2 from Celeste Zeku in Street Fighter V
06	**uwu w/ mechanics**	Ico Haven
07	**Literally 2 Buttons**	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

itch.io

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!