



## USER MANUAL

### “GJ+ PLATFORM”

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SAN JOSÉ

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# General content

## Login

To log in to the system, regardless of user type, you must: Have been registered in the system, whether you have been added by a global organizer or registered on your own.

The login screen is as follows:

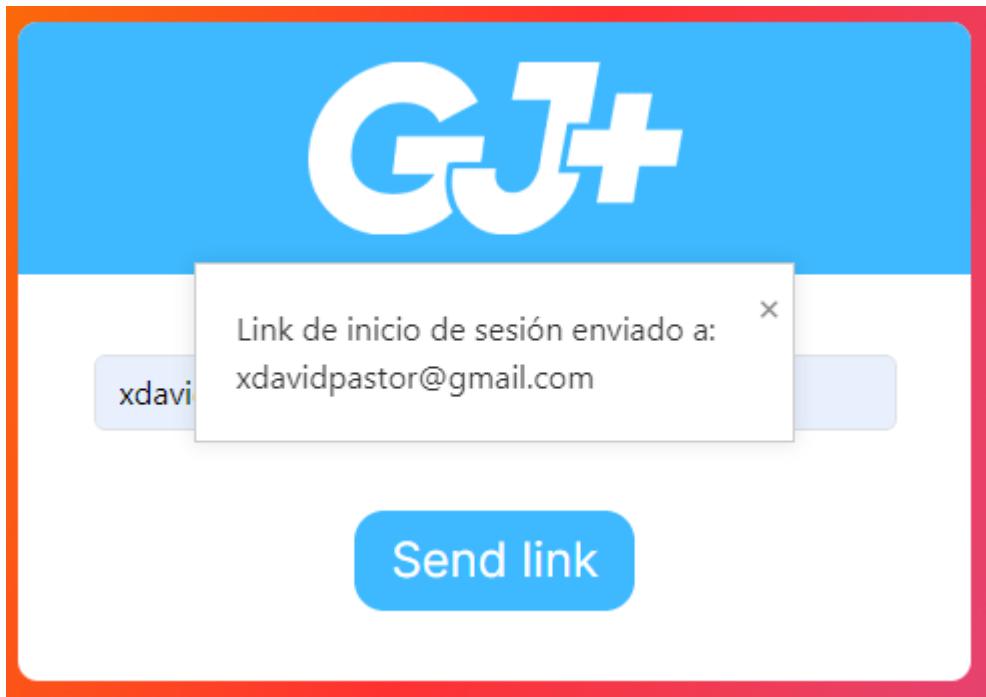
- The email must be written. This email must have a valid format, that is, it must have a domain.



Email

Send link

- It will be verified that the email exists. If it exists, a unique link will be sent to log in to the system



- The user must check their received emails to find the corresponding link. Next, you must click on the button that has the link to the page that the end user needs to enter.

## Login in GameJam Platform

Hi, click on this link to continue to the app:

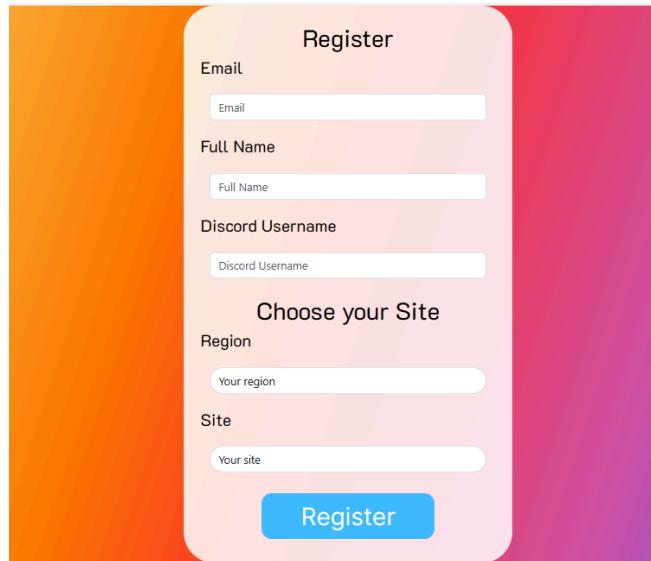
[Click here to visit](#)

\* Finally. It will be connected within the system.

## Register as Jammer

1. To create an account like Jamer, it is as simple as entering your email in the login window as explained in general login.

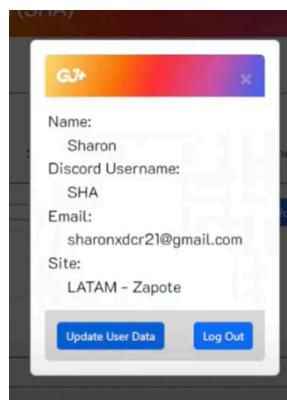
This is considered general content since it is available to any type of user. To change your role, you need to be properly assigned the role you need by a global organizer. The system will send you an email, but with a different link to a registration sale.



2. You must fill out all the fields, once the information is completed with valid data, click on Register.
3. You will already have your user created. Now you just have to enter your email address that you used to register for the login sale, following the general login steps to log in with your new user.

## User information

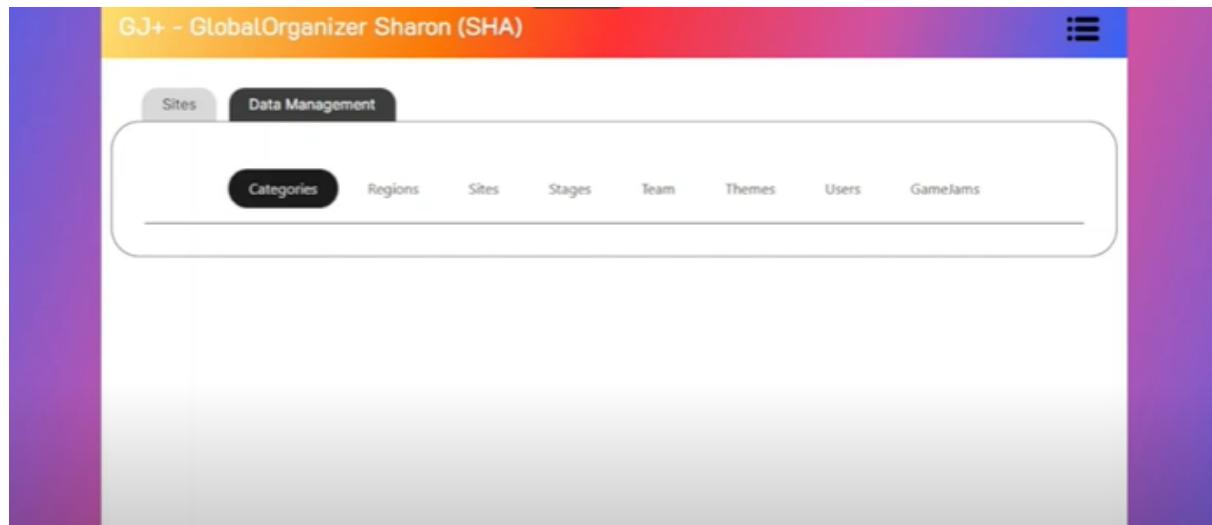
Each user who has successfully logged into the system has the ability to view and edit their user information, as shown below:



From that section, the user is able to update their information by changing the fields (except for the role) or log out. Signing out redirects the user back to the login window.

# Global Organizer User

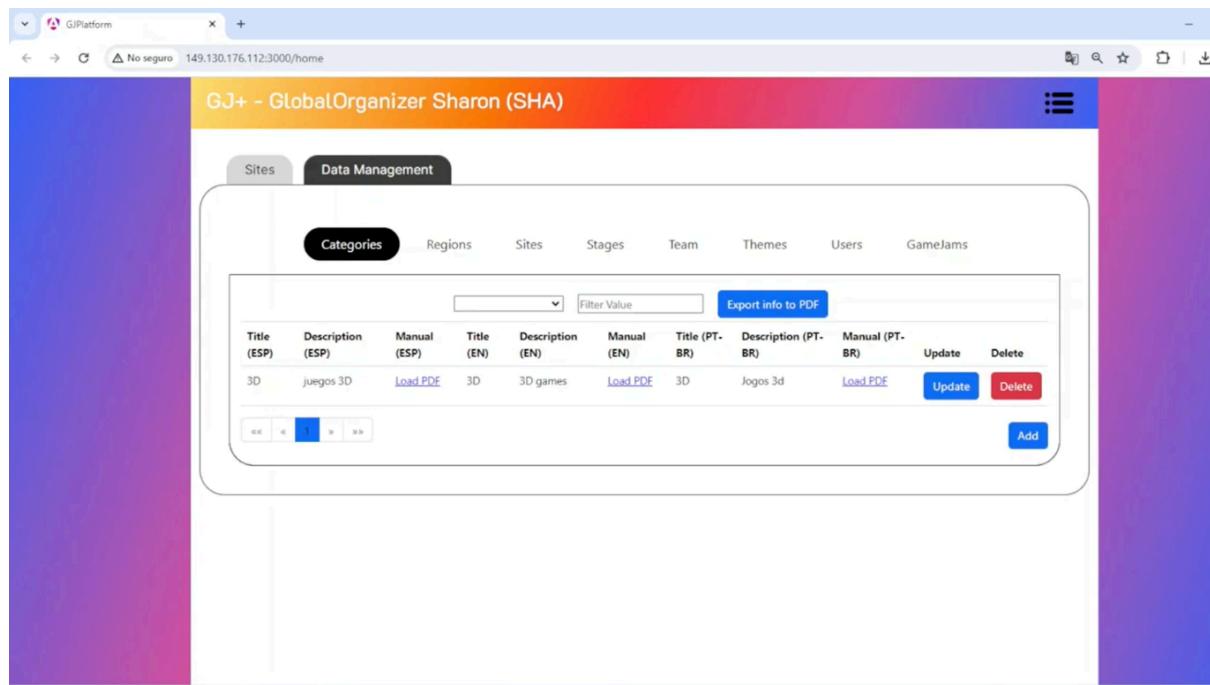
## Data management



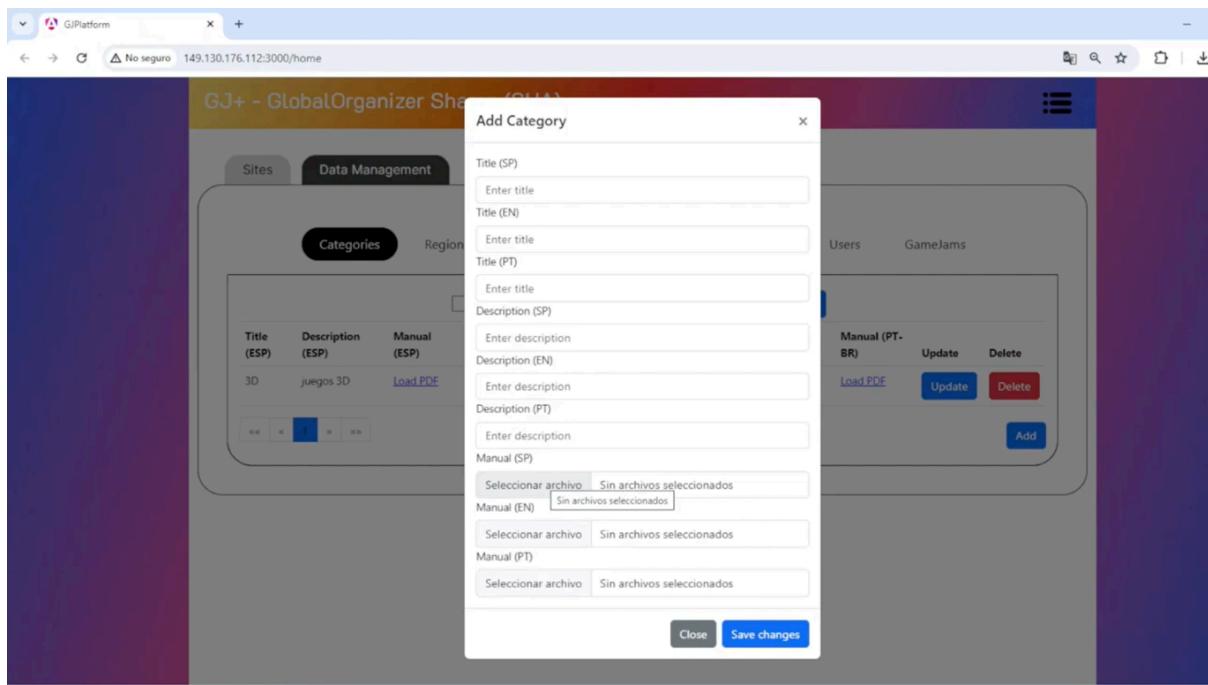
Listed below are the functions that the Global Organizer can perform:

## Categories

In this field, the global organizer can add, view, delete or update a category as appropriate. The categories come with their titles, manuals and descriptions in the languages: Spanish, English and Portuguese, so there is the field for each of those three.



An example of how a category is created is through the following form, where each of the fields must be filled out. Additionally, the manuals are PDF files



## Regions

In this field, the global organizer can add, view, delete or update a region as appropriate. To add a new region, the following data is used:

- Region name

Region	Update	Delete
Latam	<b>Update</b>	<b>Delete</b>
Brazil	<b>Update</b>	<b>Delete</b>
<b>Add</b>		

An example to add is the following. Press the Add button and the following window is displayed, then add the name of the region and save it in the save changes button

## Add region

x

### Region

Ex. LATAM

Close

Save changes

## Add region

x

### Region

Europa

Close

Save changes

Region created successfully!

x

## Sites

In this field, the global organizer can add, view, delete or update a site as appropriate.

- Region to which it belongs
- Site name
- Country
- Modality

The screenshot shows the GJPlatform Data Management interface with the 'Sites' tab selected. The main area displays a table of site data with columns: Country, Name, Region, Modality, Update, and Delete. The table contains three rows: Zapote (Costa Rica, LATAM, in-person), TEC (Costa Rica, LATAM, hybrid), and São Paulo (Brazil, Brasil, virtual). Each row has 'Update' and 'Delete' buttons. A 'Filter Value' dropdown and an 'Export info to PDF' button are at the top of the table. Navigation buttons (first, previous, next, last) are at the bottom. The top navigation bar includes 'GJ+ - GlobalOrganizer Sharon (SHA)', 'Data Management', 'Categories', 'Regions', 'Stages', 'Team', 'Themes', 'Users', and 'GameJams'. A sidebar on the left and right has a blue-to-purple gradient.

## Stages

In this field, the global organizer can add, view, delete or update a phase of a stage as appropriate.

The screenshot shows the GJPlatform Data Management interface with the 'Stages' tab selected. The main area displays a table of stage data with columns: Name, StartDate, EndDate, StartDateEvaluation, EndDateEvaluation, GameJamEdition, Update, and Delete. The table contains one row: Stage one (04/06/2024, 06/06/2024, 07/06/2024, 08/06/2024, 2024). Each row has 'Update' and 'Delete' buttons. A 'Filter Value' dropdown and an 'Export info to PDF' button are at the top of the table. Navigation buttons (first, previous, next, last) are at the bottom. The top navigation bar includes 'GJ+ - GlobalOrganizer Sharon (SHA)', 'Data Management', 'Categories', 'Regions', 'Sites', 'Stages', 'Team', 'Themes', 'Users', and 'GameJams'. A sidebar on the left and right has a blue-to-purple gradient.

The fields are the following:

- Name
- Start Date
- End Date
- Start Date Evaluation
- End Date Evaluation
- GameJam Edition

## Gamejam

Stage Gamejam

### Name

First Edition

### Start Date

01/06/2024



### End Date

07/06/2024



### Start Date Evaluation

08/06/2024



### End Date Evaluation

22/06/2024



[Close](#)

[Save changes](#)

## Team

In this field, the global organizer can see the registered devices. The submission has the following characteristics:

- Studio Name
- Description
- Jammers
- GameJam Edition
- Region
- Site

The screenshot shows a web-based application titled "Data Management". At the top, there are tabs for "Sites", "Data Management" (which is selected), "Regions", "Sites", "Stages", "Team" (which is highlighted with a black background), "Themes", "Users", and "GameJams". Below the tabs is a search bar with dropdown menus for "Filter Value" and "Export info to PDF". A table lists one team entry:

Studio Name	Description	GameJam Edition	Region	Site	Jammers	Update	Delete
star	star team	2024	Brasil	São Paulo	• Sha - s@gmail.com	<button>Update</button>	<button>Delete</button>

At the bottom right of the table area is a blue "Add" button.

To add a team, use the following window and the following format:

### Add Team

**Studio Name**

**Description**

**Gamejam**

**Region**

**Site**

**Jammers**

**Add Jammer**

**Close** **Save changes**

## Themes

In this field, the global organizer can add, view, delete or update a theme as appropriate. For this, the following fields are occupied:

- Title
- Description
- Manual

Each of these fields is in the languages: Spanish, English and Portuguese (Same as the categories).

Title (SP)	Description (SP)	Manual (SP)	Title (EN)	Description (EN)	Manual (EN)	Title (PT)	Description (PT)	Manual (PT)	Update	Delete
Vida del planeta	Vida del planeta	<a href="#">Load PDF</a>	Life of planet	Life of planet	<a href="#">Load PDF</a>	Vida de um planeta	Vida de um planeta	<a href="#">Load PDF</a>	<a href="#">Update</a>	<a href="#">Delete</a>

Title (SP)

Title (EN)

Title (PT)

Description (SP)

Description (EN)

Description (PT)

Manual (SP)

Elegir archivo	No se ha seleccionado ningún archivo
----------------	--------------------------------------

Manual (EN)

Elegir archivo	No se ha seleccionado ningún archivo
----------------	--------------------------------------

Manual (PT)

Elegir archivo	No se ha seleccionado ningún archivo
----------------	--------------------------------------

---

Close Save changes

## Users

The global organizer can add people. It is important to emphasize that, if a person registers on their own, they will have the Jammer role by default. If you want to register a judge, local Organizer or another Global organizer, the corresponding global must do so.

Below is an example of the users query.

Name	Discord Username	Email	Role	Region	Site	Update	Delete
Sharon	SHA	sharonxdcr21@gmail.com	GlobalOrganizer	LATAM	Zapote	<button>Update</button>	<button>Delete</button>
Sharon	SS	sharonnathalia21@gmail.com	LocalOrganizer.Judge	Brasil	São Paulo	<button>Update</button>	<button>Delete</button>
Sha	S	s@gmail.com	Jammer	Brasil	São Paulo	<button>Update</button>	<button>Delete</button>
Lucas	L	l@gmail.com	Jammer	Brasil	São Paulo	<button>Update</button>	<button>Delete</button>
Marta	Marta	m@gmail.com	Jammer	LATAM	Zapote	<button>Update</button>	<button>Delete</button>

To add a user, the following fields are used

- Region: The region to which it will be associated. It is chosen from those that already exist
- Site: The site to which it will be associated. It is chosen from those that already exist
- Email: The email with which you will log in to the system
- Name: The name by which you will be identified.
- Discord username: This is the user's Discord username.

Also, you can delete the user and update the user.

## Role

Jammer

## Region

Region

## Site

Site

## Name

Juan

## Discord Username

juan#1234

## Email

juan@gmail.com

[Close](#)

[Save changes](#)

## GameJams

The screenshot shows a user interface for managing game jams. At the top, there are tabs for 'Sites' and 'Data Management'. Below that, a secondary navigation bar includes 'Categories', 'Regions', 'Sites', 'Stages', 'Team', 'Themes', 'Users', and 'GameJams', with 'GameJams' being the active tab. A search bar with a dropdown and a 'Filter Value' input field is followed by a 'Export info to PDF' button. The main content area displays a table with one row of data:

Edition	Theme Name	Update	Delete
2024	Life of planet	<a href="#">Update</a>	<a href="#">Delete</a>

At the bottom right of the table is a blue 'Add' button.

A gamejam has the following data:

- Theme Name

- Theme Description
- Theme Manual

**Update GameJam** X

---

### Theme

Trains - Game must be related with trains

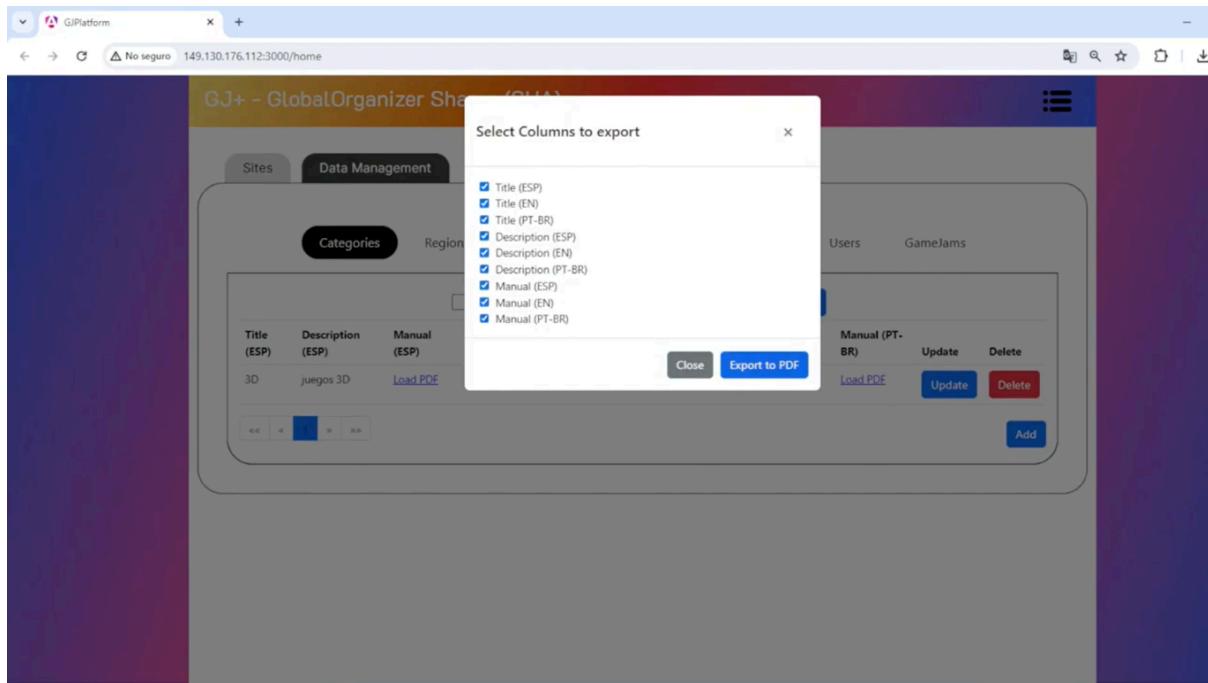
### Edition

April2024

Close
Save changes

## Download files in PDF format and filter

Local organizers are able to download files in PDF format from any of the catalogs shown above, just click on the “Export Info to PDF” button and select the fields you want to save in the PDF, as shown the following image:



The result of downloading said PDF is shown in the following image:

TITLE S P	TITLE E N	TITLE P T	DESCRIPTION S P	DESCRIPTION E N	DESCRIPTION P T	MANUAL S P	MANUAL E N	MANUAL P T
3D	3D	3D	juegos 3D	3D games	Jogos 3d	[object Object]	[object Object]	[object Object]

Very similar to how the PDF is exported, the user is able to filter by selecting the fields that appear in the box with the down arrow as follows:

The screenshot shows a user interface for managing game-related data. At the top, there's a navigation bar with tabs: Categories, Regions, Sites, Stages, Team, Themes, Users, and GameJams. Below this is a search bar with dropdowns for 'Title (ESP)' and 'Nuevo'. A blue button labeled 'Export info to PDF' is visible. The main area features a table with columns: Title (ESP), Description (ESP), Manual (ESP), Title (EN), Description (EN), Manual (EN), Title (PT-BR), Description (PT-BR), Manual (PT-BR), Update, and Delete. There are also navigation buttons for page navigation.

Title (ESP)	Description (ESP)	Manual (ESP)	Title (EN)	Description (EN)	Manual (EN)	Title (PT-BR)	Description (PT-BR)	Manual (PT-BR)	Update	Delete
-------------	-------------------	--------------	------------	------------------	-------------	---------------	---------------------	----------------	--------	--------

## Sites

Below is the sites tab in which

- You can consult the regions
- You can consult the Sites of each region
- You can consult all the information on the site, such as games, members and teams

Sites

Data Management

## ***Regions***

Latam

Brazil

Sites

Data Management

### ***← Latam***

Zapote

-

Costa Rica

Sites

Data Management

## Latam - Zapote

Staff

Games

GlobalOrganizer  
Sharon  
sharonxdcr21@gmail.com

GlobalOrganizer  
Jefry  
jefrycc99@gmail.com

Bloom Tales  
Outlander studio

Space Pinbam  
Flipper Studio

GlobalOrganizer  
Pablo  
pbvlmz@gmail.com

Jammer  
Juan  
juan@gmail.com

Jammer  
Juan Juan  
cibed75582@agromgt.com

GlobalOrganizer  
KiraSlayer  
jeffryfredo@gmail.com

# Bloom Tales - Outlander Studio

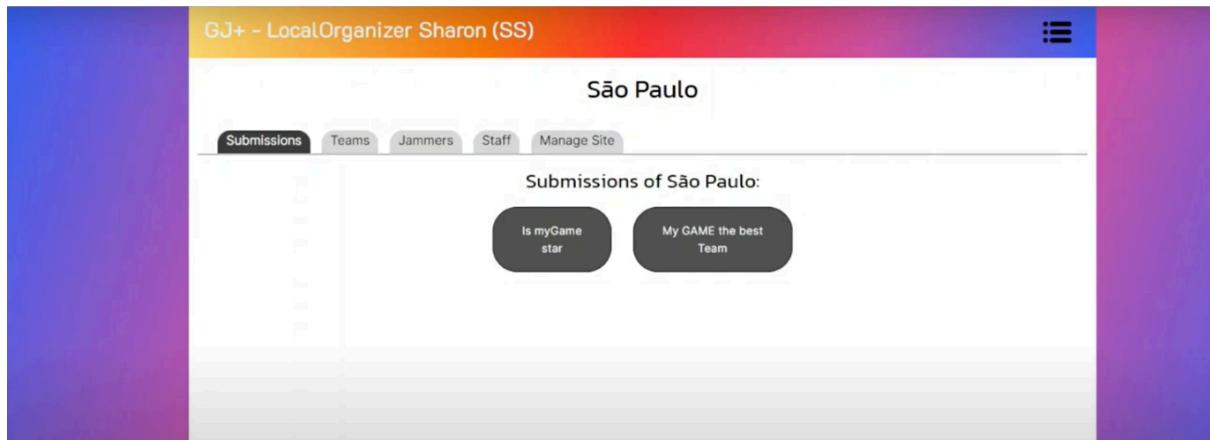
"Bloom Tales" is an exhilarating fusion of rogue-like, platformer, and dungeon crawler elements. It features a set of basic actions: jumping, dashing, attacking, and interacting, which, when combined, create dynamic and engaging gameplay. As a sentient plant, you will explore this dystopian world through a slick 3D isometric lens, with the mission to regrow the sacred tree of this Island and unravel ancient mysteries.

Game - <https://johnyvr.rv.itch.io/bloom-tales>  
Pitch - <https://youtu.be/qS087tnC4y8>

Team members	Themes	Categories
David Atlas	xdavidpastor@gmail.com xXxAtlas09xXx@gmail.com	Blanket plant classic
		3D

# Local Organizer User

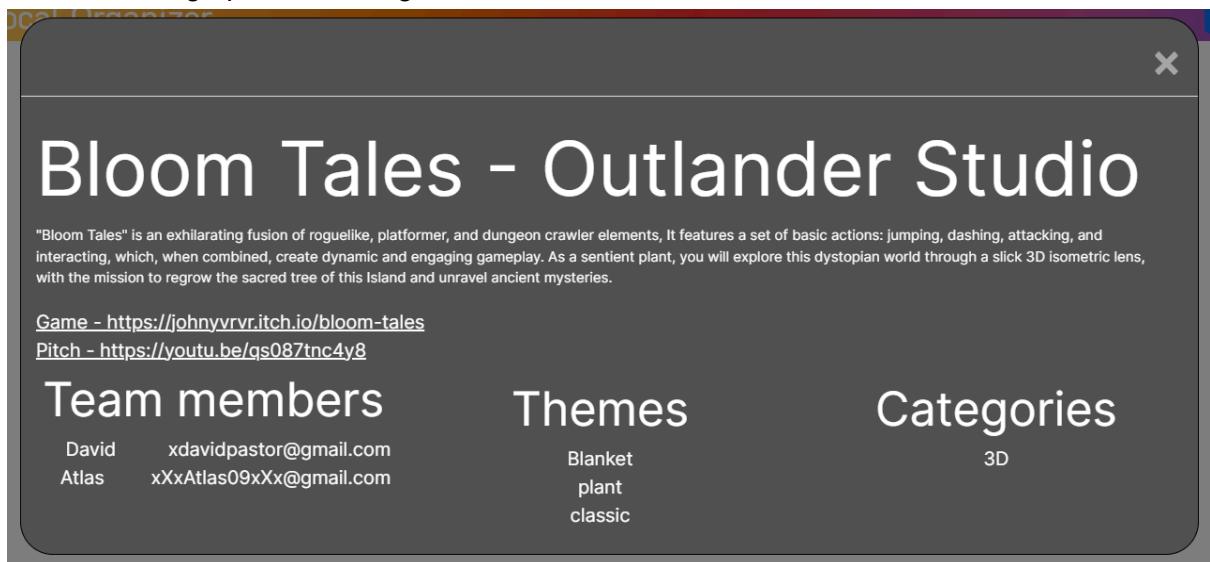
The Local Organizer user will be related to a site. The idea is that you can see the site to which it belongs, the related teams and personnel (assistants, judges, etc.) and the corresponding games. The dashboard looks like this:



As you can see, it has to display the different points of the graphical interface, as is the case of submissions.

## Consult games

To consult a game, just click on one of the gray buttons that appear in the submission section to bring up the following window:



Within the games comes all the information that is provided by the teams:

- Studio name

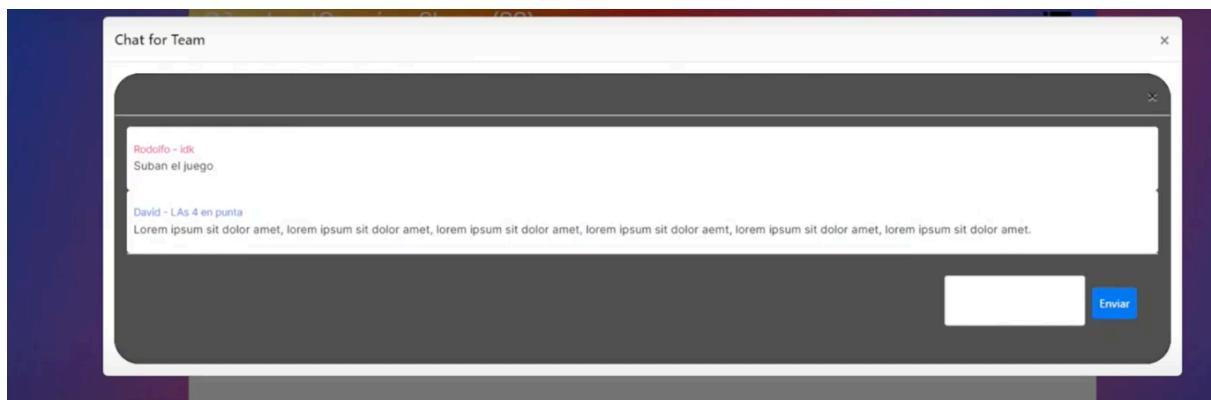
- Team members
- Themes
- Categories

## Chat with teams

In this section, the local host is able to select a team on their site to chat with.



Selecting the button that turns blue opens the following chat window:



It displays the messages that have been sent and allows the organizer to send a new message with the text box shown in the lower right corner.

## View Jammers

The screenshot shows the 'Jammers' section of the São Paulo site. At the top, there is a navigation bar with tabs: Submissions, Teams, Jammers (which is highlighted in black), Staff, and Manage Site. Below the navigation bar, the text 'Jammers of São Paulo:' is displayed. Two dark grey rectangular boxes list the jammers: 'Sha S s@gmail.com' and 'Lucas L l@gmail.com'.

By clicking on the button above to view Jammers, it is possible to view all the jammers that belong to the site.

## View staff

The screenshot shows the 'Staff' section of the São Paulo site. At the top, there is a navigation bar with tabs: Submissions, Teams, Jammers, Staff (which is highlighted in black), and Manage Site. Below the navigation bar, the text 'Members of São Paulo:' is displayed. A single dark grey rectangular box lists the staff member: 'Sharon SS sharonnatalia21@gmail.com'.

By clicking on the button above to view Staff, it is possible to view all staff members who belong to the site.

## Manage site

In this window, the local organizer is able to change the status of the site so that other people cannot join unless they authorize it. In addition, it is capable of uploading users from a csv file so that you can add several users at the same time. All this through the two buttons that are presented in the following interface:

The screenshot shows the 'Manage Site' section of the São Paulo site. At the top, there is a navigation bar with tabs: Submissions, Teams, Jammers, Staff, and Manage Site (which is highlighted in black). Below the navigation bar, the text 'Site status:' is displayed, followed by the word 'Open' in green. At the bottom, there are two blue buttons: 'Change Site Status' and 'Upload CSV File'.

# Judge User

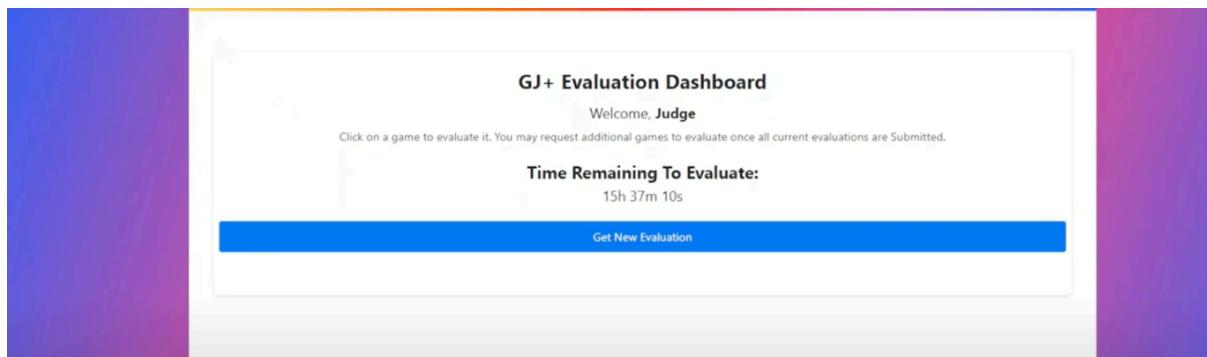
This is a role assigned to a user, as part of his role and function, he is responsible for evaluating the deliveries of submission other than his site of origin, the submission is assigned randomly from other sites.

## Judge's View

When entering for the first time, when the current stage has not yet finished and there are no games to be qualified, the judge will see a counter at zero and will have no games.



Once the evaluation stage has started and the submission stage by the teams has closed, the judge will see something like the following image, the counter indicating the remaining time to be able to evaluate games and the cards with the games that remain to be qualified. and those you have already evaluated.



## Get game to evaluate

To get a game to rate, you must click on the "Get New Evaluation" button.

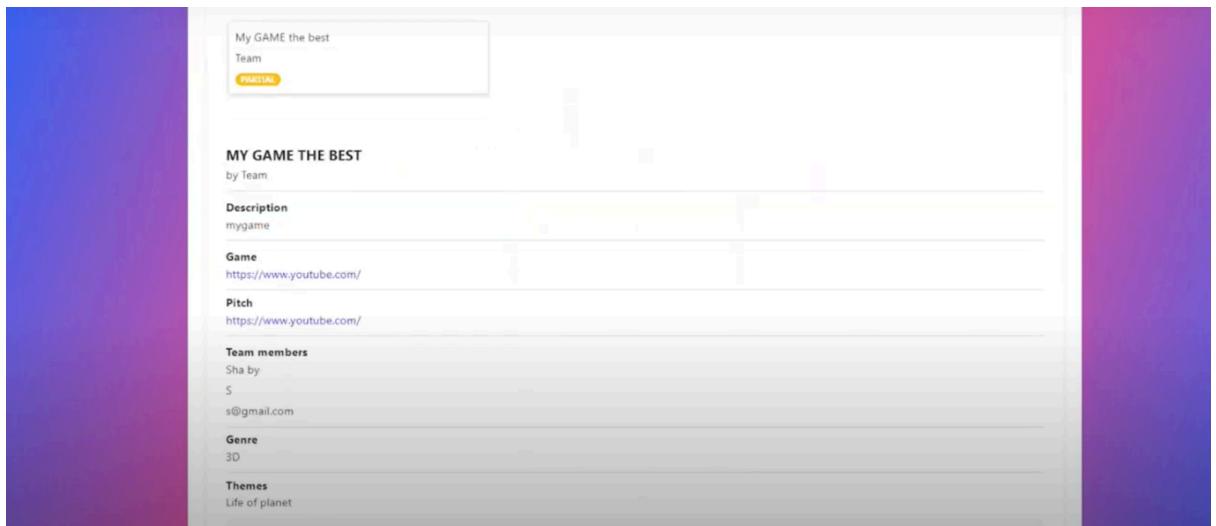
This is accompanied by a submission card in the section below with the games to be evaluated.

## Evaluate game

1. To evaluate a submission you first need to give click any of the cards in the section below in yellow, which are those that have not been evaluated and are shown with a yellow icon indicating the pending status.



2. When you click on that box, the i is displayed below information of the team and the game, which would be the submission of the team to be evaluated. At the end of the informationThe evaluation form appears.



3. A window like the one in the image is displayed, where the evaluation fields are indicated. There are rating fields for different aspects of the game. You must select with the slider the number you want to assign to the deliverable. Under each rating there are text boxes to give feedback for each point and at the end one for general comments. In order to qualify. All numerical fields must be filled out, while comments are optional.

**Instructions**

After reviewing the game details, pitch, and effectively playing it via the provided link, please fill the evaluation form below.

- Progress is saved automatically as you answer each question
- Items marked with an asterisk are mandatory
- Please check "Cannot Evaluate" in case you could not assess an item for any reason
- After finishing your evaluation, please Submit it using the button in the end of the form

**Pitch Evaluation**

**1. Market Positioning\***

How mature and well planned is game's positioning in the market? Did the team identify and define a market category for the game? Were target platforms defined for publishing? Would you know how to express this product's place in the market?

**2. Audience and Competitor Awareness\***

Did the team know how to identify its competitors and similar companies? Price assessment and level of polishing of the final product. Did you feel that the team defined its target audience well and correctly?

**3. Continuity Potential\***

What the team presents from perspective. How much this game represents in terms of development possibilities. How convincingly did the team present one or more paths towards a finalized product?

**4. Pitch Feedback**

General feedback about the team's Pitch presentation and product vision. How can the team achieve 10 in all scores? What was spot on? What could be improved?

Words: 4

**Technical Evaluation**

**5. Game Design - Hook\***

Is the game innovative and fun? Does the game look and feel fun and engaging? Do you want to keep playing the game? Does it make for a pleasant and engaging experience for the players?

**6. Game Design - Core Gameplay Loop\***

Is the core gameplay loop easy to learn and clear from the start? Are the main mechanics and how to play the game clear to the player?

**7. Game Design - Balance\***

Is the difficulty of the game adjusted for the target audience? Is the level design interesting and challenging in a fun way?

**8. Game Design - Feedback**

General Game Design feedback. How can the team achieve 10 in all scores above? What was spot on? What could be improved?

Feedback:

Words: 0

**9. Art & Visuals - Coherence and Quality\***

Does the visual composition of the game communicate a coherent message? Are the elements of the game brought together in balance? How does the game look like, how does it use colors, characters, backgrounds and complementation with the overall composition?

**10. Art & Visuals - Feedback**

Does the visual composition of the game communicate a coherent message? Are the elements of the game brought together in balance?

Feedback:

Words: 0

**11. Audio Design - Coherence and Quality\***

Is the music and sound effects coherent with the game? Was there good use of audio to enhance the experience?

**12. Audio Design - Feedback**

General Audio Design feedback. How can the team achieve 10 in all scores above? What was spot on? What could be improved?

Feedback:

Words: 0

**13. Build Quality\***

Is the build well constructed, with few or no apparent bugs? Does it run properly, without apparent framerate drops or any evident optimization issues?

**Submit Evaluation**

- Once the data necessary for the evaluation is completed, you can give click on "Submit Evaluation". Upon qualifying, a message will appear confirming that the evaluation has been completed successfully.

**14. UI/UX Quality\***  
Is the game's UI well-designed and clear to navigate? Are the icons/commands/controls clear and easy to understand? Are the controls responsive and predictable? Does the interface provide feedback to the user in a way that it's clear how to use it properly?

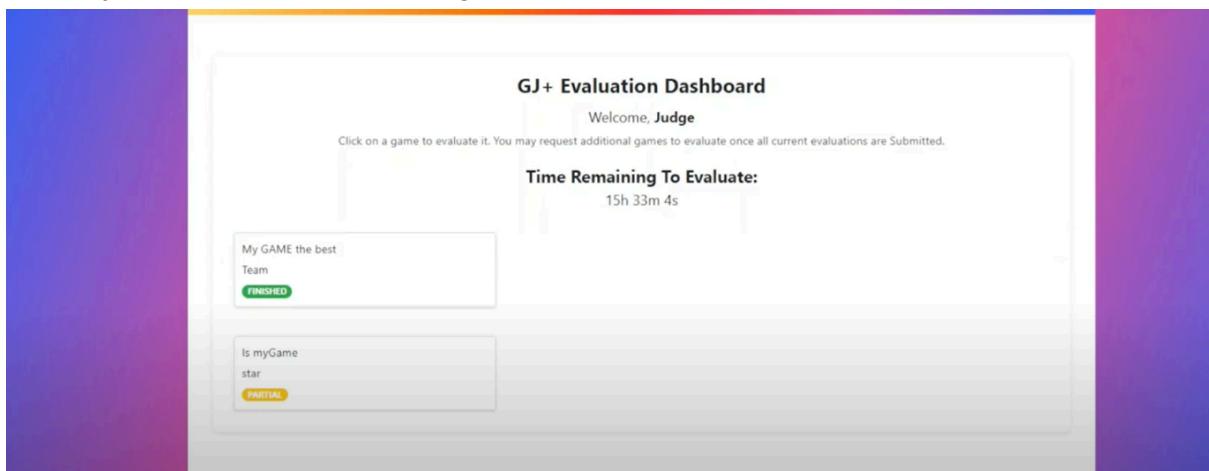
**15. Narrative and Worldbuilding\***  
Does the game present a clear central conflict, engaging/relating characters, or a storyline with clear goals? Do you feel compelled to complete the story or learn more about the game's universe? Do you feel the mechanics relate clearly to the story, conflict, or goals, without evident contradictions between the gameplay and the story?

**16. Build, UI/UX & Narrative Feedback**  
General Build, UI/UX, Narrative and Worldbuilding feedback. How can the team achieve 10 in all scores above?  
What was spot on? What could be improved?

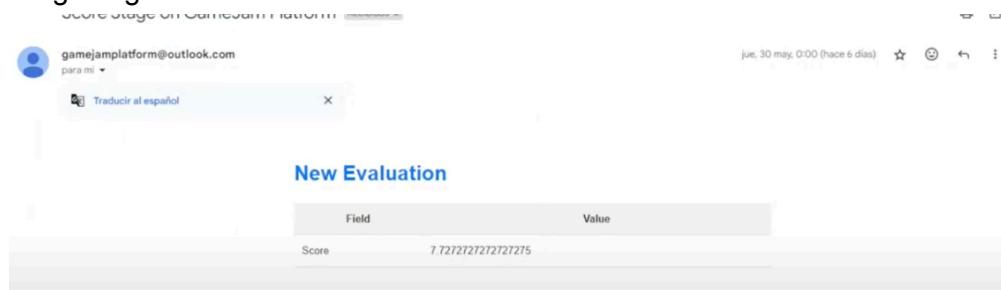
**17. Personal Feedback**  
Personal feedback about the game. How did you feel playing this game? Would you recommend this game to someone? Any specific thoughts that didn't fit in other feedback categories?

**Submit Evaluation**

Once a juice has been rated, it will go from “Partial” to “Finished” status.



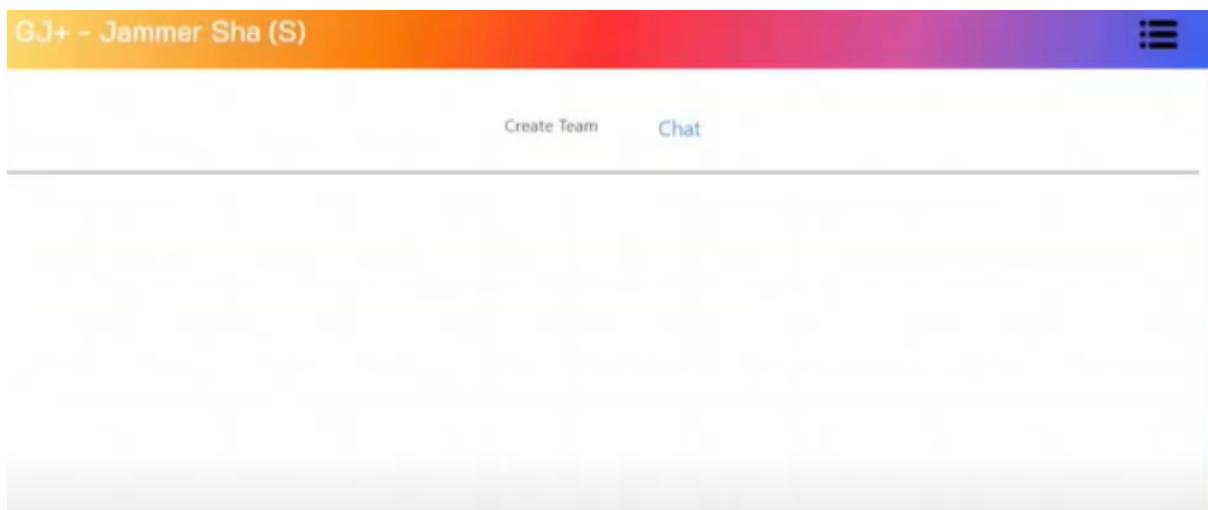
In addition, the scores at the end are averaged and sent to the teams by email, as shown in the following image:



# Jammer User

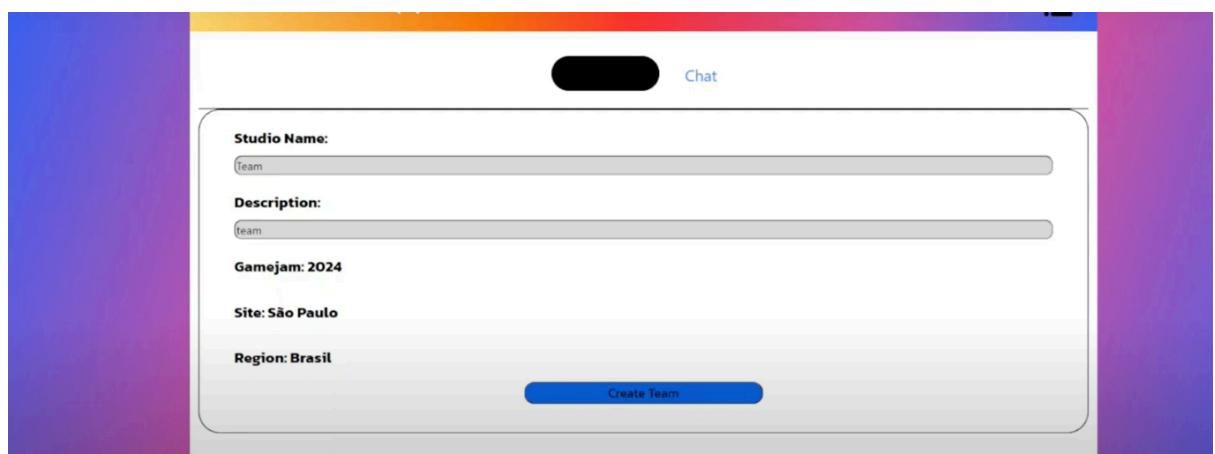
Jammer is the user who participates in the GameJam, part of his functions is to be part of a team to join a GameJam competition and upload deliveries and follow up on his work.

## Initial view without submission



## Create team

1. Click on “Create Team”. A window is displayed to fill in the submission data, such as the name and description.



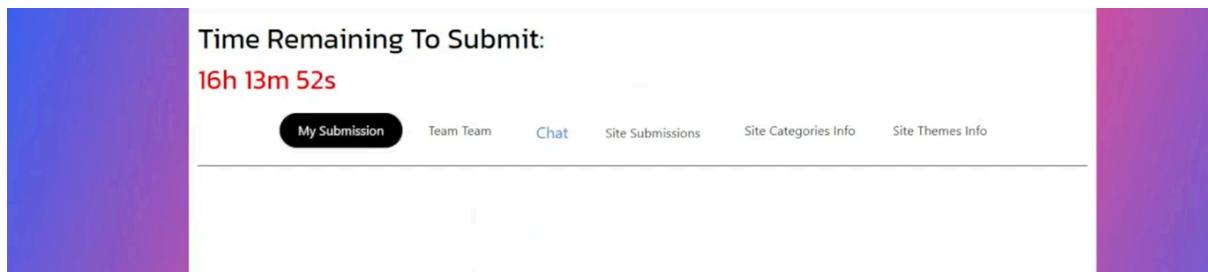
Teams are created when you have an active GameJam, so the GameJam, Site, and Region will auto complete with the information of the Jammer and the

current active GameJam. If there is no active GameJam in the process of creating teams, these fields will not be seen and the team cannot be created.

2. If all fields are filled, give click on “Create Team” to create the team. It will now look like the Team View part.

## View with Submission

Once you are joined to a team, the interface looks like this.



Online, you have the ability to view submissions, manage team, chat, view site submissions, site categories, and site themes.

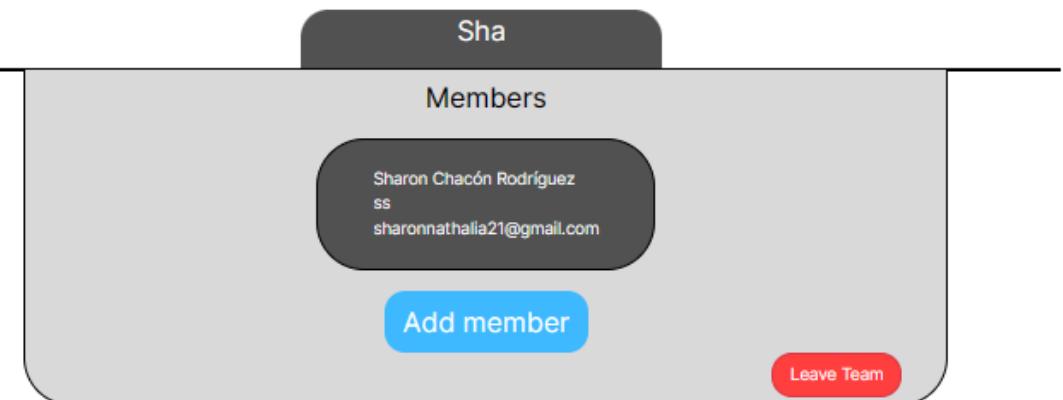
Once the GameJam has started, the counter will begin to count down until the end of each stage, indicating the remaining time to be able to upload the submission of the stage.

Now, we will proceed to explain in more detail each of the parts of

## View team

To view and manage team members.

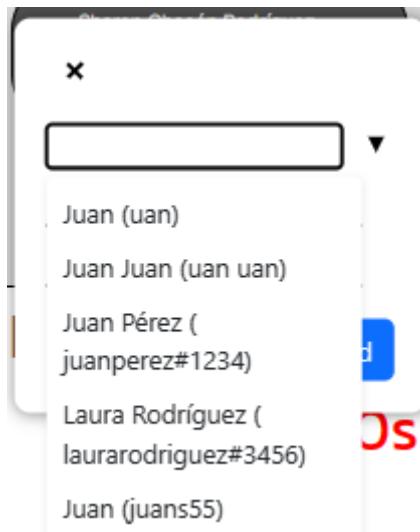
1. Click the button “TeamTeam”.. This displays a table with the members.



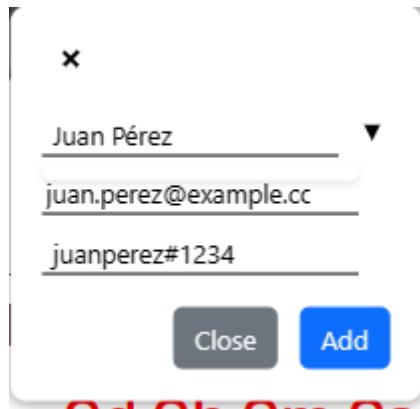
## Add members to the team

To add members to the team.

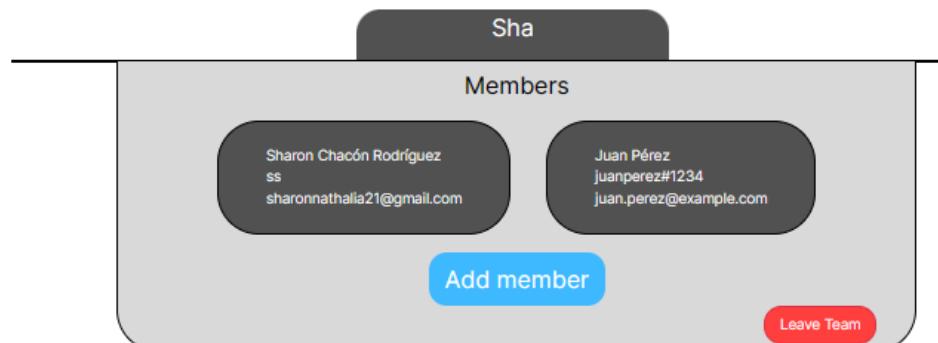
1. Click on “Add member”. A box is displayed with the list of participants available without submission; you can search the list by writing the name of the person you are looking for in the first field.



2. Select the person. The person's information will be displayed.



3. Click on “Add”. Now the new member of the team will be seen.

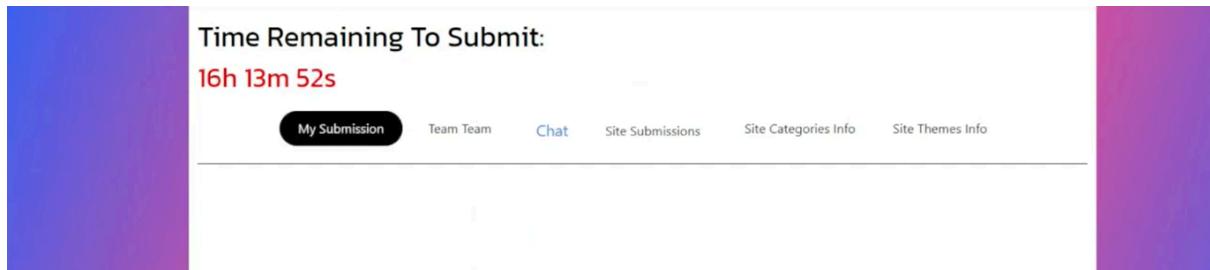


## Leave the team

In the team sale, click on “Leave Team” and then the team will be left and the page will be shown again.

## Upload submission

1. Click “My Submission”



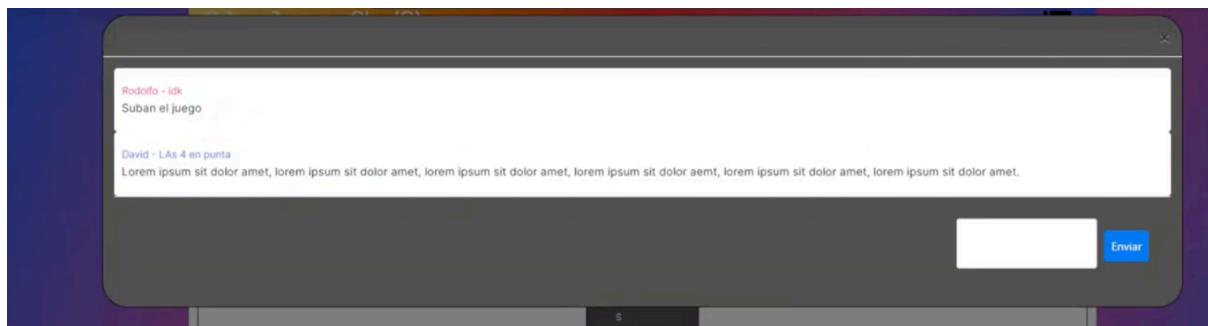
2. The form is displayed with the fields necessary for submission. Each field must be filled out to make the submission valid.

A screenshot of a submission form. It includes fields for "Game" (Fortnite), "Description" (this is a game...), "Itchi.io link" (https://www.ejemplo.com), "Pitch Link" (https://www.youtube.com...), "Theme" (Aliados inesperados), and "Category" (3D). A "Submit" button is located at the bottom right of the form area.

3. Once all the fields are completed, click “Submit” and now when the button is clicked again, it will show the game information for editing.

## Chat

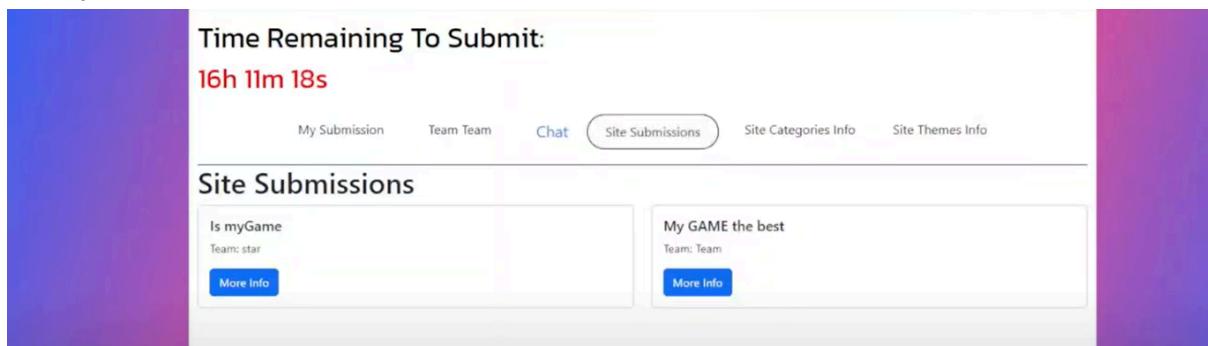
To display the chat, all you have to do is click on the “Chat” button to display the following window:



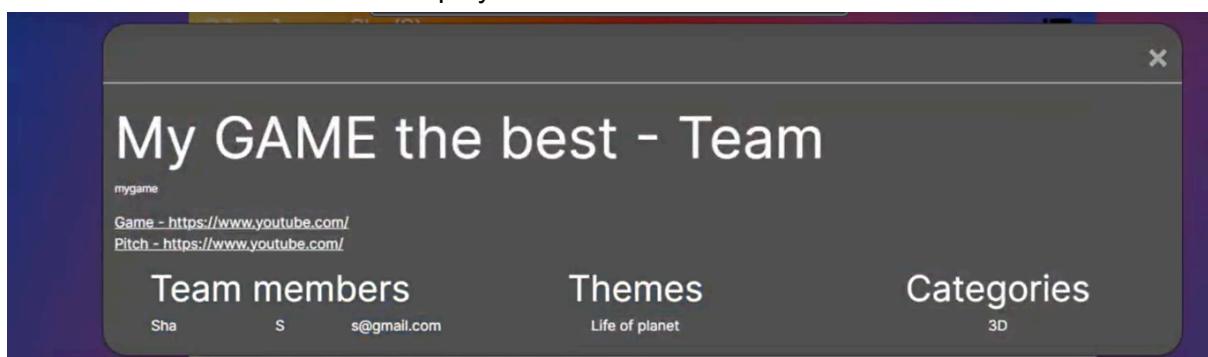
It is the same window that is displayed with the local organizer. The difference is that now the user is the Jammer instead of the organizer.

## Site Submissions

As a Jammer, it is possible to view the submissions associated with the site. To do this, you have to click on the “Site Submissions” button and the following window will be displayed:



If you want to see a specific submission, just click on the “More Info” button and the submission information will be displayed as follows:



## Site Categories

As a Jammer, it is possible to view the categories associated with the site. To do this, you have to click on the “Site Categories Info” button and the following window will be displayed:

The screenshot shows a window titled "Site Categories" with a header bar containing "Time Remaining To Submit: 16h 10m 25s", navigation links ("My Submission", "Team Team", "Chat", "Site Submissions", "Site Categories Info", "Site Themes Info"), and a search/filter section. The main content area displays a table with three rows of data, each representing a category with columns for Title (ESP), Description (ESP), Manual (ESP), Title (EN), Description (EN), Manual (EN), Title (PT-BR), Description (PT-BR), and Manual (PT-BR). The first row shows "3D" in all columns. The second row shows "juegos 3D" in the first column, "Load PDF" in the second, "3D" in the third, "3D games" in the fourth, "Load PDF" in the fifth, "3D" in the sixth, "Jogos 3d" in the seventh, and "Load PDF" in the eighth. The third row shows a series of icons: a blue square, a blue triangle, a blue circle, and a blue diamond.

Title (ESP)	Description (ESP)	Manual (ESP)	Title (EN)	Description (EN)	Manual (EN)	Title (PT-BR)	Description (PT-BR)	Manual (PT-BR)
3D	juegos 3D	<a href="#">Load PDF</a>	3D	3D games	<a href="#">Load PDF</a>	3D	Jogos 3d	<a href="#">Load PDF</a>

## Site Themes

As a Jammer, it is possible to view the themes associated with the site. To do this, you have to click on the “Site Themes Info” button and basically the same category window will be displayed with the difference that they will be the themes, although these also have the same format of three titles, manuals and descriptions, one for each of the following languages: English, Spanish and Portuguese.