GameJam

Advice for a successful experience

Presentation

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- Lead Game Designer at Affordance Studio since 2021
- Before: Manavoid & Tobo Studio
- Background: Bacc in film and literature. DESS in Game Design
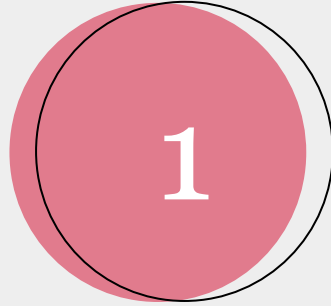
Today's plan :

1. Schedule recommendation
2. Role recommendation
3. Misc
4. MTL GameJam and sharing

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Schedule recommendation

Schedule recommendation

Schedule

DINGO GameJam

• Saturday

9 AM	Opening Ceremony +Theme announcement
10 AM	Team Building +Brainstorminging
11 AM	
12 PM	Lunch
1 PM	Brainstorming AND/OR Setting your project's foundation
2 PM	Create/work/test
3 PM	
4 PM	
5 PM	Make a test build
6 PM	Dinner

• Sunday

9 AM	Create/work/test
10 AM	
11 AM	Make a backup build
	Polish
12 PM	Lunch
1 PM	Polish
2 PM	Make your final build + Prepare for presenting
3 PM	Closing and showcasing
4 PM	
5 PM	
6 PM	Dinner

Have a realistic scope of project

one of your biggest challenges will be time management

This is a 2 to 4 players game made in Gamerella gamejam 2016 for the Royal Arcade.

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Leave more Paw Prints than the other kitties to claim the garden.

Don't let your Energy get too low, or you'll automatically take a cat nap.

Eat a Bunny Treat with your Action button (Q, R, U or Shift depending on which cat you control) to refill your Energy!

Controls:

In Menus: A and B to change screens

Skinny Teal Cat: WASD (up, left, down, right); Q to EAT

Skinny Purple Cat: TFGH (up, left, down, right); R to EAT

Fat Red Cat: UJKL (up, left, down, right); U to EAT

As long as you credit accordingly, it's a great idea to use pre-made assets

make sure the original creator is OK with their material being used

Sounds

- https://freesound.org/

- https://pixabay.com/sound-effects/

Images & icons

- https://unsplash.com/

- https://www.flaticon.com/free-icons/library

Assets

- https://opengameart.org/
- https://assetstore.unity.com/
- https://itch.io/game-assets/free

https://gamewithus.ca/gamejammer-resources/

Set aside some time to brainstorm

- Every member of your team should participate and be heard in the brainstorm
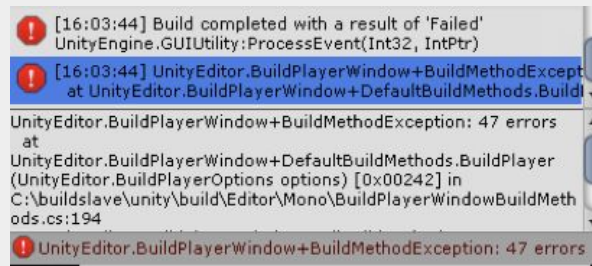- Make sure your idea is well formulated before you start developing

Advice #4

Test often

- Do several tests during the day as you develop
- This is the best way to ensure:
    - Your game is working as intended
    - You avoid technical debt
    - Your game is fun
    - You can reorient quickly if need be

Don't wait until the last minute to build/export

- Even if you managed to export on Saturday, your build may fail on Sunday due to bugs
- Three separate builds are recommended:
  - On Saturday afternoon
  - A "final version" on Sunday noon
  - A true final version before presenting

Level 1

Press the letters shown by your kitty on the ouija board as many time as asked.

Romeo, press `space` to submit your key.
Princess, press `enter` to submit your key.

If correct, you can continue with the next key.
If incorrect, you loose a 🐾
and have to restart the key.

Share the keyboard, and hurry.
You have a limited time!

Press `space` & `enter` to start

18×   YES   OUIJA   NO   25×

A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z

BYE BYE

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Role recommendation

Everyone has a role to play

Be respectful

- You are here to learn
- You are here to have fun
- You are here to collaborate

Collaboration is a huge aspect of a gamejam

Advice #7

Have a good balance of roles

- Think about your role and what you bring to the team
- This is a great place to try out something new or hone your skills

there is always a way to fill a "gap" in a team

As an individual, know what it is you'd like to practise

this is a learning opportunity

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Misc

Take time to rest

- Sleep and eat
- You are absolutely underestimating your Sunday

it is important to let go and decompress

Be OK with messing up

- **THIS IS A LEARNING OPPORTUNITY**
- **Try new things**
- **If it didn't work, you're fine**

this is the best place to screw up

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MTL GameJam and sharing

What's next

Other GameJam in Montreal

Montreal Global Game Jam

- This is the Montreal chapter of the Global Jam, a massive Game Jam event happening all around the world.
- This Jam happens in 104 different countries.
- Both students and professionals are welcome.

How can I share my game?

Itch.io

- It is one of the largest online sharing platforms for indie game devs.
- There are over 500 000 games and items on the platform as of April 2022.
- Itch.io will sometimes host and organize online jams

Good luck and have fun!!!