Jam Skills: Quick, Iterative Prototypes

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www.lamejam.com

I make hacky games

They're quick, cheap, and demonstrate gameplay

Over the years, I've learned a number of "hacks" to speed up parts of the jam and make it seem better than it is.

I'm going to go through these quickly.

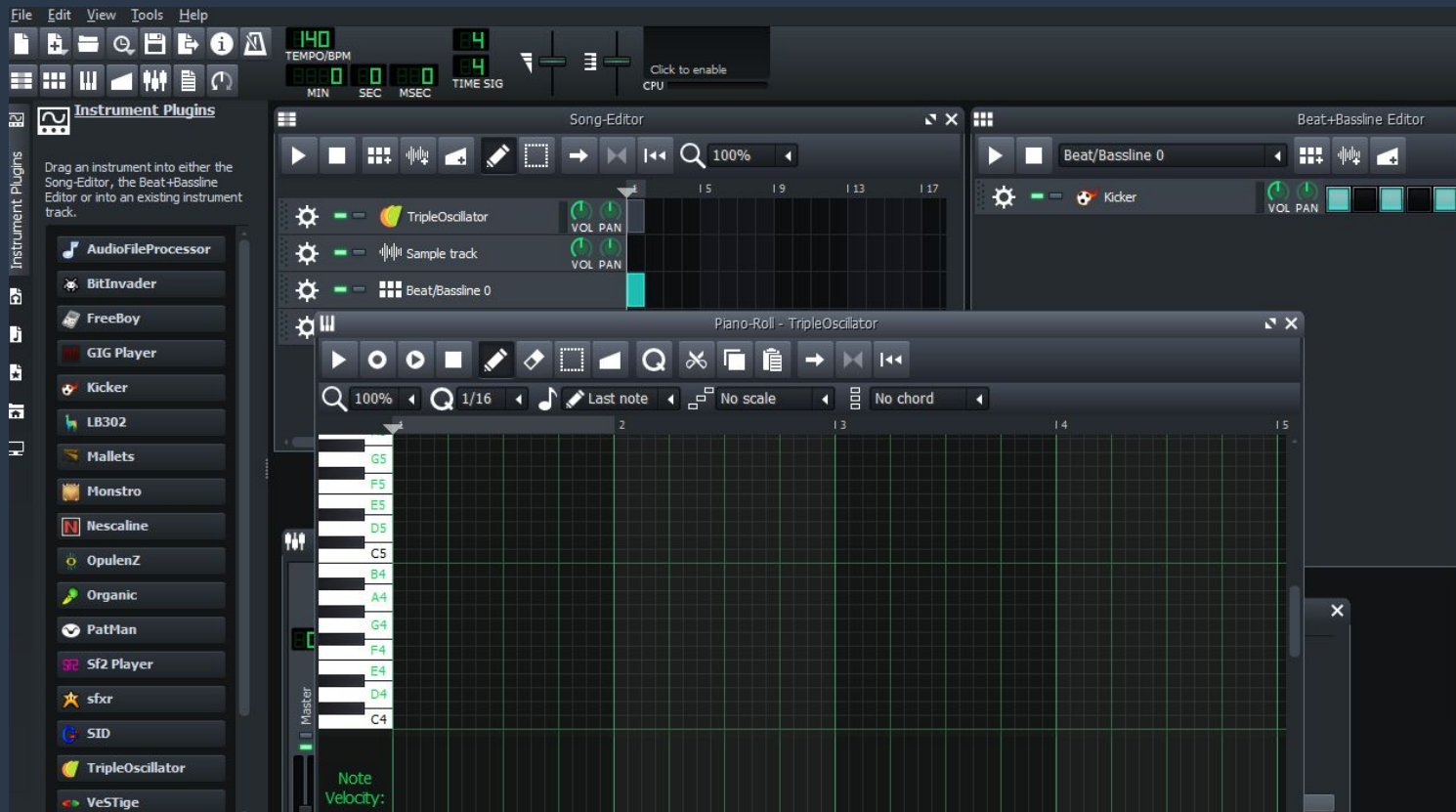Check the slides afterwards and ask questions!

Let's Go.

Sound

Sound Effects, Music

The point of sound is to support the gameplay

Consider: Awful, loud sounds are words than no sounds.

Free Software: **Linux Multimedia Studio** [link]

2. Click to open sfxr settings

3. Click "RAND" and try a note. Randomize until you get a sound you like.

1. Drag sfxr into the mixer
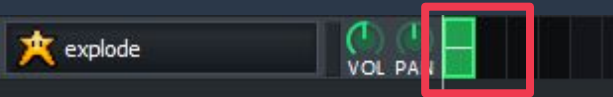
LMMS Sound Effects: **sfxr**

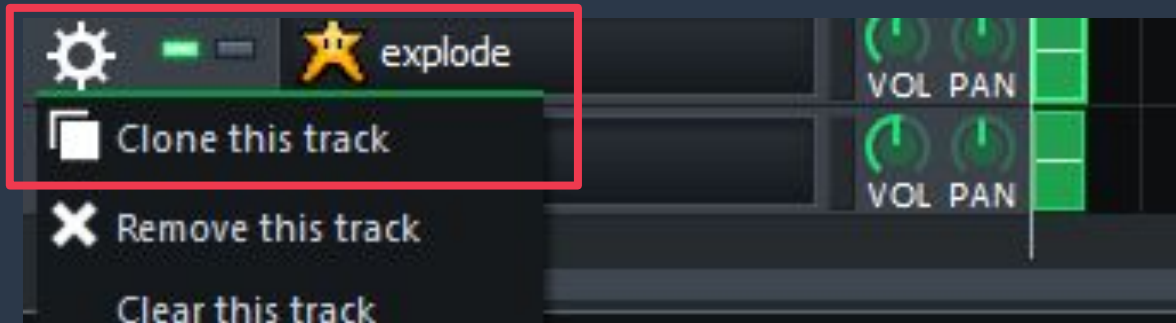**(Optional) Double click instrument to rename**

4. Dbl Click the cell to make a piano section

explode

VOL PAN

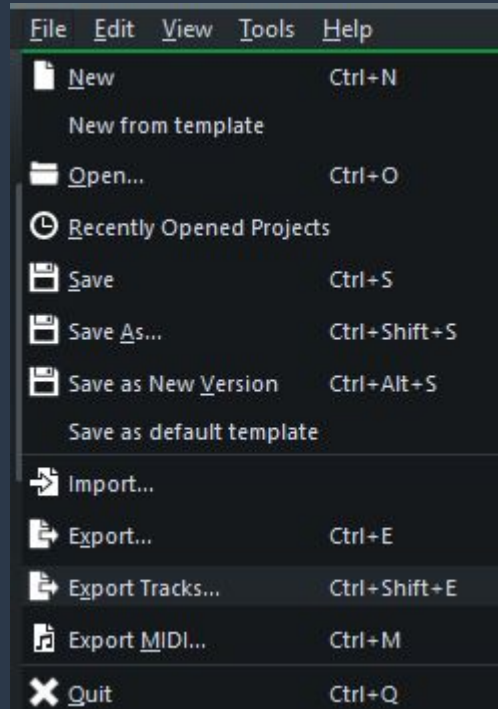**5. Draw/Stretch the note to play the sound effect (test by pressing play)**
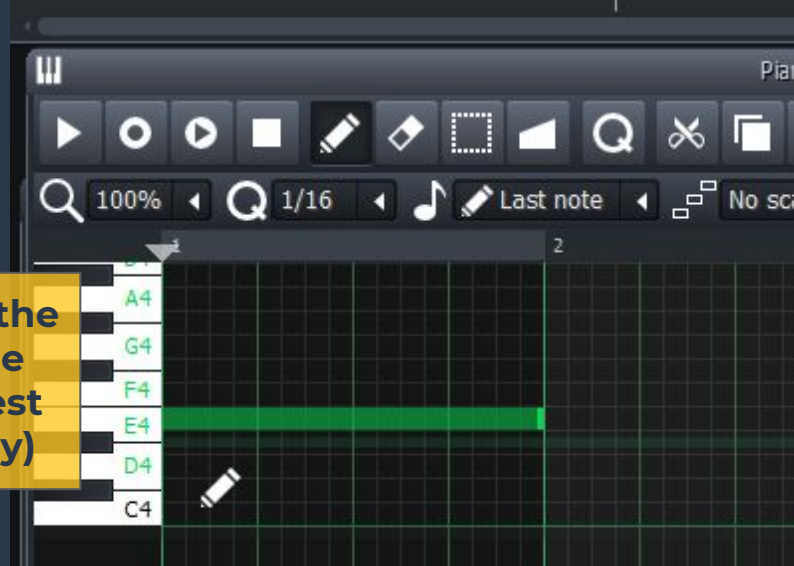
LMMS Sound Effects: **sfxr**

6. Clone the track a few times - rename them, make them new SFX for all the sounds you need by repeating the process
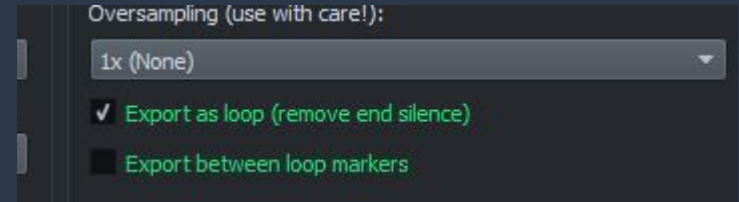

LMMS Sound Effects: **sfxr**

7. Goto File->Export Tracks

File	Edit	View	Tools	Help

New — Ctrl+N
New from template
Open... — Ctrl+O
Recently Opened Projects
Save — Ctrl+S
Save As... — Ctrl+Shift+S
Save as New Version — Ctrl+Alt+S
Save as default template
Import...
Export... — Ctrl+E
Export Tracks... — Ctrl+Shift+E
Export MIDI... — Ctrl+M
Quit — Ctrl+Q

🔊 **Falling**

🔊 **Bloop**

Oversampling (use with care!):
1x (None)
✓ Export as loop (remove end silence)
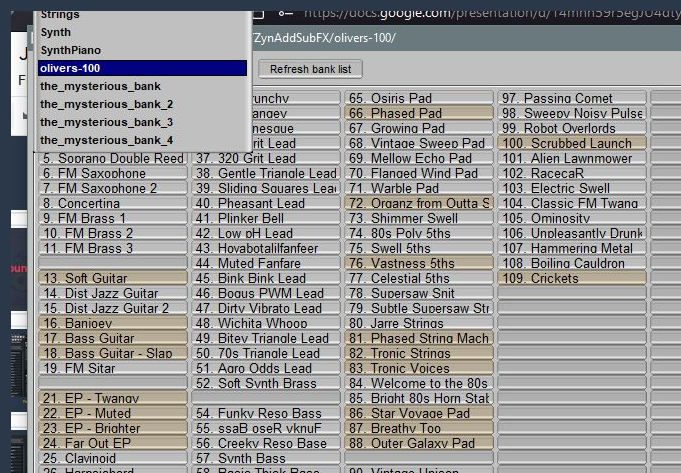☐ Export between loop markers

8. Select a directory, check "Export as loop" to remove silence, and enjoy your sound effects!

LMMS Sound Effects: **sfxr**

Also try the ZynAddSubFX instruments for fun, cinematic sound effects
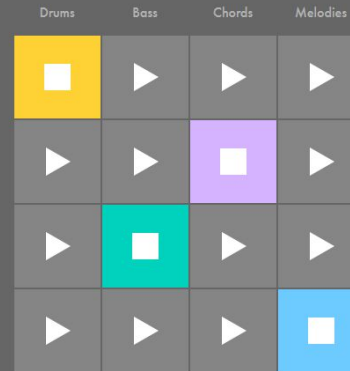
Tons of awesome sound effects to play with!

Of course, it can also be used to make music.
Learn some quick tips on making digital music at this website!

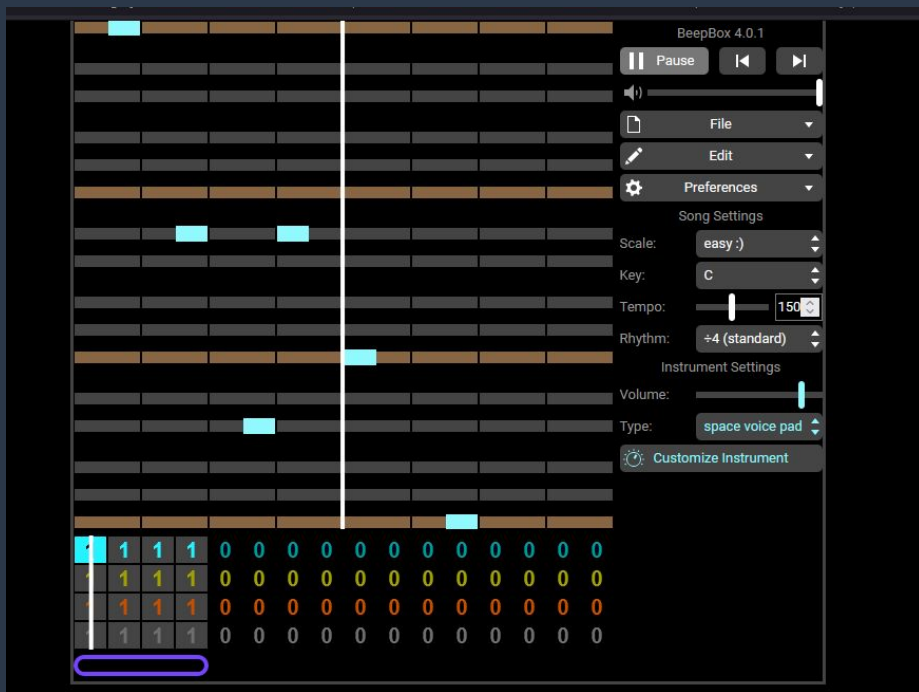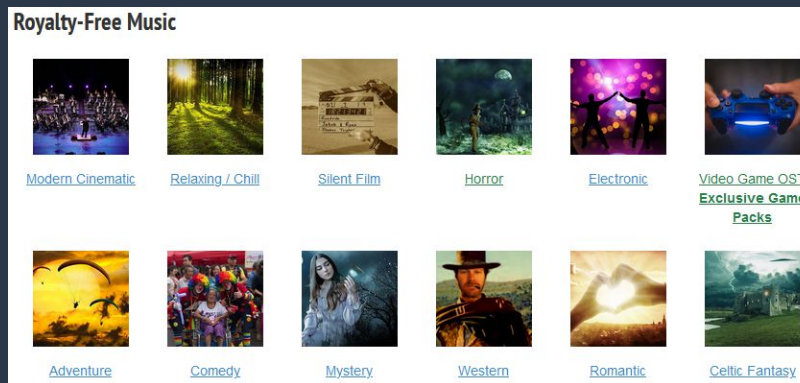# …Or try BeepBox for something quick, random, and decent!

https://www.beepbox.co/

… Or go find some CC0 music on Newgrounds, Itch.io, or Incompetech!

https://www.newgrounds.com/audio/featured

https://itch.io/game-assets/free/tag-music

https://incompetech.com/music/
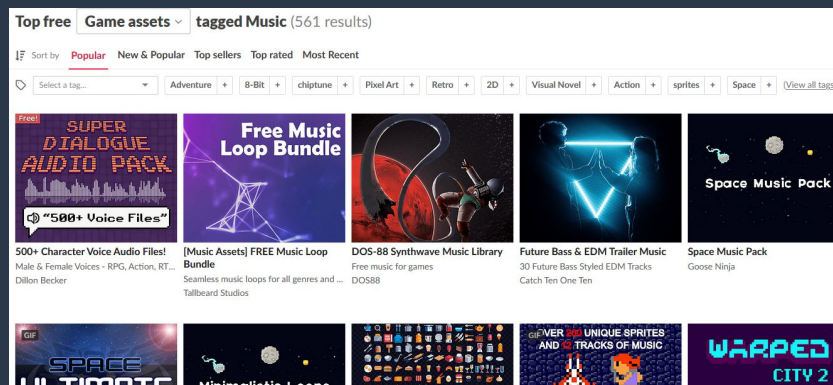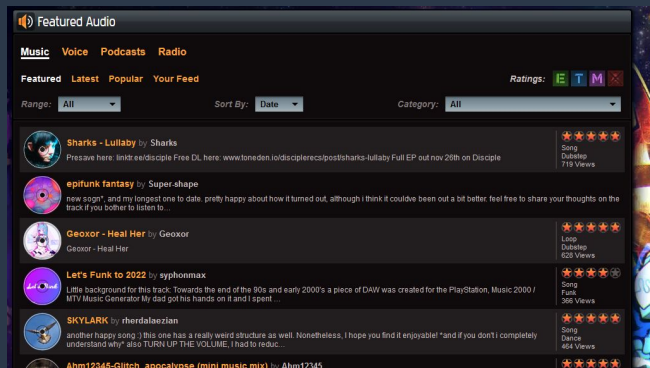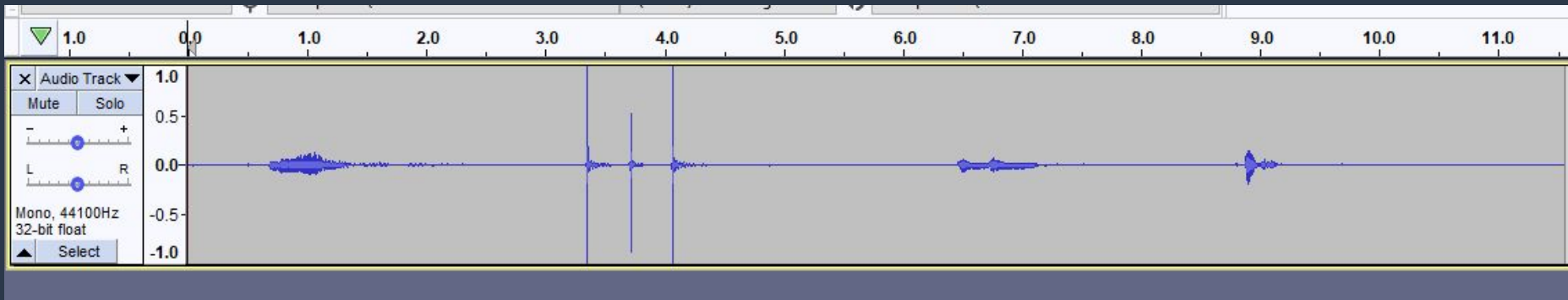
1. Record a bunch of sounds on a track
2. Remove noise
3. Select each sound, Ctrl+X, Ctrl+V and paste them into new tracks

4. File -> Export -> Export Multiple
5. Give it a filename (eg. SFX)
6. Enjoy your batch of sounds!

Optional: Play with effects to make them sound better!
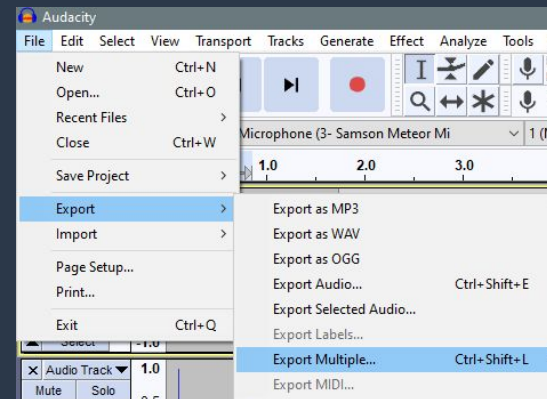
Or record them in Audacity [link] with a microphone!
Check out this guide on removing background noise for clean sounds:
https://manual.audacityteam.org/man/noise_reduction.html

1. Bring in/record a sound, select it, goto Effects->Paulstretch

2. Tinker with the stretching and enjoy your weird ambience!
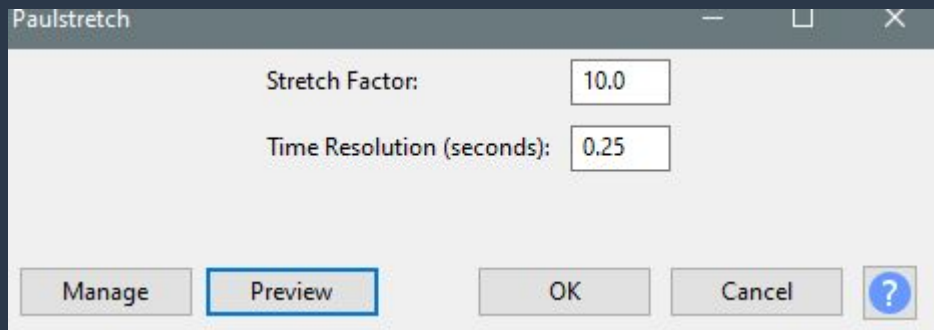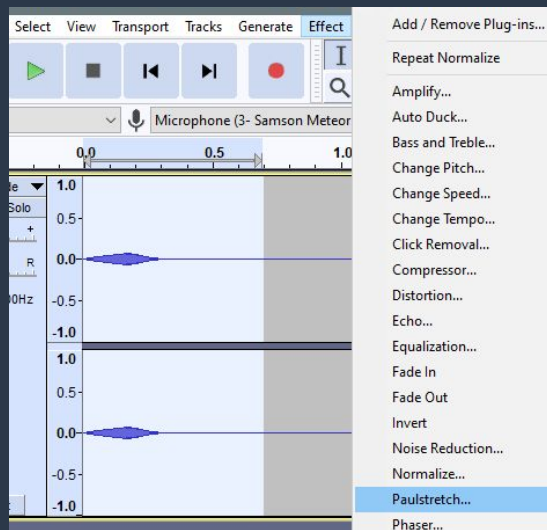
Stretched Audio

Source Audio

Also in Audacity: Easy ambient sounds by stretching sound effects!

Alternatively, ask.
Lots of artists work on multiple games during jams. Ask around!

WAITING: 2   SICKNESS   FRIENDS MADE: 1

ARRIVAL:

Assets

Make it look ~~good~~ passable

Your goal with assets should be to convey what's happening.

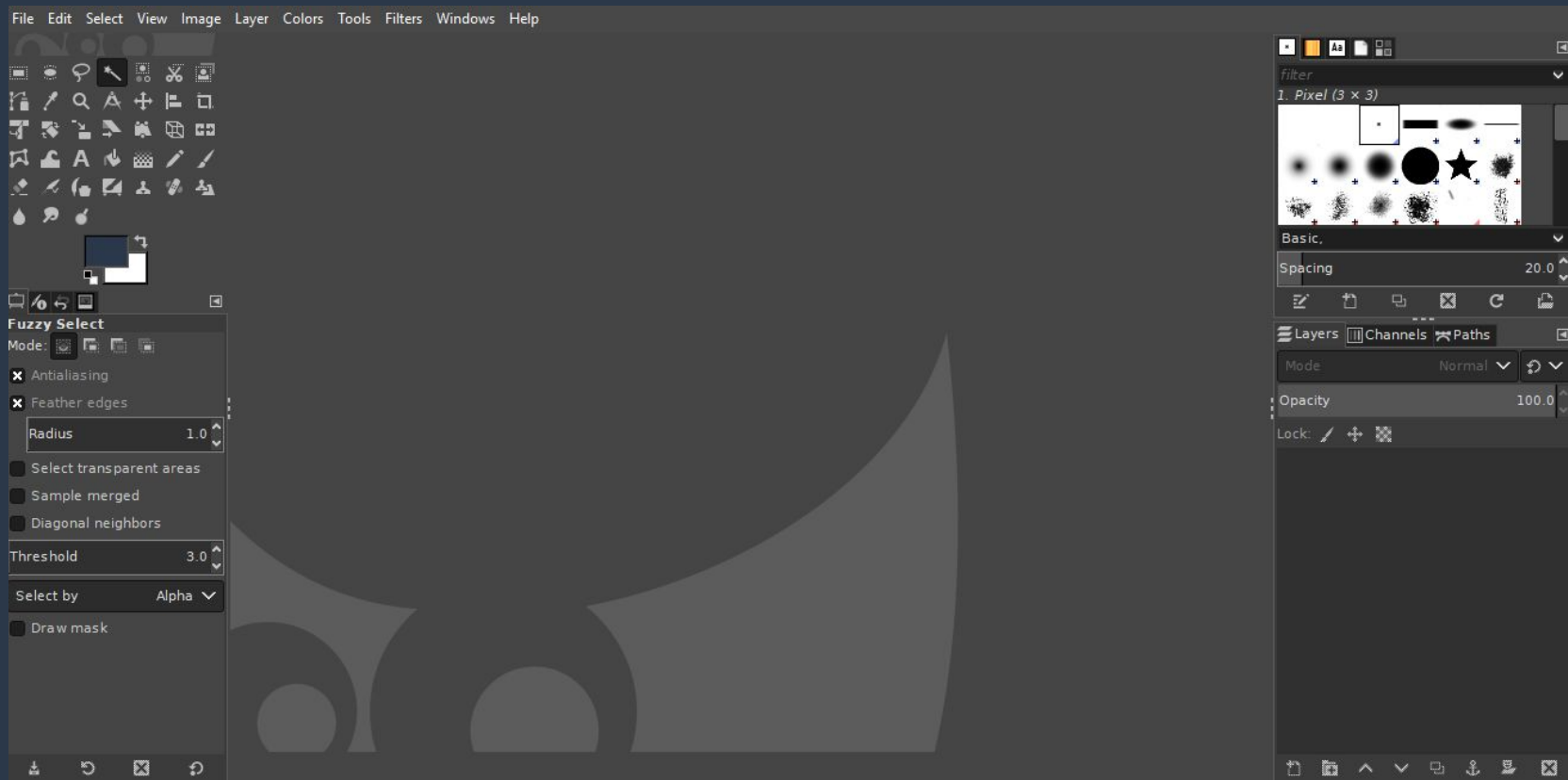**Provide feedback and context to the player.**

To Start

Pick a sprite size
Open Paint
Make a colourful rectangle
Your game is rectangles
Maybe add a text-label

CRATE CRATE GOOMBA

File Edit Select View Image Layer Colors Tools Filters Windows Help

filter

1. Pixel (3 × 3)

Basic,

Spacing   20.0

Fuzzy Select
Mode:
☒ Antialiasing
☒ Feather edges
Radius   1.0
☐ Select transparent areas
☐ Sample merged
☐ Diagonal neighbors
Threshold   3.0
Select by   Alpha
☐ Draw mask

≡Layers ‖Channels ⋉Paths

Mode   Normal

Opacity   100.0
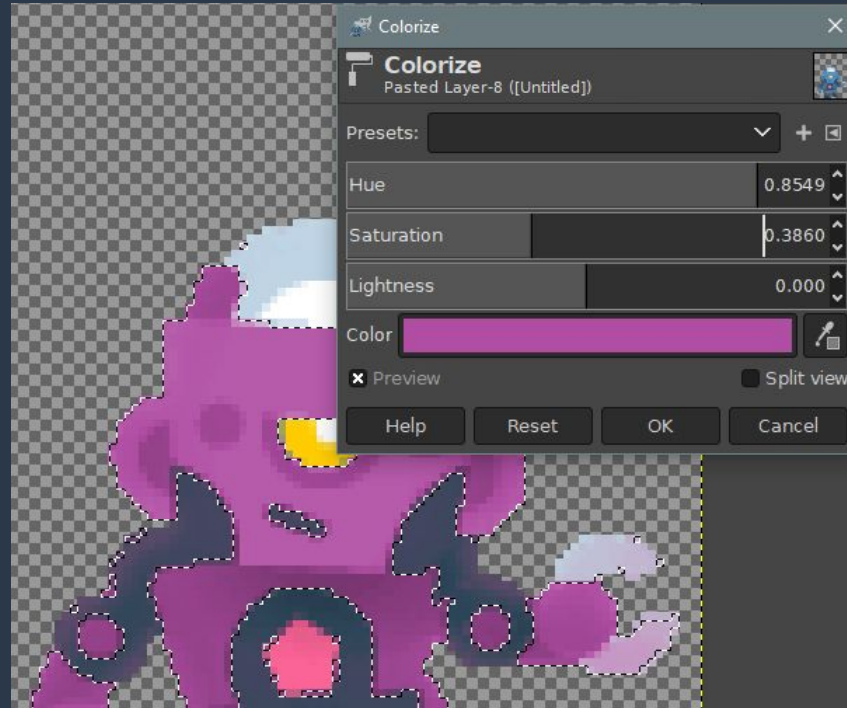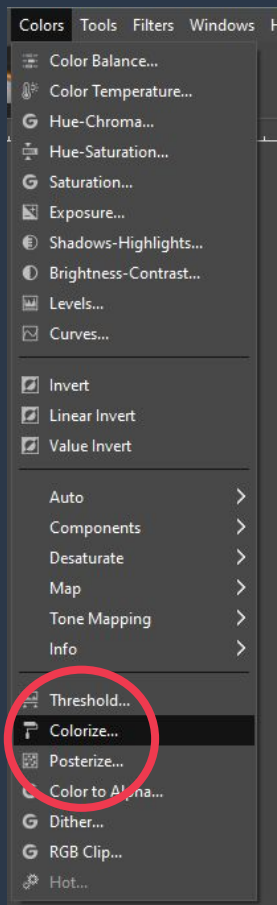
Lock:

Free Software: **Gimp** [link]

Take CC0 Stock Photos (Pixabay),
Create a layer, do some eyedropper colour picking
Trace!
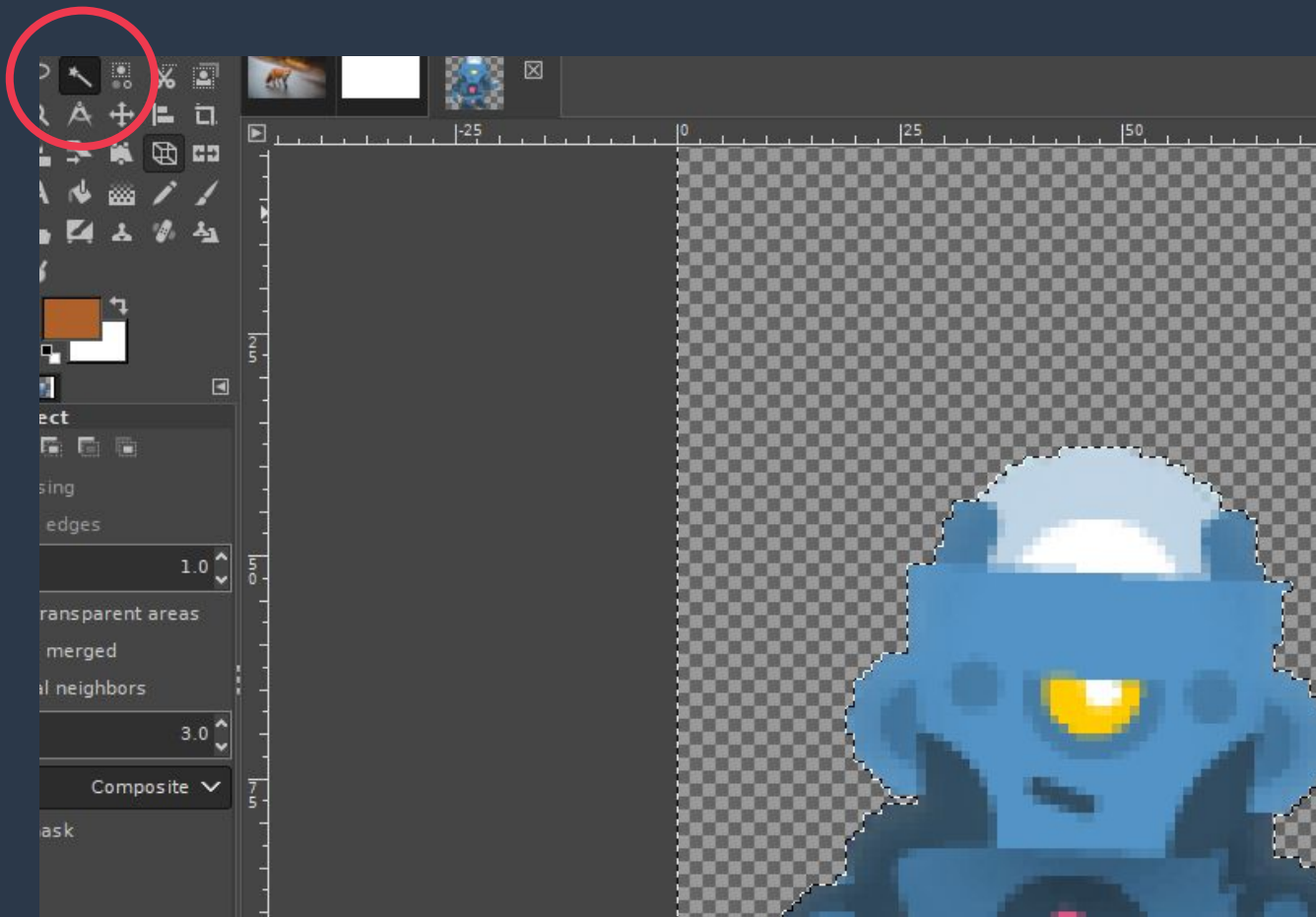
Use the magic wand to cut out backgrounds and select specific colours!
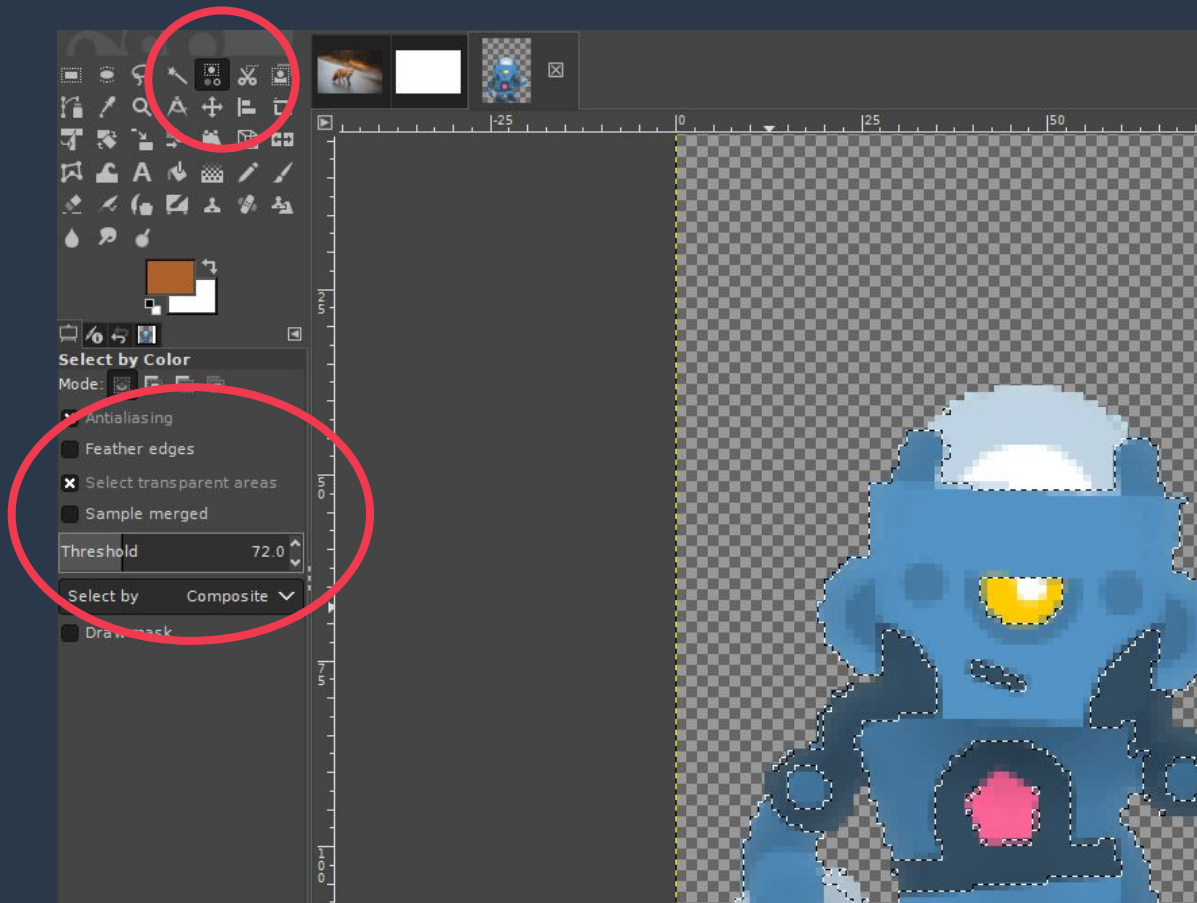
Use the colour selector to select similar colours
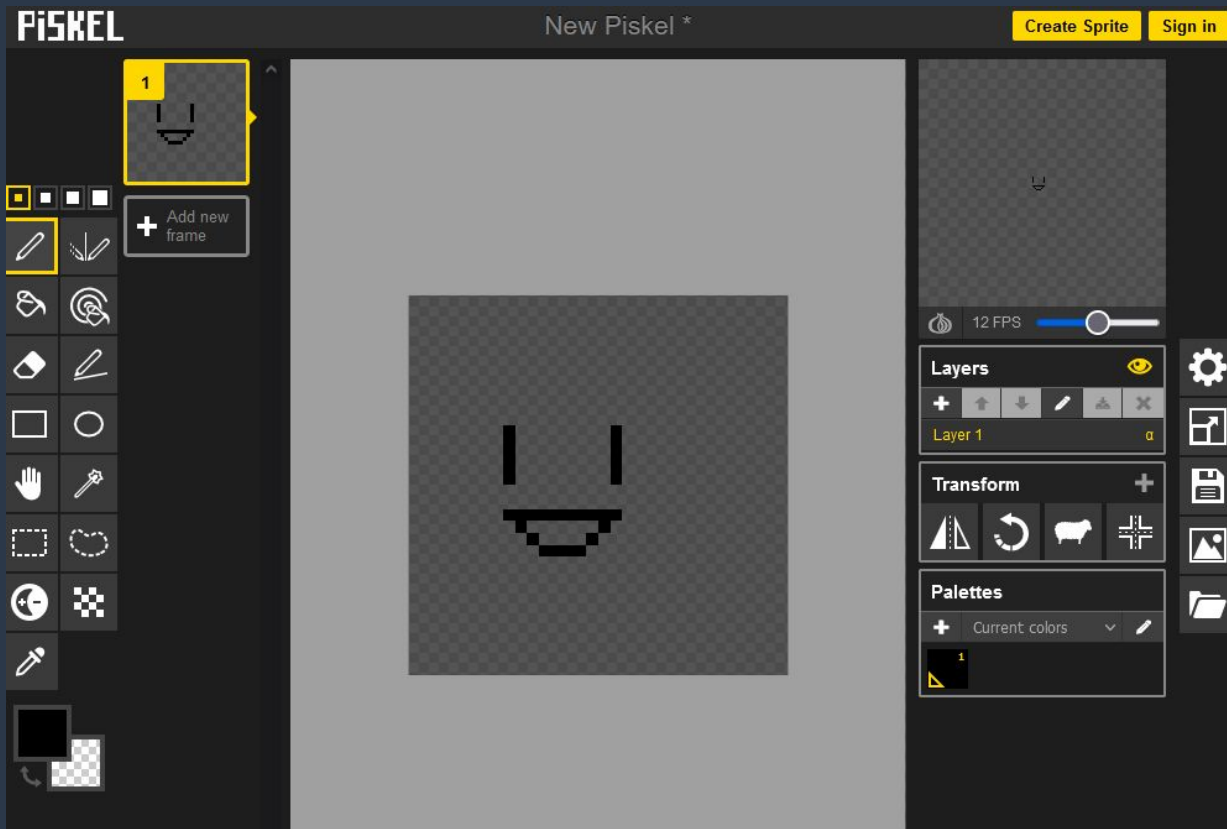Try feathering, different "Select By" options, and different thresholds!

Combine this with
Colorize...

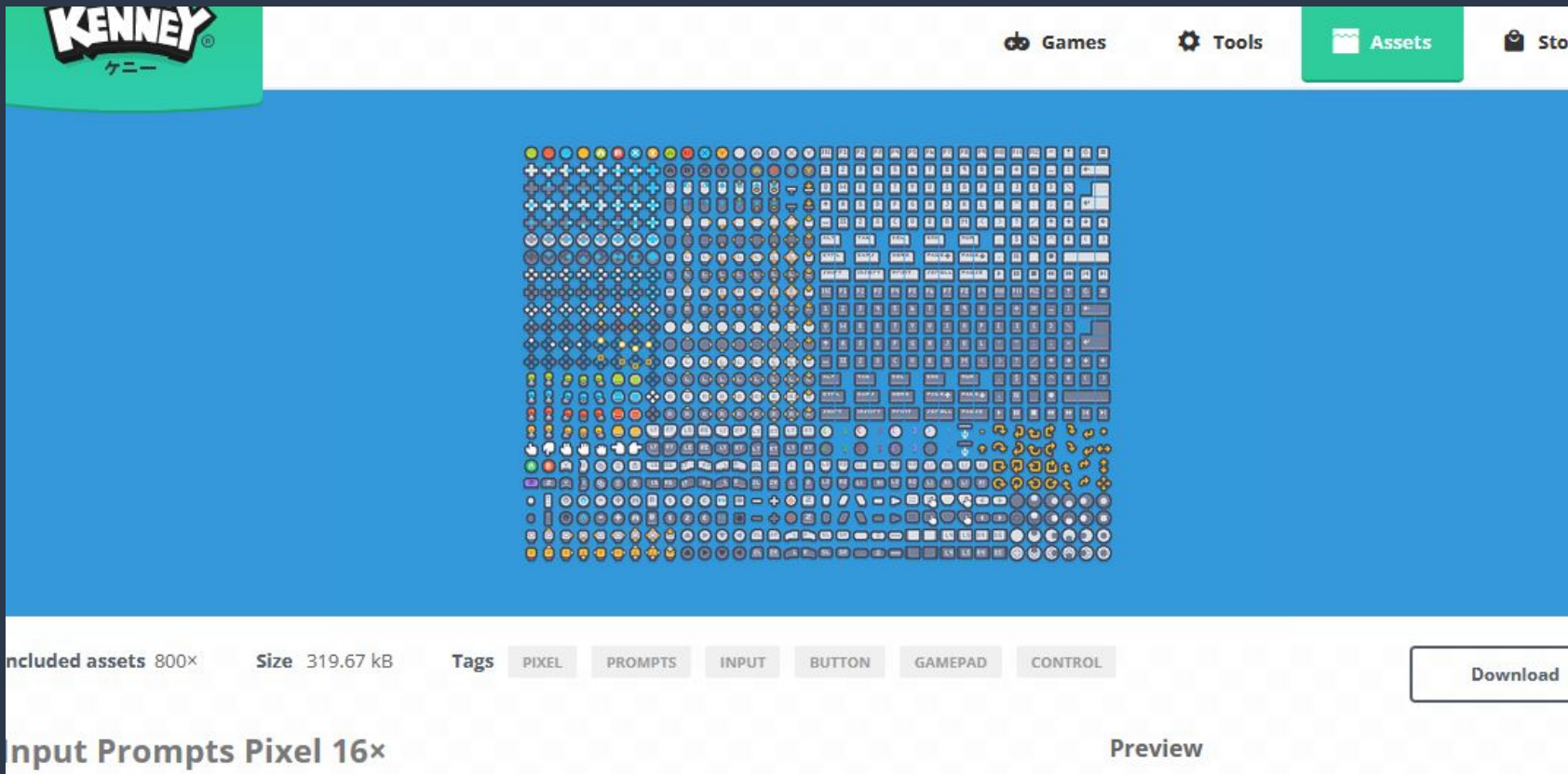... And rapidly get
variations on sprites!

Consider hand-drawn assets!
Use GIMP to clean them up.

Consider the free browser tool <u>Piskel</u> for quick pixel art!

Kenney.nl is well known for amazing, free, CC0 assets!
Check him out for input prompts, characters, all kinds of stuff.

Need icons? Check out game-icons.net - note, they're CC-BY, so credit creators!

Sometimes, finding assets is the best approach for simple things.

Sometimes, it's a time sink.
Consider if you can make a quick placeholder and try again later.

Headphones
CanvasLayer
ColorRect
Laughter
Side
BG
Screen1
Calibrate
Skip
Encouraged
Calibra...Scree
Play
ColorRect
ColorRect3
ColorRect2

System

res://

rch files

res://
Zombie
assets

The Cabinet!

PLAY

QUIT

1. ??...............279
2. LG...............130
3. PV...............110

Godot
The simplest solutions

Consider checking in on the Godot Asset Library
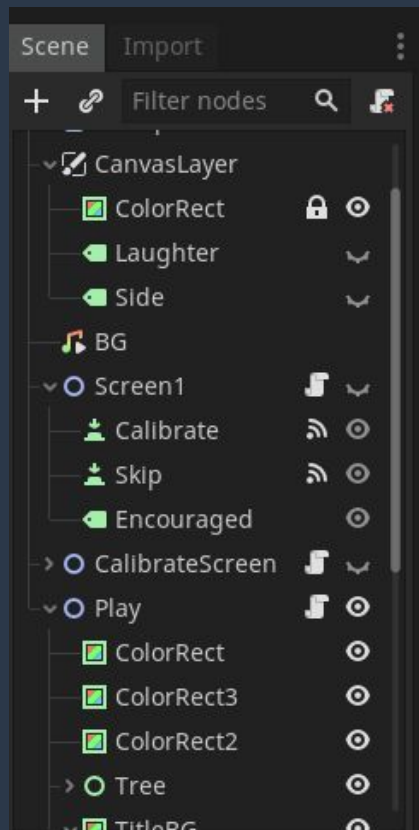
Skip time-wasting scene transitions by having **every level be a node** in the root tree and **toggling their visibility** with a script!
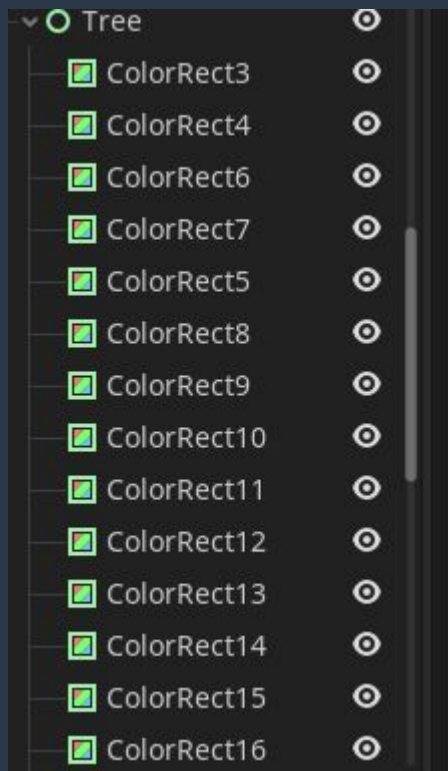
Abuse ColorRect nodes
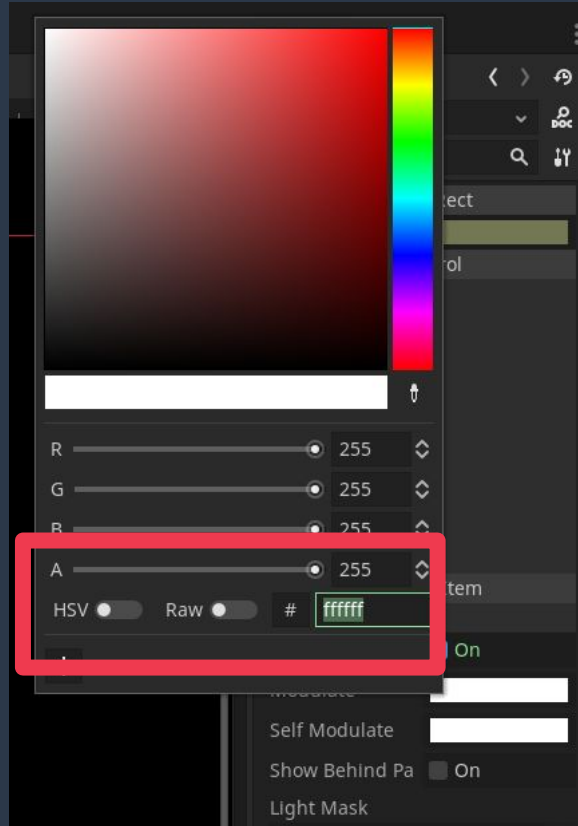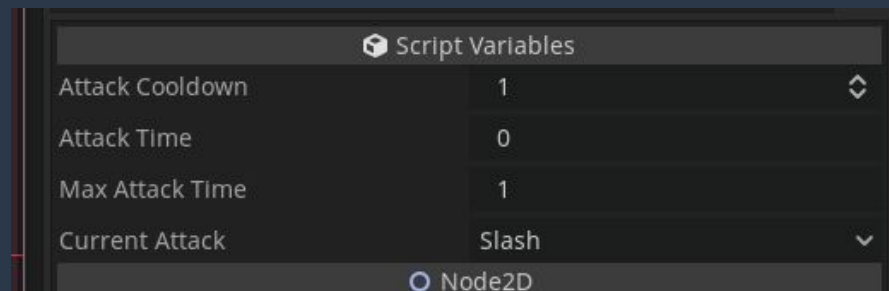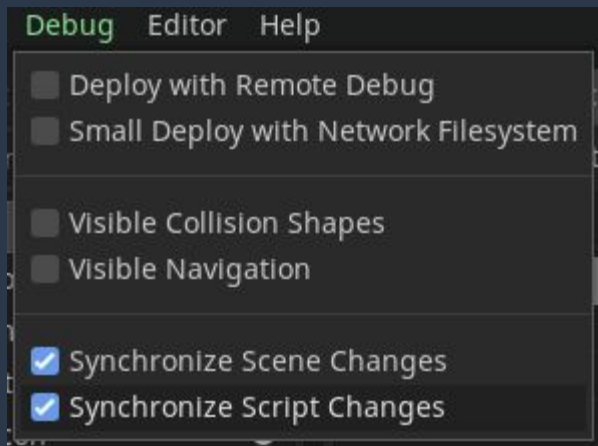
Stretch a rectangle to fullscreen and **animate the alpha** from 0 -> 255 to create fade in/fade out effect!

```
6  export var attack_cooldown = 1 setget set_cooldown_max
7  export var attack_time: float = 0.0 setget set_attack_time
8  export var max_attack_time: float = 1.0 setget set_max_attack_time
9  export(Attacks) var current_attack setget set_current_attack
10
```

Debug Editor Help

☐ Deploy with Remote Debug
☐ Small Deploy with Network Filesystem

☐ Visible Collision Shapes
☐ Visible Navigation

☑ Synchronize Scene Changes
☑ Synchronize Script Changes

Script Variables

Attack Cooldown	1
Attack Time	0
Max Attack Time	1
Current Attack	Slash

Node2D

Enable "**Synchronize**" options under Debug
Export variables [more info] to easily **change numbers in editor**
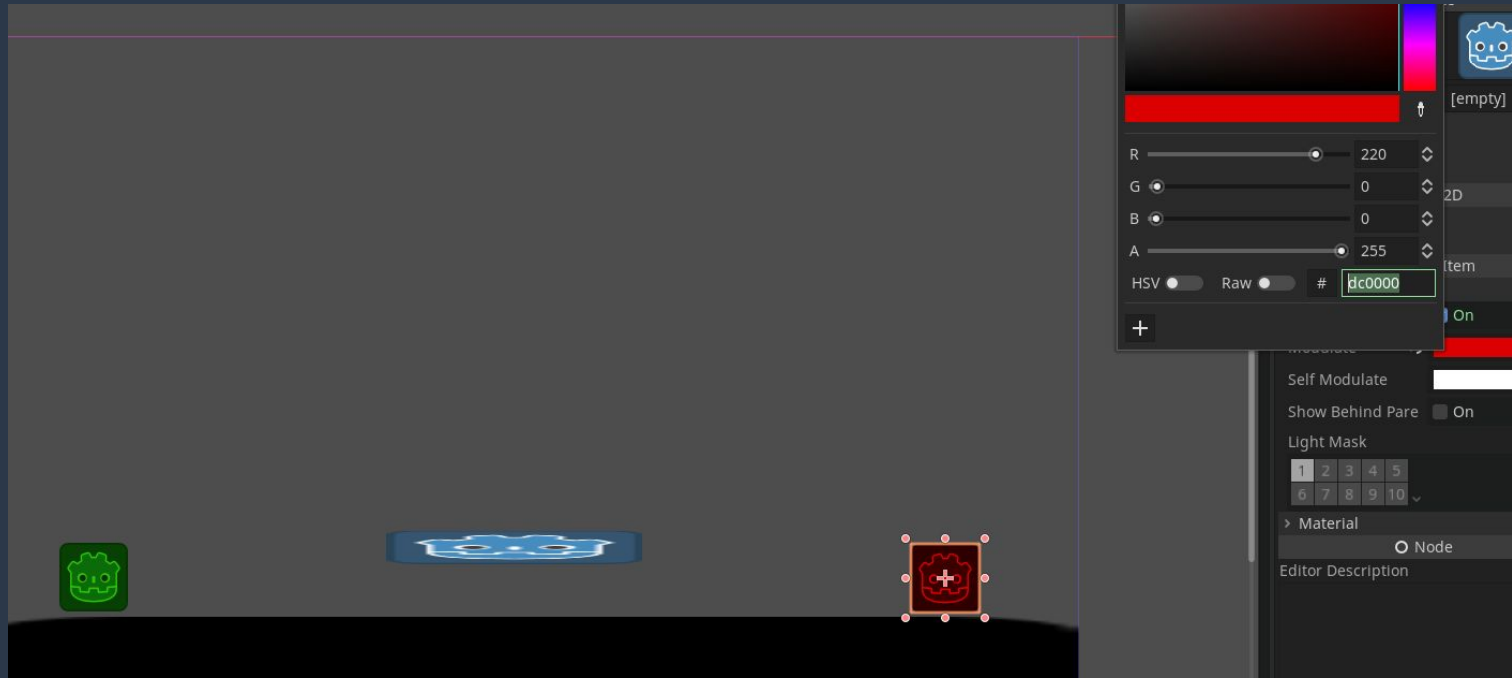**With sync enabled**, they'll adjust **while your game is running!!!**
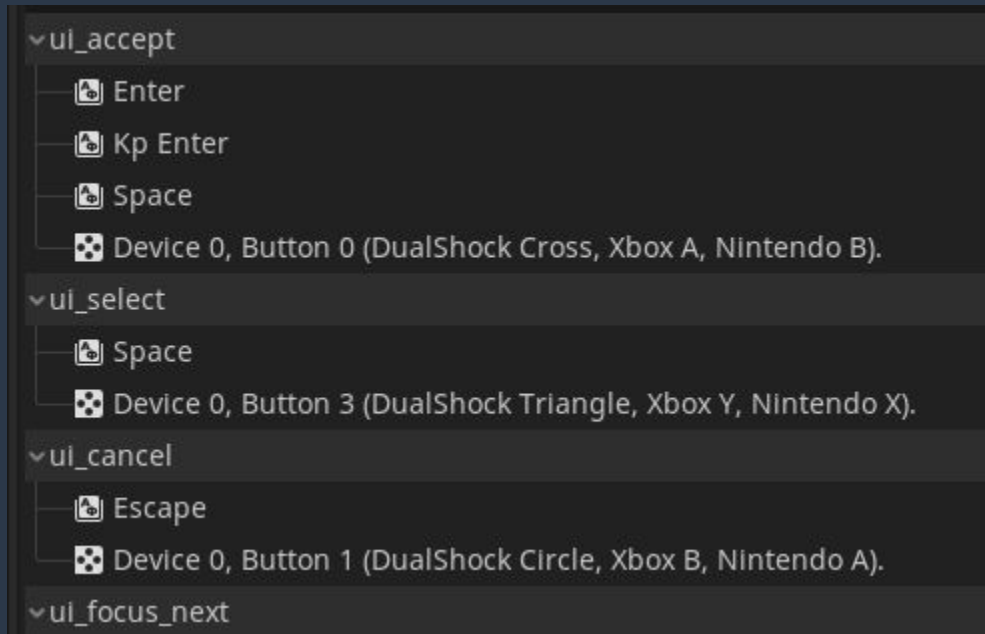
Consider basic controller support in your inputs!

Then you can **keep your game running** on a second monitor and
use a controller to test without alt-tabbing!
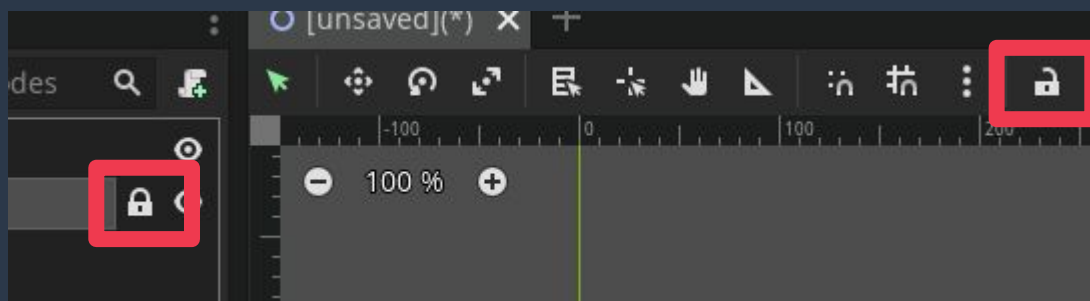
Lock nodes to prevent accidentally moving them

Use the Godot icon for everything when you're getting started
Use the **Visibility->Modulate** property to make each one unique!

Do what you know,
Use existing nodes when possible
Focus on gameplay*

*Unless you're emphasizing narrative and things… Then maybe don't use Godot 😬

Thanks!

Anyone want to share their own Game Jam LPTs?