



Game Jam 28-80

Rules

Nova Scotia Community College
Truro Campus
April 9 – April 11, 2015

nscc

The rules are:

1. Your game must be based on or have some relation with the game jam's theme
2. Your game can be developed using any combination of technology and tools (Maya, Adobe Flash, Unity, Visual Studio, XNA, HTML5, etc.)
3. All publicly available libraries and middleware are allowed to be used
4. Any personal code libraries are allowed, but must be shared with all teams online. Each team will need to disclose any of these libraries at the beginning of the game jam.
5. Any third party assets used must be royalty free (creative commons license) and authors must be credited
6. The games developed by Game Jam 28-80 teams are licensed under the Creative Commons Non-Commercial ShareAlike 4.0 license.
7. Although security will be present during the Game Jam, it is each team's responsibility to protect personal property
8. This is an NSCC event and as such Great Expectations applies throughout
9. It is the team's responsibility to ensure their game is deployed for judging prior to game jam deadline of noon on Saturday

Other reminders:

- Don't forget to tweet your progress out using #GameJam2880
- At the end of the game jam, each team's game will be deployed for the public to try out. We ask that one team member be present to discuss their game with the public.
- Eat regularly, stay hydrated, make sure you sleep, and have fun!