

Actually Finishing Your Game, and Polishing It Too (in a Hackathon)

Description

Whether you're completely new to game dev or technically experienced, actually finishing a game project is always a struggle, let alone making it polished like the games you play.

This workshop will provide a practical guide for new and experienced hackers to make the best game they can within their ability. The content of the workshop will cover scoping the project for a Hackathon, resources to add polish, and two hands-on activities to turn an idea into an actionable design and understand what makes a game "feel" fun.

Learning Outcomes

After this workshop, you will be able to:

- Scope your project to fit your abilities
- Turn a game idea into an actionable design/project plan
- Learn what polish is, and resources to add polish
- Share your game with other people

Prerequisite Knowledge

N/A

Pre-Workshop Checklist

Before the workshop, please make sure you complete the following items:

- Bring Pen/Pencil

Technical Jargon and Definitions

- [**Juice:** Aesthetical polish that is added to the game to increase the satisfaction of a player's interaction with the game]



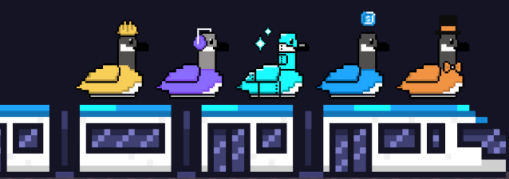
Timeline (~45min)

Time	Module	Description
3 min	Introduction	Hello and why should you care about this topic
5 min	Step1: Goal Setting & Project Planning	What kind of goals to set before starting anything and how big to set them
15 min	Hands On Activity 1: Scoping/Designing for a Hackathon	Turn your game idea into an actionable design document! In the process, check if this is a feasible idea
2 min	Step2: Juice it Up!	What makes a game “feel” fun?
8 min	Hands On Activity 2: What is Juice?	Play a game with other Hackers to feel for yourself what makes a game “feel” fun!
5 min	Resources to add Juice	Learn about free source of art assets and softwares to modify/create assets for your game
5 min	Step3: Sharing your game	Things to consider to make sure other people understand and play your game
	Questions	

Workshop Lead Contact

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Additional Resources

Hack the North Resources

Hack the North 2023 Event Schedule

Check this out to stay up-to-date on activities, workshops, and other key happenings this weekend.

Workshop-Specific Resources

Unity Asset Store: <https://assetstore.unity.com/>

Open Game Art (General Assets) <https://opengameart.org/>

FireAlpaca (Drawing Software): <https://firealpaca.com/>

Audacity (Audio Editing Software): <https://www.audacityteam.org/>

Musescore (Composing Software): <https://musescore.org/en>

Fesliyan Studios (Royalty free Music/SFX): <https://www.fesliyanstudios.com/>

