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Justification Document

This past weekend (from Friday, October 14 through Sunday, October 16) the two of us along with Joel Battsek and Nik Tesija participated in the Game Jam on North Campus. The Game Jam started at 6:15 PM Friday, and games had to be finished by 6:15 PM Sunday, which gave us a full 48 hours to think of an idea related to the theme, which was “Long Live the King”, and implement it.

In the first couple of hours, our group went through the planning stages and prototyped out a game which we thought would be fun. We scribbled a bunch of different notes on a piece of paper, writing down a whole bunch of different features we hoped to incorporate. We quickly came to a conclusion that we wanted to create a 4-person game with Xbox controllers that incorporated a mix of features from Rocket League and Super Smash Brothers, in addition to our own concept of King of the Hill.

As a group, we started programming around 8:00 PM on Friday, just 2 hours after the theme was released, and had a very simple prototype of our game ready to go by the time we left at 2:00 AM. We all arrived back at 10:00 AM Saturday morning in order to add in additional features and continue to polish our game. By 2:00 AM, our game was playable, with a couple of bugs that we needed to fix. However, we decided that it would be best to take our eyes off of the screen for a couple of hours and get some rest.

We met back up on Sunday morning at 10:00 AM again in order to fix all of the bugs we could find, play test the game ourselves, as well as have other people playtest to see what they thought of our game. We responded to the feedback provided to us by tweaking the game up a bit, and finished up the final build of our game by 5:45 PM in order to be ready for the 6:15 PM showcase of our game.

Overall, the Game Jam was an enjoyable experience as a group, and receiving the acknowledgment of fourth place overall added in a nice sense of gratification.