Retro Twist Game Jam

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March 4, 2025

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1. Overview

For your final project submission you will be working on a 2 Week Game Jam – a challenge where developers quickly create games based on a set theme in a short period of time. The theme of the jam is Retro Twist. You are required to pick a retro arcade game and add a small twist to the game. Here are some recommended arcade games that might be easy to recreate in Unity.

- Galaga

- F-Zero

- [ExciteBike](#)

- [Ice Climbers](#)

- [Bomberman](#)

- [Donkey Kong](#)

And here are some different twist mechanic ideas:

- Changing perspectives/directions/gravity etc.

- Dynamic environmental hazards

- Power-ups/skill trees

- Puzzle mechanics focused

- Deflect/Parry/Precision mechanics

- Time Rewind/time slow mechanics

1.1. Game Jam Timeline

The high level overview of the game jam timeline is as follows:

- Week 10 (3rd Week of March): **Game Jam Feature Implementations**

- Week 11 (4th Week of March): **Game Jam Polish, Cleanup and Build**

- Week 12 (1st Week of April): **Peer Reviews**

1.2. About the submission:

- The final game submission only needs to match the mechanics of the chosen inspiration game; its visuals and aesthetics do not have to be identical, as art assets may be difficult to source. The required "twist" should be a simple yet creative modification rather than a major mechanical overhaul. Example: [Pong Pong](#) a variation of Pong where each time the paddle hits the ball, it splits into two.

- Your final submission has to a playable experience, where it's clear how the game works without requiring separate documentation. You can of course have tutorial screens in the game to show controls and such.

- Your submission will be a playable WebGL build on the website [itch.io](#), which allows you to host and share games you make for free.

- You will also submit the public github repository link which hosts the source code and implementation of your game.

- Finally, you are also required to submit any initial ideation notes, paper prototypes, Figma prototypes, or other ideation and prototyping materials that your team creates throughout the jam. This documentation helps capture the design process and provides insight into your team's thought process.

1.3. Lectures during the Game Jam

During the 2 weeks of the jam, you may ask for feedback on your submission, coordinate with your other team members in class, or ask us for assistance with issues you are facing.

> **Note**
>
> We expect you to make a genuine effort in problem-solving before requesting help. We do not provide direct solutions or implement features on your behalf. General questions like "How do I do X?" will not receive assistance. If you encounter a specific challenge after making an attempt, we are available to guide you.
>
> **Example**
>
> ✗ "How do I make a ball roll?" → No assistance provided.
> ✓ "I attempted to make a ball roll using Studio guides, lecture videos, and YouTube tutorials, but still cannot make it move in the correct direction." → Assistance provided.
>
> Before seeking help, clearly state the issue, describe what you have tried, and specify where you are stuck.

2. Peer Reviews

2.1. Game Jam Reviews

After making the submission, each student will be assigned 5 games to review created by other teams. To submit your reviews we will provide a Qualtrics form after the Game Jam has ended. See Section 5 for more information on the tentative questions in the form.

Your game reviews will be anonymized, and only the collated scores will be presented to each team.

2.2. Intra-team reviews

You are also required to review your team members based on their contributions and performance throughout the Game Jam. Section 6 details the question in that form. Similar to the Game Jam Reviews, you will be provided with a Qualtrics form to fill out after the jam ends. Based on the collective feedback, marks from the "Game Implementation" section (see rubric below) will be scaled proportional to the contribution provided. This is done to reward members who put solid effort but are held back by other members who do not contribute. This will also be validated from the git commit history and other documents provided.

3. Rubric

There's a total of **50 marks** dedicated to this game jam, which is 50% of the course grade.

3.1. (Team) Game Design Document - 5 Marks

Fill out the template document for the game design document. You are required to keep updating your Game Design Document to reflect any changes to the game or its mechanics that may happen through the jam.

3.2. Game Implementation - 35 Marks

3.2.1 (Individual) Feature Contribution (10 Marks)

Each team member needs to show their contribution to the game jam via Video Snippets of implemented features (at least 2 features per team member) and links to the relevant commits for these features.

3.2.2 (Team) Final Game Submission (20 Marks)

This will be based on your project on GitHub. Similar to the assignments graded, only commits till the deadline of the jam will be considered. The breakdown is as follows:

- 5 marks for scripting and logic

- 5 marks for physics related implementations (if there are no physics implementations required for your game, then 10 marks will be allocated for scripting and logic)

- 5 marks for UI

- 5 marks for polish

3.2.3 (Team) Collated Feedback for your Game (5 Marks)

After the peer reviews are completed, each game should ideally receive 17-18 reviews. Each game will be reviewed based on the criteria in Section 2.1. These scores will be collated for the final mark out of 5.
If there is no playable submission, this component will be entirely 0

3.3. (Individual) Peer Reviews - 10 Marks

As discussed in Section 2.1, there will be game jam reviews, and intra-team iPeer reviews.

- 5 marks will be awarded for the 5 games reviewed by you

- 5 marks will be awarded for reviewing your team members

4. Tips and Guidelines

- Make sure as you start your project, you convert the build platform to WebGL. If you don't have it installed, make sure you install it from the Unity Hub additional modules.

- Build often, and **upload your builds often to your itch project page**. Make sure to keep testing your implementations on itch.io, as there can be significant differences between what you see in Unity and what you see on itch, and you will want to account for that as early as possible.

- **Avoid making major new gameplay features in week 2 at all costs!!** Week 2 should just be about putting everything that's been implemented together, and making sure that the final submission is a cohesive and complete submission.

- Make sure to follow a proper git workflow, and ensure you aren't running into merge conflicts. Studio 5 will go into more detail on how to achieve this.

- Also make sure to take video snippets of your implemented features. This will help your team members understand what feature you are attempting to integrate, if it works as intended, and so the feature qualifies for grading the individual contribution sections.

- Avoid using assets and resources that may have copyright licenses on them. Seek for resources which are free, CC or Unlicensed. You shouldn't have to pay anything to procure paid assets, and you will not be compensated by the course for the same. The visuals of your game will not be a major factor in grading, and can be aesthetically pleasing while being low fidelity.

- We will also open an optional submission for any prototypes developed (in the GDD, on paper, Figma, etc) and recorded feedback from playtesting sessions conducted mid-development. This is an optional component, where the team could gain a bonus of up to 5 marks. This is entirely upto the discretion of the instructor and TAs. The final score in the Game Jam is still limited to a maximum of 50 marks (i.e. this will not overflow to the individual assignments and studios component)

5. Jam Feedback Form

After you finish playing the game, you will give a response for the following questions. We will share a qualtrics form at the end of the jam to collate everyone's reviews. **You will also be expected to explain your decision for each question briefly.**

- Learning Curve & Intuitiveness

    1. How long did it take you to understand how to play?
        - ❏ Instantly / Under 1 minute
        - ❏ 1-3 minutes
        - ❏ Over 3 minutes
        - ❏ Never fully understood

    2. Were instructions/tutorials clear?
        - ❏ Crystal clear, no issues
        - ❏ Mostly clear, minor confusion
        - ❏ Somewhat unclear, needed to experiment
        - ❏ Very unclear, had difficulty playing

- Gameplay Flow & Responsiveness

  1. Did the controls feel responsive (e.g., immediate reaction to input)?
     - ❏ Always responsive
     - ❏ Mostly responsive, minor delay
     - ❏ Occasionally unresponsive
     - ❏ Frequently unresponsive
  2. Did the game flow smoothly without breaking immersion?
     - ❏ Always smooth
     - ❏ Mostly smooth, occasional hiccups
     - ❏ Noticeable interruptions (bugs, lag, inconsistencies)
     - ❏ Severely disrupted experience

- Player Motivation & Feedback

  1. How likely were you to continue playing after a few minutes?
     - ❏ Very likely, hooked immediately
     - ❏ Somewhat likely, had interest
     - ❏ Neutral, could take it or leave it
     - ❏ Not likely, lost interest quickly
  2. How satisfying were the visual/auditory cues for player actions (e.g., jumping, attacking)?
     - ❏ Perfectly responsive and immersive
     - ❏ Mostly good, but a few missing elements
     - ❏ Noticeably lacking in feedback
     - ❏ No meaningful feedback at all
  3. How well did the game communicate success/failure states (e.g., damage, scoring)?
     - ❏ Very clear, always knew what was happening
     - ❏ Somewhat clear, but some confusion
     - ❏ Often unclear, struggled to understand results
     - ❏ Completely ambiguous

- Completion & Polish

  1. Did the game feel finished and complete?
     - ❏ Yes, fully complete
     - ❏ Mostly complete, just minor missing elements
     - ❏ Somewhat incomplete, noticeable missing content
     - ❏ Very incomplete, felt unfinished
  2. How many bugs/glitches did you encounter?
     - ❏ None
     - ❏ A few minor bugs, but nothing game-breaking
     - ❏ Frequent bugs that disrupted gameplay
     - ❏ So many issues it was unplayable

6. Peer Review Form

Once all game reviews are completed, a Qualtrics form will be shared to gather intra-team feedback on teammates' contributions. As previously mentioned, any missing marks from the game implementation will be redistributed proportionally based on each member's contribution.

The following questions will be rated on a scale of 1 to 5 where 5 – Superior; 4 – Above Average; 3 – Average; 2 – Below Average; 1 – Weak :

- Participated in group discussions/meetings

- Helped keep the group focused on the task

- Contributed useful ideas

- Quality of work done

- Overall level of commitment/contribution