If you have a group already:

Post a thread about your group, including full names of your members, game idea, progress, etc.

Have each member of the group post on the thread with a quick description of what they will be doing for the group.

If you have free spots in your group, please note this in title of the group and what you need.

If full, note this too. i.e.

See below for title examples.

ex. [Group Name] - Game name - {Full - X members}

or [Group Name] - Game name - {Open - X members} - need a coder/artist/etc.

Please edit the post as the group fills if it was open before, etc.

If you don't have a group:

Reply to this thread, let people know what you can do, want to do, etc.

Discuss with each other or post on an existing groups thread if they need more members, etc.

I'll be keeping an eye on the threads to help, but the impetus is on you all to find a group.

Important:

Everyone needs to be in a group by Week 2.

[Total Letdown Games] - When Robot Bleed - {Open - Joseph Pak, Emanuel Dorsey, Robert Newman, Laila Abuelhawa,} - need an artist/ coder/ sound designer.

Hello, we are known as Total Letdown Games. Our members included Joseph Pak (me), Emanuel Dorsey, Robert Newman, and Laila Abuelhawa We are a group that is creating a 2D metroidvania/survival horror game where you play as a broken-down bot exploring a bokeh factory full of monstrous machines out to kill. Our current progress we currently have is full player control and 1 tech demo level for the game. Including some basic combat and also one of the special enemies called hunters that will chase down the player. We would very much appreciate having some more members on our team to help create assets for our game as well as have more coders to help with developing the game.

Joesph Pak- I am currently the producer of the game. My main role in the game is level designing, core game mechanics, and creating the map and game flow.