

# Game Jam Theme Overview

**“Primitive Life”**

# "Primitive Life"

- What does primitive mean? It could mean...
  - Geometry
  - Behavior
  - Evolution
  - Historical
  - Basic



# Constraints

- Use only primitives
  - Unity built-in or supplied ones
    - Cube, Sphere, Capsule, Cylinder, Plane, Cone, Quad
    - You can use Terrain and Tree editors in Unity
- Animation
  - Unity built-in animation editor
  - Code



# Imagery & Audio

- You can use any imagery or audio as long as they're not purchased
- You can model/render to create images
  - But can't include the 3D models in the game
- You can use any art packages at your disposal



# Other Rules

- You must do most of the development at the Game Jam facilities, not outside or at home
- You can't spend money
- If in doubt, ask



# Supporting Materials

- Papers, pens, etc.
- Power
- Wifi
- Resources
  - Sample code
  - Tutorial videos
  - Presentations



# Supporting People

- We're all here to help!
- We can help learning Unity
  - If there's a need, we can provide training
- We can help in evaluating and recommending
- We can't do all the work ;-)





# Judging Criteria

- Creativity
- Completeness
- Presentation
- Wow factor
- Relevance



# Team Forming

- A team of one person is allowed
- No more than five people per team
- Those looking for a team can stay after talk

