



## 2022 Recruitment Campaign - 2<sup>nd</sup> Quest

### Making a Game

Alright, let's get our hands dirty! The 2nd Quest of this campaign is to make a simple game. We are aware that some people have more experience than others, so what we want you to do is to be creative and explore new technologies and tools. For this quest **you have to develop a game**. You are free to do whatever you want, but have attention to the tips we provide below. We will be providing help with anything you need, just reach out to your Mentor and he/she will guide you.

**You have almost two weeks to do it, until March 10th (Thursday). You should deliver it as an executable export file over email ([recruitment@gamedev.tecnico.ulisboa.pt](mailto:recruitment@gamedev.tecnico.ulisboa.pt)).**

**Just like before we will have presentations during that weekend (11th, 12th and 13th of March).**

**We recommend that you make a platformer.**

**What is a Platformer?**

*Platform games (or platformers) are a video game genre and subgenre of action games. In a platformer, the player controlled character must jump and climb between platforms while avoiding obstacles. This type of game is well suited to less experienced developers because it's mechanics are simple to implement and provide a good learning experience. This [video](#) shows good examples :)*

**For less experienced devs:**

We know this may sound scary, but we'll help you in the process. If you are not familiar with the development tools (and engines) we **suggest** you use [Game Maker Studio](#). You can look for videos online, but we recommend [these](#), and in case you don't know what to do, feel free to replicate it! A few things to remember:

- Assets are the game objects you place in your game, and you have to import them.
- To play the game, you have to export it in the engine (in this case Game Maker Studio)
- You are not required to code, but feel free to do it
- Be curious and explore the tool, there are no right or wrong solutions! Just make a game that you can enjoy playing and be proud of

### For experienced devs:

For experienced devs this may be just one more task, so we want you to take this opportunity to learn a new engine (Unity, Unreal Engine 4, Godot, Phaser, PlayCanvas, Flowlab, Cryengine, Lumberyard, PyGame, etc...). You are free to choose, but consider using something you are less familiar with. Also, have a look at the section above! A few things to keep in mind:

- Use your skills! If you like Vfx, use and abuse it. If you enjoy sound design, create your own sounds! Maybe a little storytelling in the game?
- Most importantly, try to learn something new.
- You are not needed to code, nobody will do a review, just feel free to create a game you can be proud of.
- It doesn't have to look good, just show you did something new or focused on some aspect of the game.

### For Artistic Minds

We know some of you may be here to do sound design, 2D art or 3D models, but it is very important to understand how things fit together in a game. Feel free to do the basic mechanics, following the tutorial presented in the first section. However, show your drawing and modeling skills! We encourage you to create your own textures and models. A few things to keep in mind:

- Try something new! If you want to explore 3D models, go for it! We suggest [Blender](#) for that.
- You can always follow the template provided in the first section, but you are free to change the look of the game and make it better or more like you!

If you have any questions, feel free to reach us in the email [recruitment@gamedev.tecnico.ulisboa.pt](mailto:recruitment@gamedev.tecnico.ulisboa.pt) or in our social media and [Discord Channel](#). Don't forget that you now have mentors assigned so you have someone to talk to in case you need a helping hand. And of course, you can always reach out to your colleagues!

***Have fun! You cannot create fun if you don't have fun making it***