

QUARANTINE

GAME JAM

What are game
jams? How do you
make a game? Event
Criteria?

What is a Game Jam?

A game jam is an event where participants create a game under constraints, such as a limited period of time or a theme.



Event

Timeline

Let's go back to the previous pages and identify actions we can enhance or new steps we should start doing so we can improve the way we work.

1

10th – 15th September

Design and Development

2

16th September

Voting Period: This is the time for you to view other submissions and vote for your favourites

3

17th September

Winners announced via the Virtual Global Lounge

4

After the event

You receive a certificate of participation for your contribution to the game jam

Groups

- Registered students will be randomly assigned a group of 4-5 people
- We recommend, once you have your group, to set up a meeting and start the planning process, including assigning roles
- Some example roles include: project manager, art director, lead programmer, writing director.

Submissions

- Submissions are done via the itch.io game jam page, which requires an itch.io account and for you to create a page for the project.
- The submission needs to be in a playable state, without requiring an external software, e.g. in the .exe format.
- Submission detail requirements:
 - All group members' names
 - (N/T) Numbers of all members if possible
 - A group/team name
 - References for external assets

Event Rules

1

Only students studying at Nottingham Trent University are allowed to participate in this event.

2

No bullying, harassment or otherwise harmful behaviour towards other participants, team members or organisers.

3

No hateful content

4

Communicate and engage with your team, contribute the best you can.

5

Externally sourced assets are allowed, but must be referenced in the final submission. (Referencing style is up to you)

6

Be respectful and fair when viewing others' submissions and communicating with other teams.

Disclaimer: Breaking any of the rules may lead to being banned from the Game Jam, as an individual or as an entire group.

Resources

Twine

- Twine is a software for making text adventures, otherwise known as interactive fiction games.
- This is good for groups that are going for a story based game and do not want to do a lot of coding or to worry about doing art.
- Similar software includes: Quest, Squiffy, Ren'Py

RPG Maker

- Software focused on top-down 2D games with limited coding requirements and a lot of resources available.
- Good for teams that want to do a lot of pixel art and want a mix of story and combat style game-play.
- Similar Software includes: Game-Maker Studio 2, Construct 2, Ren'Py

Godot

- Godot is a good beginner game engine with 3D and 2D capabilities and a lot of templates to work with.
- It's a good engine to work with for teams that have a lot of different ideas, although it requires more coding.
- Similar software includes: Unity, Unreal Engine, CryEngine

We're

done!

Do you
have any
questions?