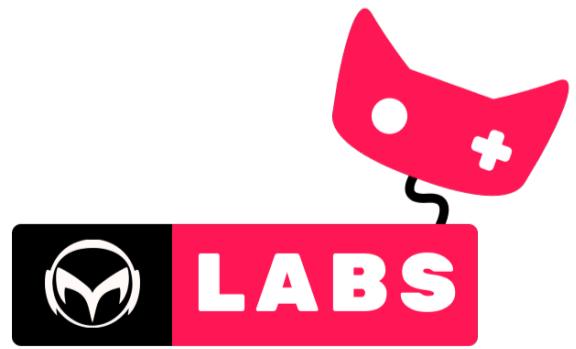


ROOKIE

GAMEJAM 2022



OFFICIAL GUIDE



GUIDE TO VICTORY

About Rookie Game Jam 2022

Discord

Gamejam Theme

Examples - 1

Examples - 2

Deliverables

Criteria & Scoring

Learning Material

Case Studies

Assets & Resources

What do you get ? (Prizes & Certification)

FAQ'S



LET US JAM

Rookie Game Jam 2022 is the biggest game jam in Pakistan. The competition will be a hybrid event conducted through our Discord Server ([Join Here](#)).



DISCORD

This is a **hybrid event** and will be primarily held remotely on our [Discord Server](#). There will be limited seating available in Mindstorm Studios office in Lahore. However, everybody is required to join Discord. If you don't know how to use discord [click here](#) to learn more. We expect the teams to be online and active on Discord through out the course of the jam.

Team channels & checkins - Each team will be given a private channel on Discord. Use your team channel to have work sessions and calls with your teammates, mentors & organisers. Use this channel to share work in progress including ideas, apk files or videos to get the best outcome and build an awesome game.

The mentors will also do checkins with the teams and have mentoring and jam sessions to discuss ideas, scope and execution of the game.

#lobby - This will be a private space for the participants of the Game Jam. We will be sending competition specific information here.

#mentors-lobby - We will have industry mentor's in this lobby if you need advice on game design, art or technical implementation feel free to reach out here and mentors will try their best to help you. Please refrain from sending them a DM.



GAMEJAM THEME

The Game jam genre is limited to Hyper Casual Games Arcade only. However there are plenty of sub genres you can explore

GAMEJAM THEME



NOSTALGIA

THROWBACK - STORIES - POEMS - FOLKLORE - RIDDLES

The Game Jam is open to both **2D** & **3D** games.

We recommend that you keep the game scope limited. You can play with all sorts of genres and sub genres including puzzles, simulation, runners, arcade, narrative etc.

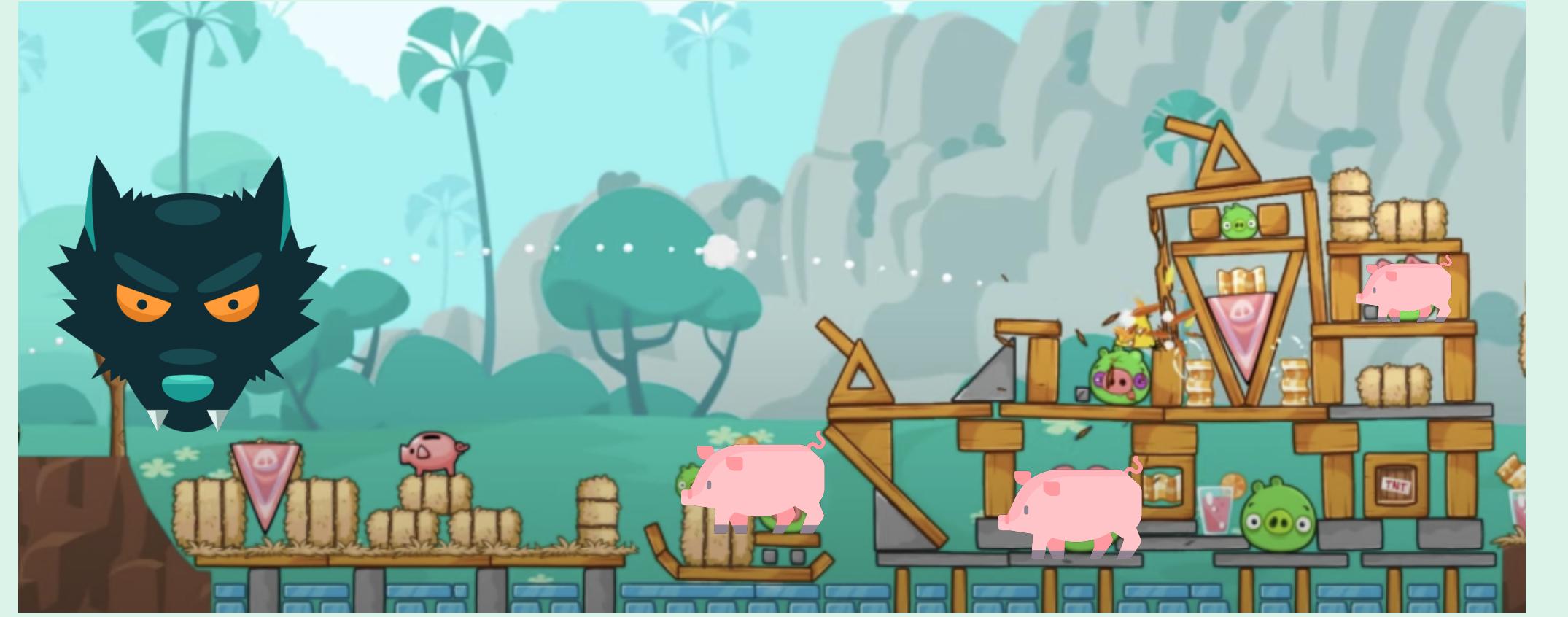
What does Nostalgia means?

Reminiscing about your childhood, thinking of all the bedtime stories you were raised on. The games you played with your siblings. The legends and myths you inspired to be, or the pranks you did with your friends. The folklore everybody echoed around you.

Both local or international stories you read, songs and poems you listened to, are a great place to start. Think out of the box, think viral and come up with an idea that taps into emotions, humor or is simply too fun to resist. Keep asking yourself the question, what's the game in there?



EXAMPLES



Ideate & Refine

Spec it out, Gameplay Loop, References, Art Style, Mechanics, Meta, Scoping

Research

Toy = Pigies + Wolf + Houses
Genre = Arcade Puzzle
Mechanic = Physics + Construction



Game?

ANGRY BIRD REVERSED ? PIGS R HEROES. YOU NEED TO BUILD BETTER STUFF through which the wolf cant BREAK through

REFERENCE 1

REFERENCE 2

3 LITTLE PIGGIES

Google Search

Tells you what people associate most with the concept

Things we see

Interactive Stories, Kids Stories, Pigs, Wolf, House construction



EXAMPLES



FISHDOM

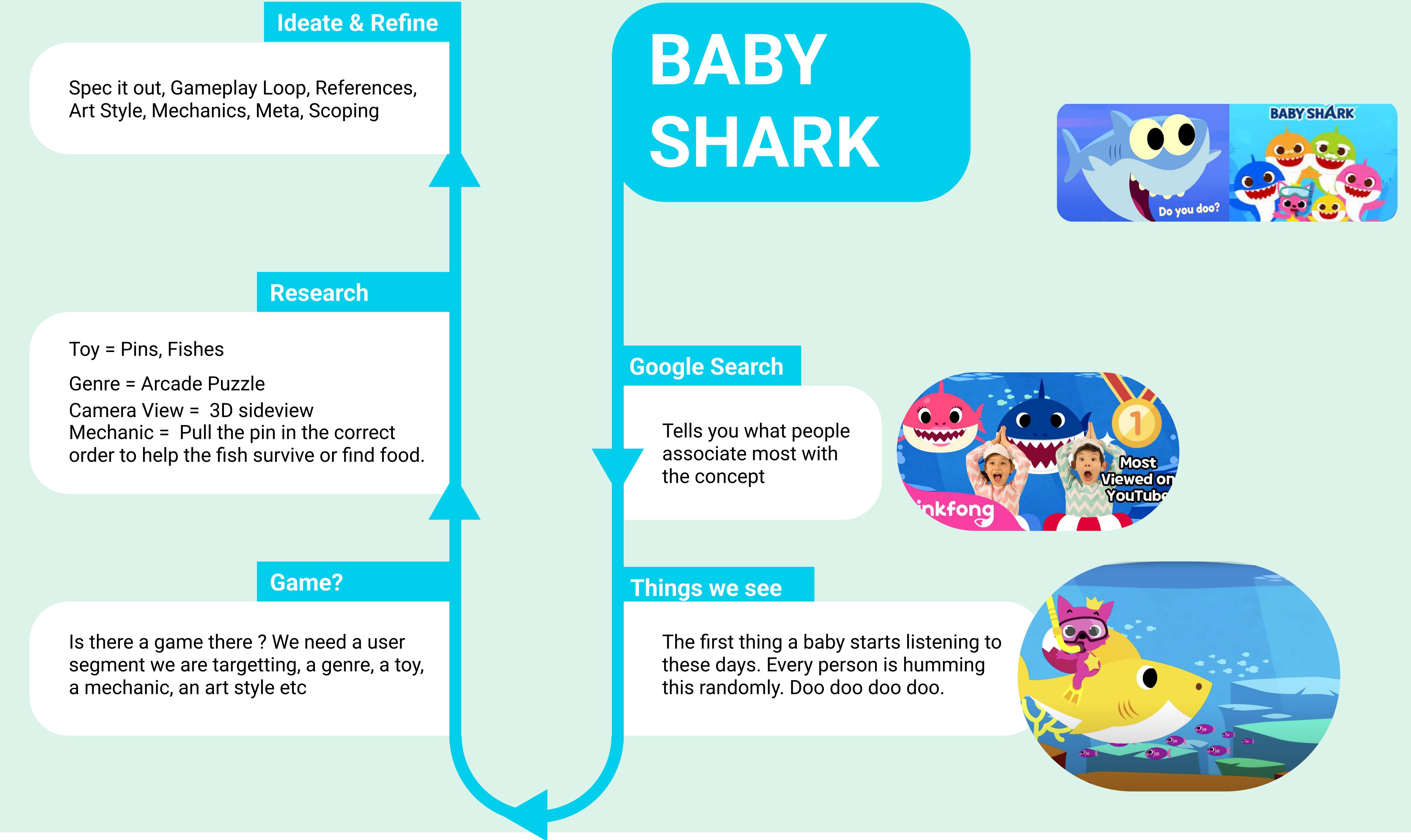
Play minigames!



PULL HIM OUT

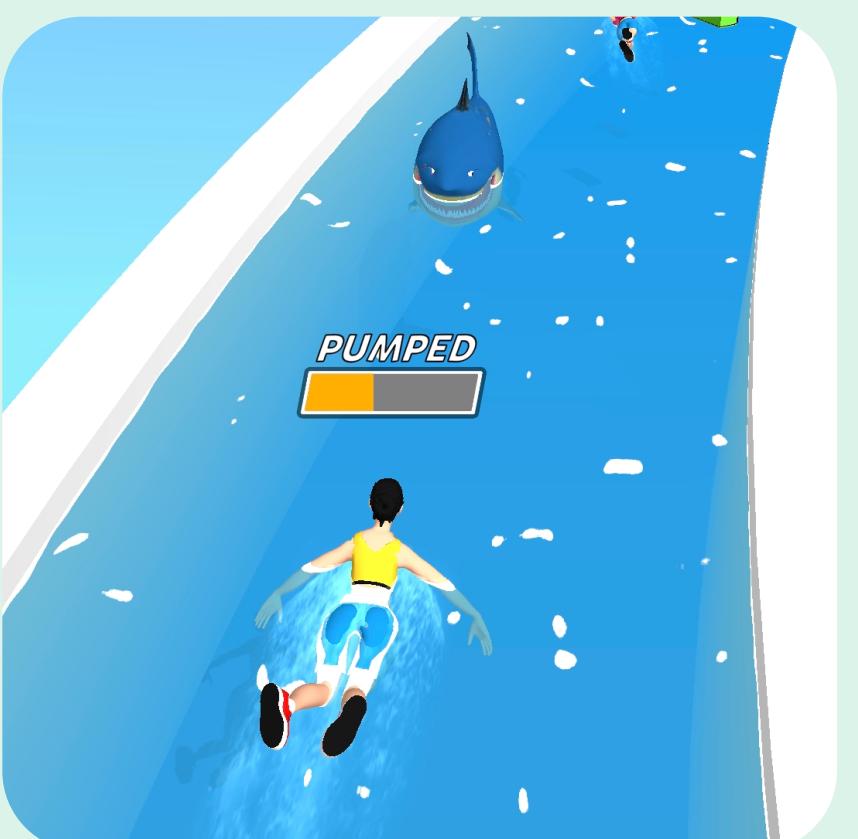
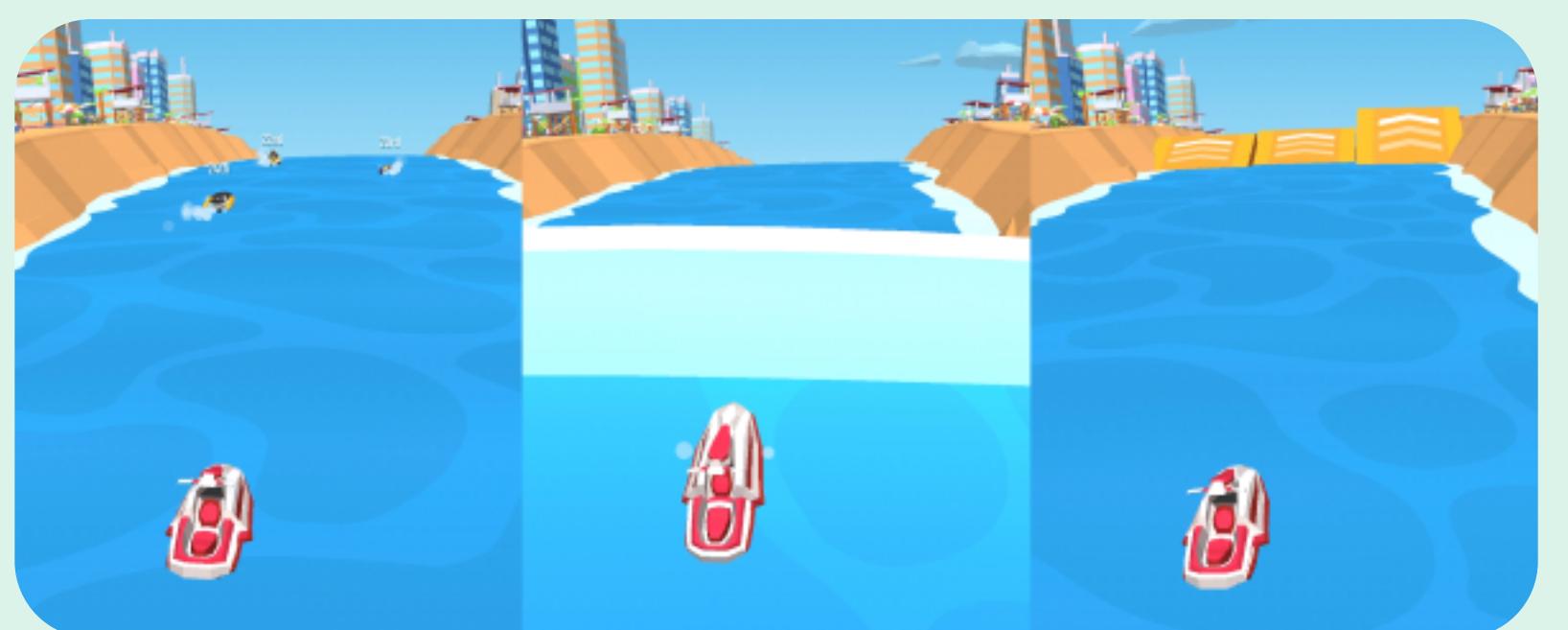
REFERENCE 1

REFERENCE 2



EXAMPLES

Flippy Race



Pool Race

[REFERENCE 1](#)

[REFERENCE 2](#)

Ideate & Refine

Spec it out, Gameplay Loop, References, Art Style, Mechanics, Meta, Scoping

Research

Toy = Water Pitcher
Genre = Arcade Runner
Camera View = Third Person
Mechanic = Float with a pitcher to reach the end of the level , avoid obstacles.

Game?

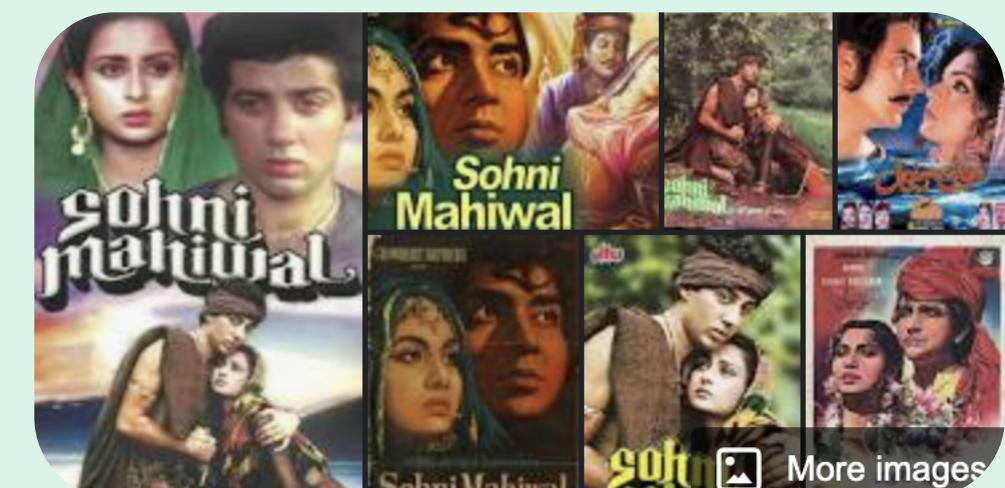
Is there a game there ? We need a user segment we are targetting, a genre, a toy, a mechanic, an art style etc

Sohni Mahiwal



Google Search

Tells you what people associate most with the concept

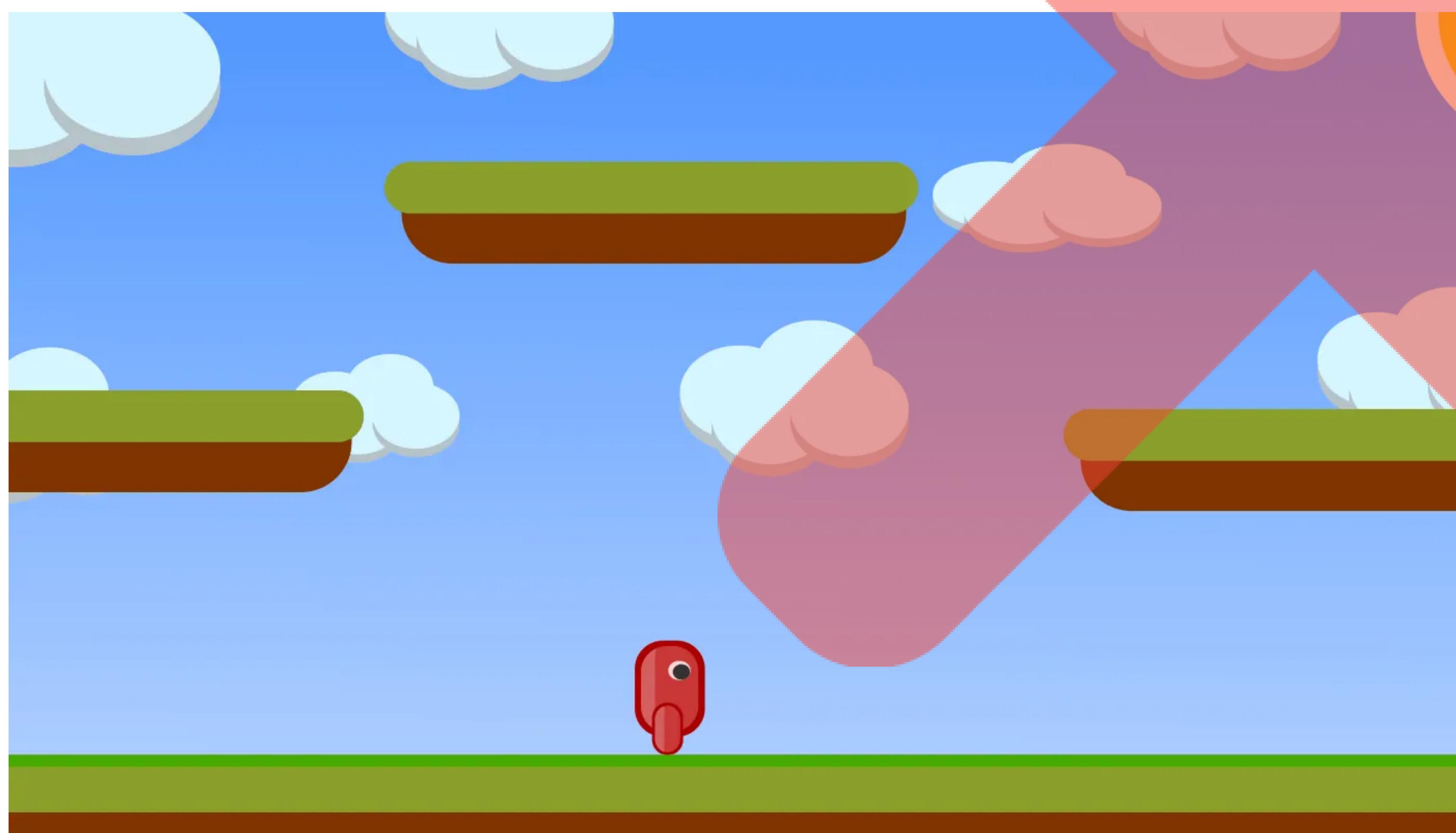
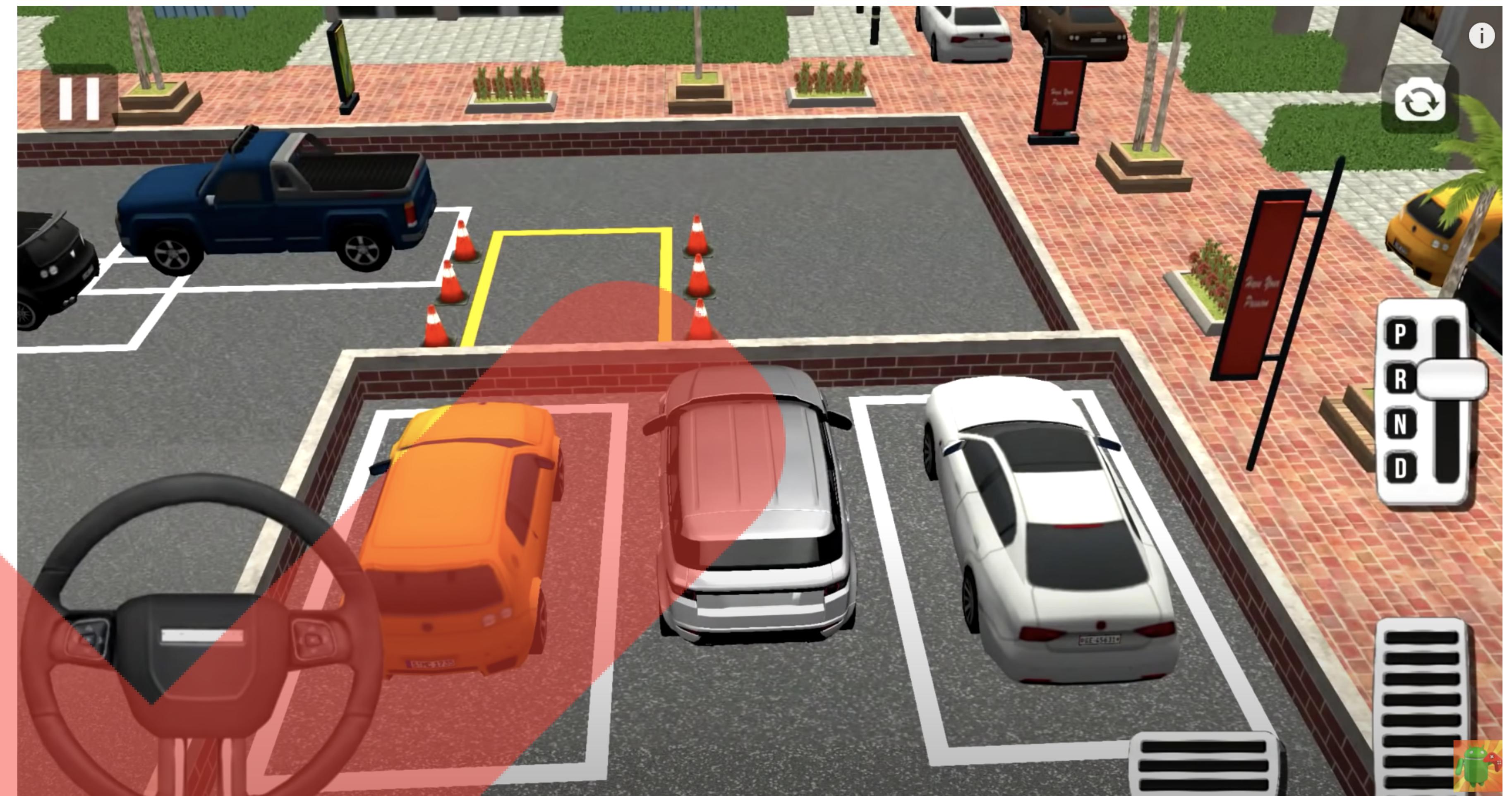


Multiple Movies
Many Songs
Millions of views
Recognisable folklore

Things we see

Love story a major part of folklore.
Sohni Crosses the river to meet Mahiwal.

WHAT NOT TO DO



DELIVERABLES

Game APK based on theme of the gamejam + a 30 sec video showcasing the best parts of their game. Submit both over your team's discord channel by the due date.

TO DO'S

-  **5 Minutes of Core gameplay**
-  **Level based (20 - 30 sec level length)**
-  **Potrait mode.**
-  **Tutorial (If required)**
-  **Polished Core Mechanic**
-  **High Quality Trending Assets**
-  **Minimalistic Clean UI + Minimilistic Arcade Envrioments**
-  **Android APK with naming convention (team_name-game_name.apk)**
-  **Juciness ([What is Juciness ?](#))**

DONT'S

-  **Inspiration is good but dont entirely copy any exisating game.**
-  **Endless runner's are not part of the theme.**
-  **Complicated control schemes. (Avoid gyro controls)**



SCORING CRITERIA

IDEA / DESIGN

How creative is the game idea? Is it following the gamejam theme?
How well thought out is the game design?

GAMEPLAY

Essentially how well is the idea & core mechanic executed in terms of technical implementation and experience.

GRAPHICS / ART / UX

How is the artwork and creative look and feel of the game & how it all comes together for a joyful user experience

FUN FACTOR

How do you feel about the game after you played it ? How much do players like it?



LEARNING MATERIAL

Below is a list of training videos & presentations that will help you a lot if you are new to Hyper Casual Games development.

WORLD OF HYPER CASUAL GAME'S [**SLIDES**](#)

GAME DESIGN 101

DATA DRIVEN GAME DESIGN

GAME PUBLISHING & BUSINESS MODELS

INTRO TO UNITY

PHYSICS IN UNITY [**SAMPLE CODE**](#) [**SLIDES**](#)

GAME MATHS

GAMEPLAY SCRIPTING

ARTS & ANIMATION IN UNITY

INTRODUCTION TO 3D GAME ART

ART DIRECTION & 2D CHARACTER DESIGN

CREATING GAME ART [**PART 1**](#) [**PART 2**](#)

UI/UX DESIGN



ASSETS & RESOURCES

Let's not reinvent the wheel now, here is a list of resources that you can use to quickly build the game of your dreams.

ENVIRONMENT ASSETS

CHARACTER ASSETS

UI PACKS

BACKGROUND MUSIC

PARTICLE EFFECTS

SFX

GAME TEMPLATE



Assets will be added when the Gamejam begins. Please note you can only use these assets for the purpose of the gamejam and none of the assets can be used in any commercially published game without prior consent.





WHAT DO YOU GET

Total prize pool

PKR 250,000

WINNER

PKR 125,000 + Winner Certificate

RUNNER'S UP

PKR 75,000 + Runners Up Certificate

THIRD PLACE

PKR 50,000 + Third Place Certificate

ALL SUBMISSIONS

Certificate



Add-on rewards for submissions

Digitally Verifiable Certificate

Permanent Mention on M-Labs [Website](#)

Acknowledgment Letter to University

Acknowledgement Letter to Parents



FAQ'S

Most of your questions will be answered here if you still need more information just drop a message on Discord.

When is the Game jam?

The theme has been announced and you can start building the games. The timeline of the game jam is **5th August – 11th September 2022**.

My classes are starting soon, how am I going to manage my time?

Game Jam scope is essentially **one weekend long**. Because everybody is new or has other things to do, we have set a month to accomplish the same. You can work on weekends or evenings and easily complete the game. You should also work closely with Mentors who will help you scope your game. We have also included some assets to help you as well.

Can I come to Mindstorm Studio in-person to attend the Rookie Game Jam 2022?

A) Yes, you absolutely can. Participants who have registered for in-person attendance of the Rookie Game Jam can visit Mindstorm Studios. Due to limited seating capacity, if seats are over-subscribed we will share a schedule.

Jam Days (Friday-Sundays), however, are open house days. Anyone can come to our premises and participate in the Winter Game Jam.

The timings for in-person participation are as follows:

Mondays till Fridays: 10:30 am - 5 pm

All fellows who plan to visit our offices are instructed to adhere to COVID-19 SOPs at all times.

Who can join?

Rookie Game Jam 2022 is restricted to the participants who have fully registered their teams with all the data for the summer program.

What are the acceptable team sizes?

Team size can be 3-4 members. If you are alone and want to find team members please join our **Discord Channel** to find other solo participants.

What prizes can be won?

The event has a total prize pool of **PKR 250,000**. The detailed breakdown of the prizes is mentioned in the guide.

Why do the teams need to join Discord?

Discord is just like Slack for work coordination. Even if you are in a physical space or sit right next to each other you can still use Discord for improving coordination. We generally coordinate calls, exchange information and have other communications during game jams. Since there are a lot of teams registered for this its a bit chaotic for us to chase teams. Its important to have everyone on Discord so that nobody misses anything.

Can I build a 2D game?

Yes you can but we highly recommend making a 3D game as those resonate more with the market and hence will fare better during scoring of your prototype.

Which game engine can we use to make a game ?

Its mandatory to use Unity for a valid submission in the gamejam.

Do I need to stick to the Rookie Gamejam theme?

Yes. Submissions that are not anywhere near the announced theme will not be scored.

Do I need to submit my source code ?

The winners of the competition will be required to submit their code base.

What is the best way to have a backup of my game data?

The best way to have a backup of your game data (code, assets, etc.) is to use **GitHub**. It is an online platform that allows you store data conveniently. A tutorial on GitHub can be accessed from [here](#)

Who owns the rights of the game?

Once the competition is over, the top three games will be selected and awarded a cash prize. Mindstorm Studios will have complete rights for the top 3 game prototypes including the source code, art, music and any other intellectual property being used in the game, for no extra compensation other than the game prize money won. Incase Mindstorm Studios decide to pursue this game, you will be offered to come work on your game and extend it further.

For all the other games submitted, teams will retain rights to their games, Mindstorm Studio will have the first right to refusal (i.e. a contractual right to enter into a business transaction with a person or company before any other third party).

