Global Game Jam 2020

# 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. This is an opportunity to learn about game development, get to know new people with similar interests, and develop a number of skills.

# The Jam

**Theme**: Local Folklore/Fantasy

**Duration:** Development & Design: 5 Days

Voting & Results: 1 Day

**Groups**: Students can either register as individuals or ask to be placed in a randomly assigned group of 4 – 5 people

**Submission:** Submissions are done via the itch.io page

# How do I make a game?

**Step 1:** Getting to Know Your Group

Schedule a meeting with your group members and figure out what roles you need, how you want to communicate, and figure out a base concept for the project. You should also figure out what everyone’s experience level is and what their key skills are to try and work to everyone’s strengths.

*Example roles are: project manager, art director, lead programmer, writing director.*

**Step 2:** Planning and Designing

Create a plan for what you want to create, assigning tasks and giving deadlines, and marking out clear dependencies for the project. You will also need to design what you want for the story/level, etc. You have a limited time span so try not to bite off more than you can chew, so try and limit what you want to do, e.g. only design 1 level or short snippet.

**Step 3:** Development

Now its time for the team to work on the game. Do your best to keep to the plan, and regularly contact your teammates to keep them updated on your progress. If you’re having trouble, don’t be afraid to contact your team and the event runners.

**Step 4:** Submission

Submit the game to the itch.io page in a playable format. This means the game needs to be compiled and shouldn’t require the player to have the platform it was developed on installed on their own computer.

# Important Links and Tools

How to make a game (mainly just guides to the different game development platforms available)

<https://www.theverge.com/2020/4/14/21219609/video-game-tools-editor-developer-make-price-free-programming>

<https://www.digitaltrends.com/gaming/how-to-make-a-video-game/>

<https://www.bitdegree.org/tutorials/how-to-make-a-video-game/>

Recommended software for absolute beginners:

**Twine**

A development platform specifically for creating text adventures. Great for groups who want to make a story heavy game with little coding or art.

<https://twinery.org/wiki/twine2:guide>

**RPG Maker**

Great for 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.

<https://www.rpgmakerweb.com/>