



# LET'S GET JAMMIN' !

*THE GUIDE FOR VIDEOGAME JAMS*

SLIDE MODEL FROM SLIDESCARNIVAL !



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I participate in a lot of game jams !



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# YOU WANT TO START JAMMING ?

Then you're in the right place !

# WHAT IS A GAME JAM ?



Create a game in a short timeframe



Follow a theme



Coordinate with a team

# A GAME JAM IS A TRUE CHALLENGE



## Competition

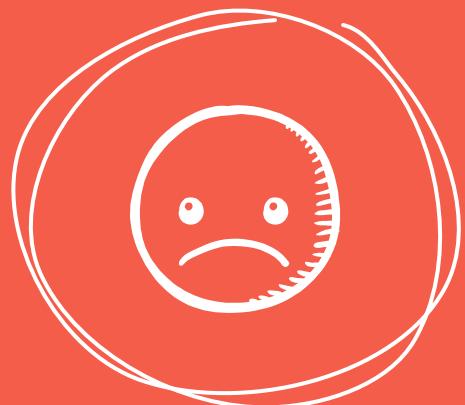
A friendly competition with judges, opponents



## Organisation

Clear objectives and good communications are needed





# LOOKS SCARY ?

Don't worry, I'll give you my advices !



1.

GIVE YOURSELF A CLEAR OBJECTIVE

## AS IN ANY CHALLENGE, KNOW WHAT YOU AIM FOR

- ✖ Create the basics for a game ?
- ✖ Experiment, challenge yourself ?
- ✖ Create a finished experience ?
- ✖ Win ?

# CLEAR OBJECTIVE ENABLES GOOD ORGANISATION

Know what to do, when to stop, what  
to work on...



2.

TAKE SOME TIME IN CHOOSING YOUR TEAM



# YOUR TEAM IS THE BACKBONE OF YOUR WORK



## Major point

You will spend a lot of time  
with them...choose wisely.



## Speak, organize

Check that you are aligned on  
the objective, work time...

## SOME TIPS IN CHOOSING YOUR TEAM

### Solo

Being solo is perfectly fine.

However, think beforehand about parts of the project you don't know.

### Friends

Working with friends is always cool !

However, check that you are aligned on objectives.

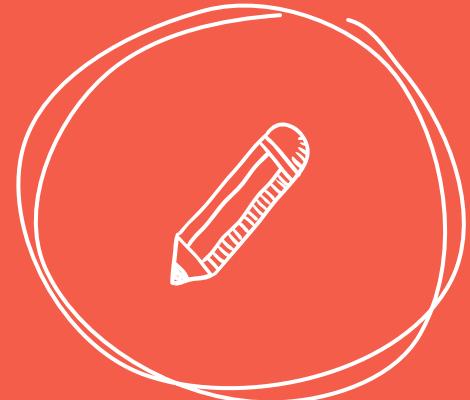
### Strangers

A lot of jams have discords, good for networks and meeting people.

However, take time to know each other.

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PREPARE IN ADVANCE !  
(IF YOU CAN)



# PRE-WORK

It's not because the jam has not started that you  
can't work on it !

# SOME WAYS TO PREPARE

## Ideas

Speak with your team, think about cool game ideas, challenges...

## Assets

No dev/designer/audio ? Search for ways to cope with it ! (free music, visual coding...)

## Previous work

Look back at what you already did, identify what might be useful



SOME JAMS WON'T LET YOU USE EXTERNAL ASSETS / PAST CODE

# READ THE RULES !!



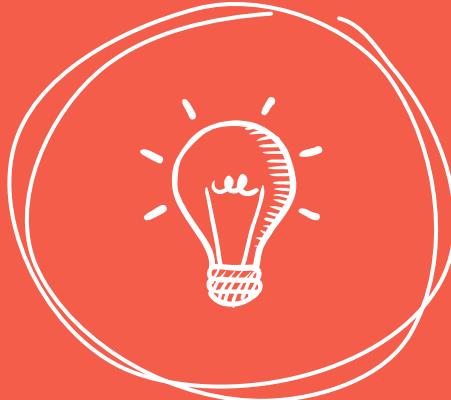
## Page

Take some time to properly  
read the jam page



## FAQ / Discord

Ask your questions, speak  
with players/organizers



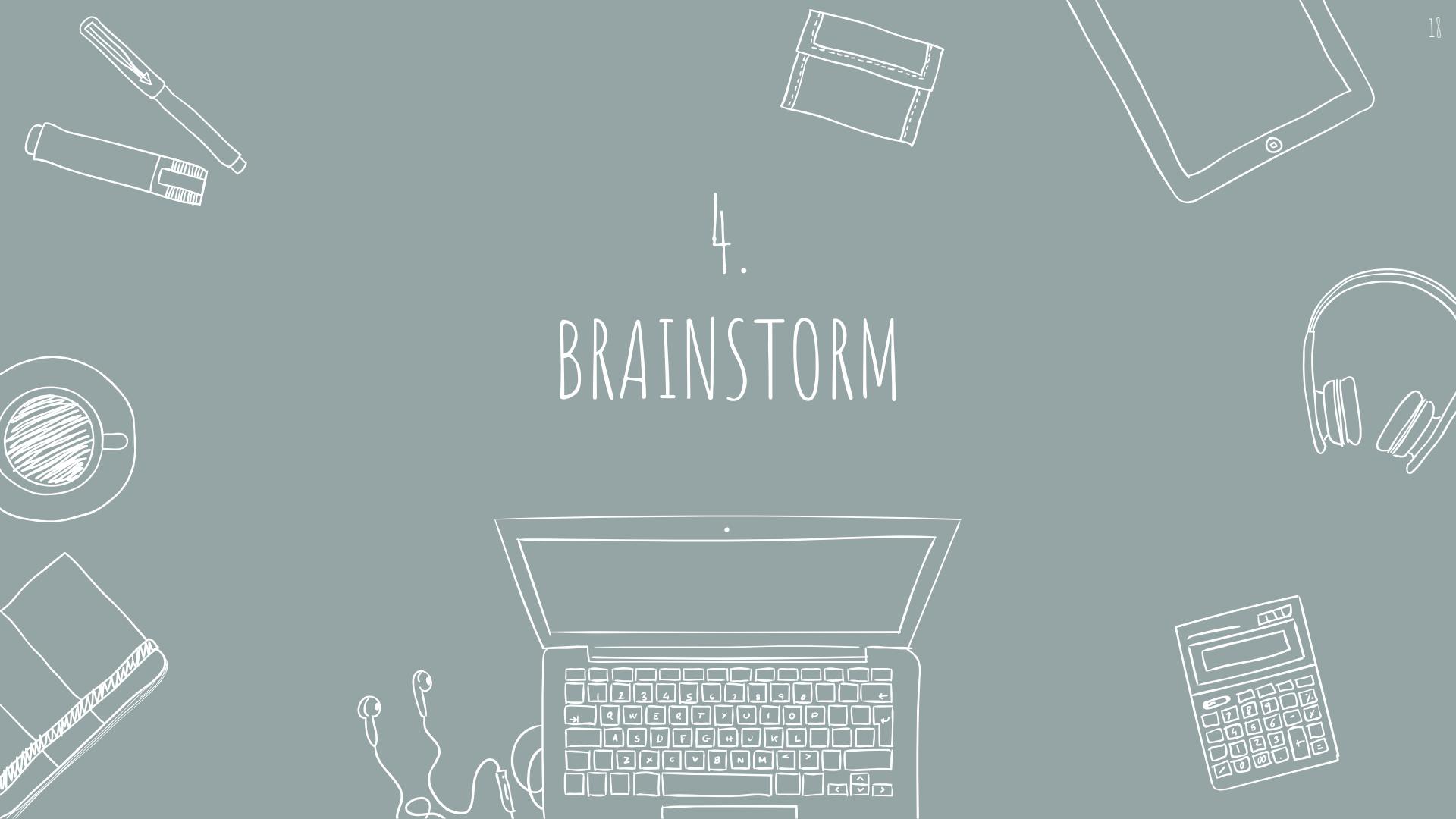
# THE JAM STARTS !

Time to discover the theme and start working !



4.

# BRAINSTORM



*One minute of patience, ten years of peace.*

## DO NOT START CREATING RIGHT ON THE SPOT !

- ✖ Take some time to brainstorm
- ✖ Speak as a team, find a gameplay you like
- ✖ Take the theme and tear it apart !

You can take all the time you need for this part. A good brainstorming will save you time !

# SPLIT THE THEME, THINK ABOUT IT

## Make a list



What does the theme inspire you ? How can you use it ? What about constraints ?

## Your objective !



Think about your clear objective ! What does it imply ? It will influence your game plan !

## About the game



Draft first mechanics, gameplay, design. You will refine them as you go.

## Feasibility



Think about the feasibility of the idea. Will this mechanic work ? Will you be able to implement it ? Design ? Music ?

## Communication



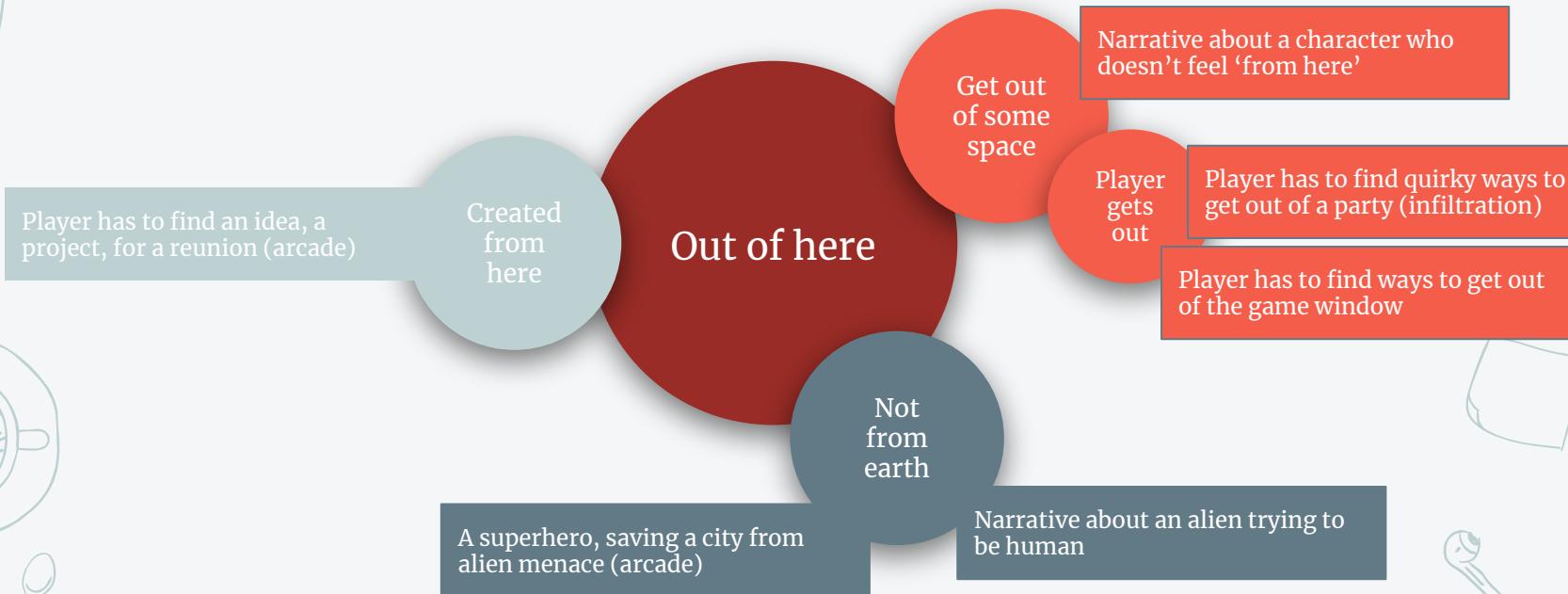
Speak with your team, what is everyone hyped about ? Ideas ? Wishes ?

## From ground up



Scope small. Very, very small. You build from small to big. Start from the ground, then build on it.

## EXAMPLE WITH THE THEME : "OUT OF HERE"



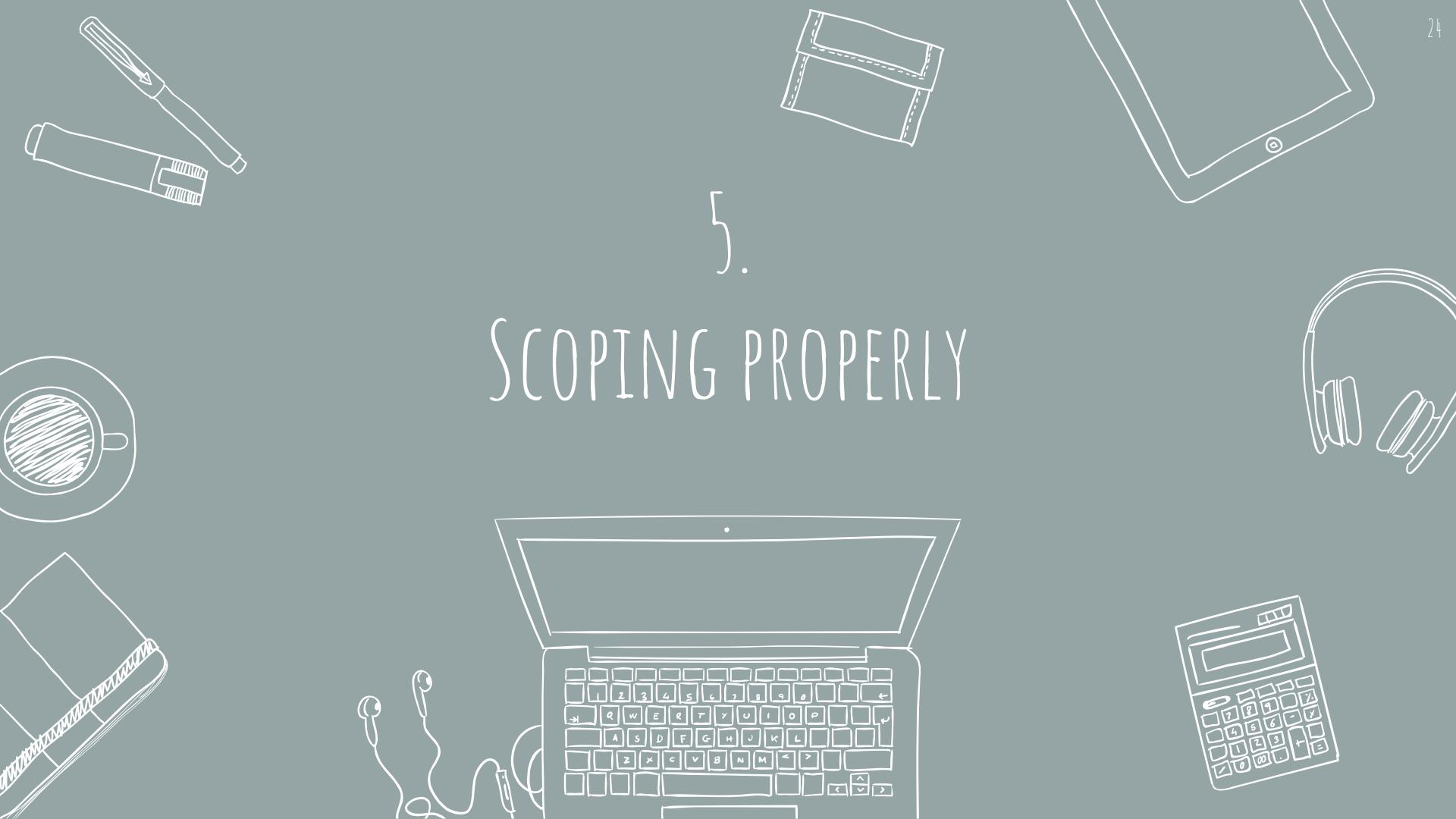


# IT COMES WITH EXPERIENCE

The more you jam, the easier it will become.  
But always take time to brainstorm !

5.

# SCOPING PROPERLY



*The greatest enemy of the jammer is  
overscoping.*

## YOU WILL OVERSCOPE...

- ✖ This really comes with experience
- ✖ The more you jam, the more you will know yourself
- ✖ Do not be afraid to fail

However...you can take steps to mitigate this.

## ...BUT YOU CAN STILL SUCCEED

### As a developer

Think about every feature. Find tutorials, try to estimate the time needed. Speak with your team

### As a graphics designer

Ask for a list of what's to be done. Estimate work. Don't be afraid to cut something.

### As an audio designer

Ask for a list of what's to be done. Estimate work. Aim for something simple. Don't be afraid to cut something.

ALWAYS TRY TO MAKE A LIST OF WHAT'S TO BE DONE, FOR CLEAR VISION

6.

# WORK ORGANISATION

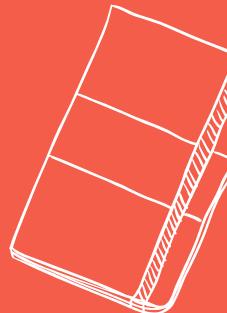


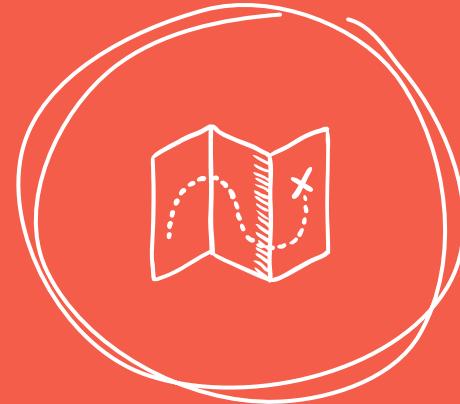
# YOU'VE GOT EVERYTHING?

Time to start coding !



*I will give you my advices for a smooth work time in a game jam.*

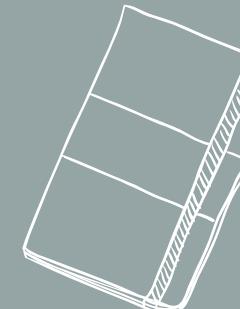




# AIM FOR SIMPLICITY

It's a race against time. We don't care about the code's beauty, we don't want a symphony.

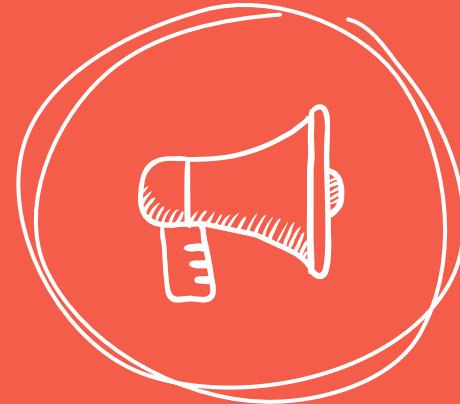
*Realizing that simplicity is your best friend  
is, in itself, a very difficult task...but my most  
important advice.*



# PLAYTEST, PLAYTEST

Playtest, always. Give the game to people who don't know it. They will raise questions, you will have the answers !

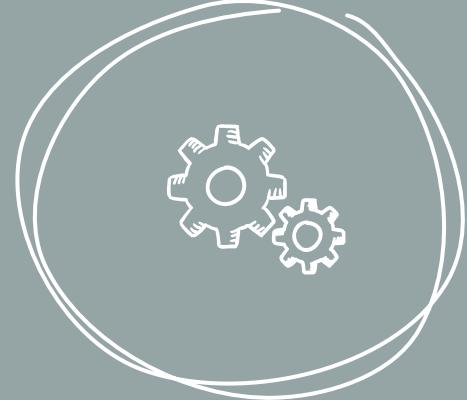
*Playtesting is a must, for every game.  
Balancing, clarity of the rules,  
controls...playtest. ALWAYS !*



# COMMUNICATE

Speak with your team, always. How are they going, is everything smooth...you should all know what to expect and when.

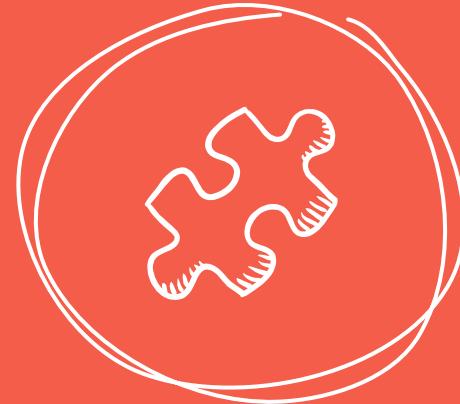
**Not communicating with your team is a  
jam-suicide. Speak, speak and speak again.**



# PROTOTYPE

As a dev, you will probably wait the designers.  
Do not stay idle ! Implement features with  
'temp' sprites. Think about your future self !

*Your prototypes should be done so that,  
when the sprites/audio come, you just need  
to integrate them, easily.*



# MAKE A TUTORIAL

It can be a simple text in the game, or a level in your game, but explain how the game works.

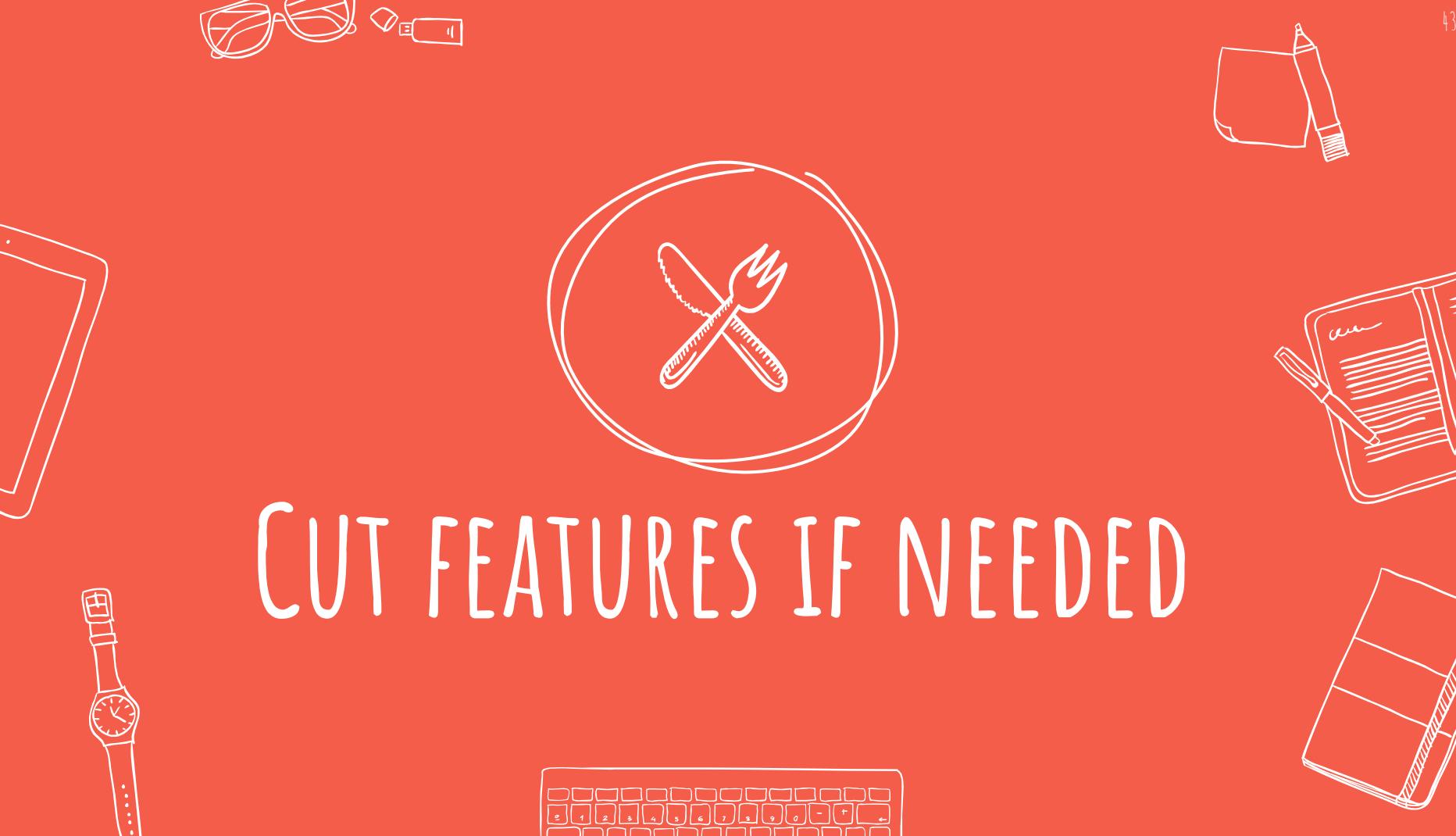
*People will have a lot of game to review.  
They will not take the time to understand  
yours. So explain it to them.*

# TARGET A POLISHED GAME

Think about everything: animations, sound...having a polished experience is a game breaker for a jam.



*This point also depends on your ‘clear objective’. But having a polished game will lead to much, much better feedback from players.*



# CUT FEATURES IF NEEDED

*People will spend 3 to 5 minutes on a game jam game. Do not be afraid to cut your gameplay, if it means having more time to polish the game.*



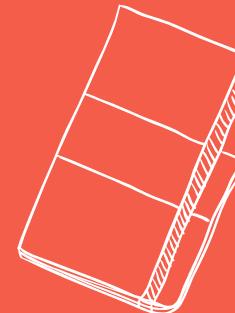
# SPLIT WORK PROPERLY



*Identify subtasks, identify what you need to learn, what will take more or less time...*



# GIVE CREDITS WHERE DUE



*No shame in taking other's work (with proper authorization !!) but give them credit. A menu in game, in the description...credits !*



# TAKE BREAKS !



*You're not forced to work the full time. Agree with your team on how much time everyone will give...and take breaks !*



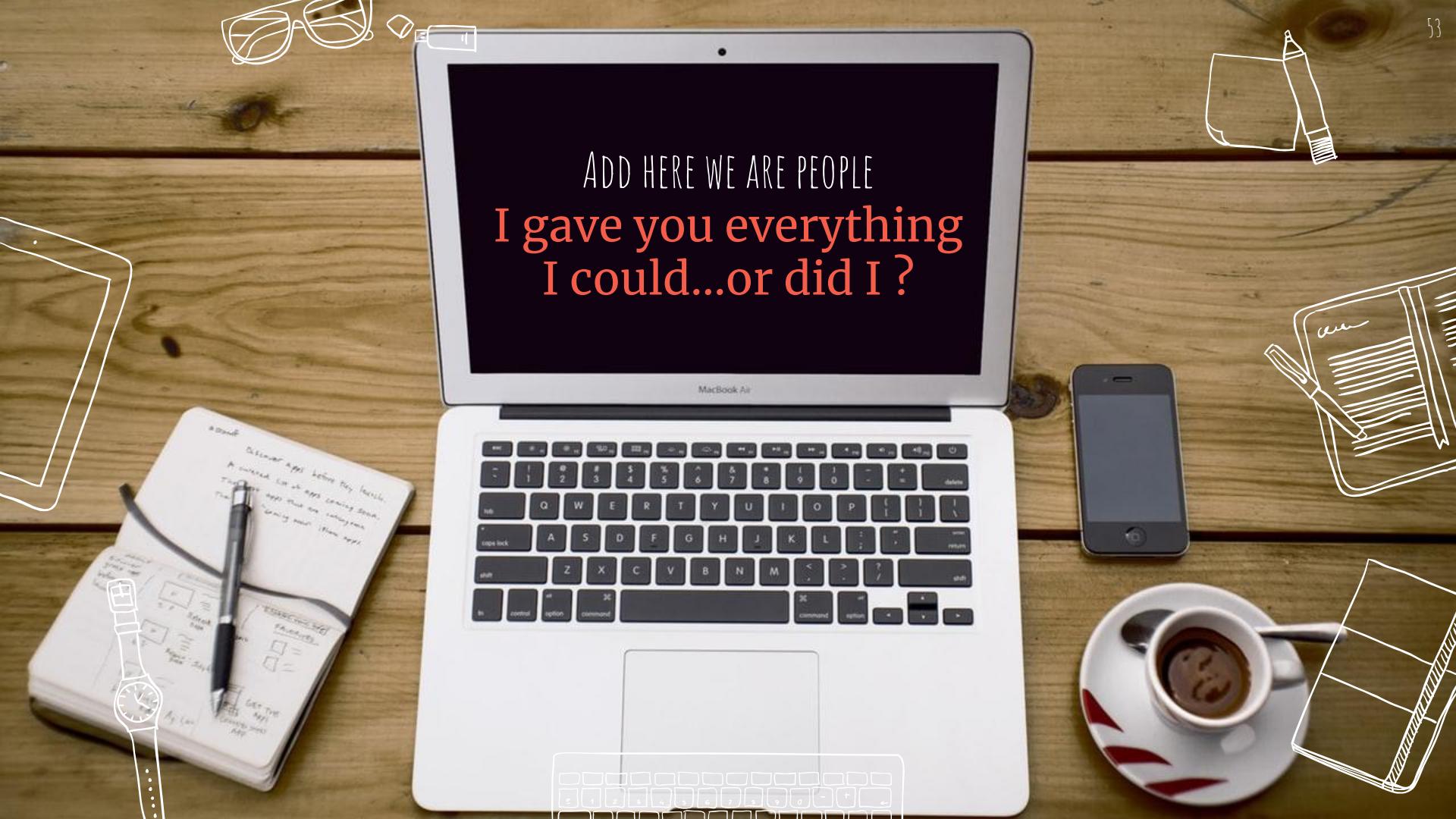
# PREPARE THE END

Check how to publish the game, how to submit it, prepare screenshots, banners...



*Having a good game presentation is important ! Check in advance how to export the game, publish it, make it look cool ! It's your work !!*

ADD HERE WE ARE PEOPLE  
I gave you everything  
I could...or did I ?



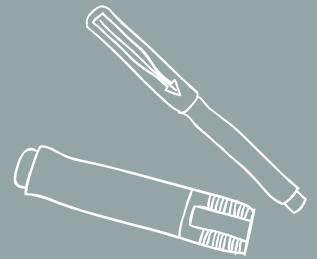
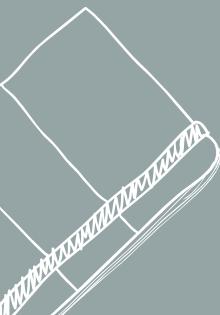
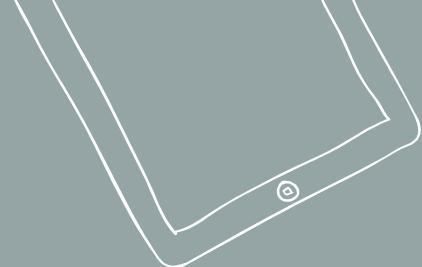
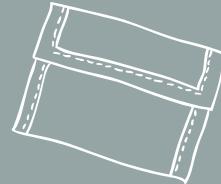
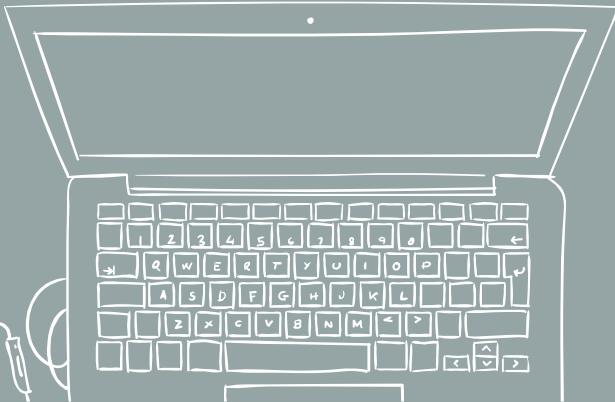
HAVE FUN !

*A game jam is a social event. Share  
creations, laugh with your team, challenge  
yourself...but most of all, have fun !*

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# GOOD JAM RESOURCES

MOSTLY FOR DEVS, SORRY...





ITCH.IO

Freely host your games, find a lot of game jams...start here your wonderful journey !

[Check it out !](#)



## THE HEATLEY BROS

This guy saved me so much times I can't count them anymore.  
His music is cool and totally royalty free !

[Check him out !](#)



## MY OWN UNITY PLAYLIST

I keep a list of interesting tutorials about Unity. There are a lot of things, from easy to advanced !

[Check it out !](#)



# BRACKEYS

He is a reference. Even though he stopped doing unity tutorials, he still is very, very knowledgeable.

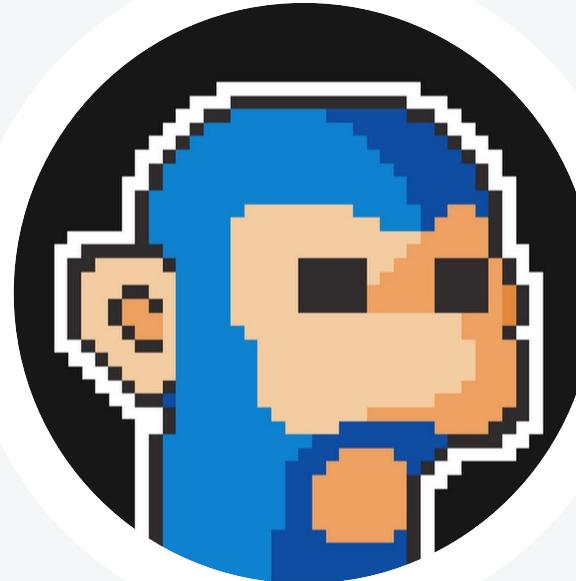
[Check him out !](#)



BLACKTHORNPROD

Good tutorials, quick and well explained.

[Check him out !](#)



VIMLARK

A lot of jam experience, a lot of videos that will help you get started !

[Check him out !](#)



## CODE MONKEY

A lot of good and useful tutorials, quick and effective !

[Check him out !](#)



# THANK YOU FOR LISTENING !

*You can directly find the links to the resources in the given .md !*

