WINTER 2024 - GAME JAM

BASIC INFO

This Game Jam will span several weeks (starting from February 13 and lasting until March 18th)! For this game jam we are allowing the following:

1. The ability to use any language and any game engine to create you game
2. The option to either work in groups or create a game on your own (note that for people that work in groups, they will need to split up the prizes amongst themselves)

For this game jam, you are free to choose any assets you would like! We will also provide some resources to find assets for those who do not know where to look! Note that it is not mandatory to use assets created by others, you are free to create your own or use other assets, we are simply providing these resources to help those of you who do not have much familiarity with searching for assets. Also, there will be prizes! We have a large prize pool for this game jam!

ASSETS

Below is a list of resources you can use to find assets for your games!
- https://itch.io/game-assets/free/
- https://www.kenney.nl/
- https://opengameart.org/
- https://sfxr.me/ (Used for sound effects)
- https://www.gamedevmarket.net/
- https://www.spriters-resource.com/
- https://www.models-resource.com/

THEME

For our second game jam, the theme will be:

SPACE

We encourage you to create your games with this theme in mind, since one of the criteria for judging will be how close it resembles this theme. You are free to interpret the theme however you want, as long as it is related to it. Of course, you are free to create games that don't follow this theme, it will only affect how well you score on that category for the judging!

JUDGING CRITERIA

All entries will be judged based on the following five criteria; Theme, Polish, Game Design, Aesthetic, and Creativity. Each criteria will have a total of 10 points, for a total possible score of 50:

1. Theme - How closely does your game follow the theme specified for this game jam?
2. Polish - Has the game been playtested? Does your game have any bugs?
3. Game Mechanics - Does your game include multiple or complicated mechanics (i.e movement, combat, exploration)?
4. Aesthetic - Did you incorporate the use of assets, sound design, and just overall atmosphere of the game
5. Creativity - Did your use of assets such as sprites, models or sound effects, improve the overall atmosphere of the game

Note that we will also factor custom assets and music into the judging process as well!

GOOD LUCK EVERYONE!

SUBMISSIONS ARE DUE BY MARCH 18TH!