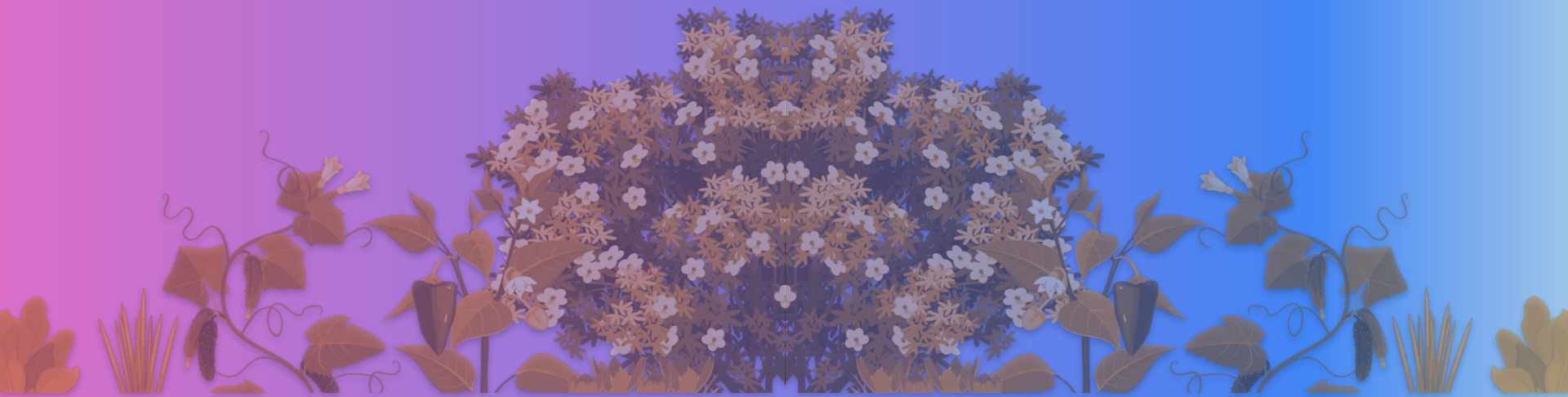


SPRING GAME JAM

6:30 PM Launch Stream



WELCOME

Today we will go over:

- The rules
- How to submit
- Team review
- How you can schedule your time
- Resources
- The wheel...



WELCOME

*Before we start, please
make sure you are in the
Discord server if you are
participating.*

If you haven't joined yet,
you have until 10:00pm
PST today!



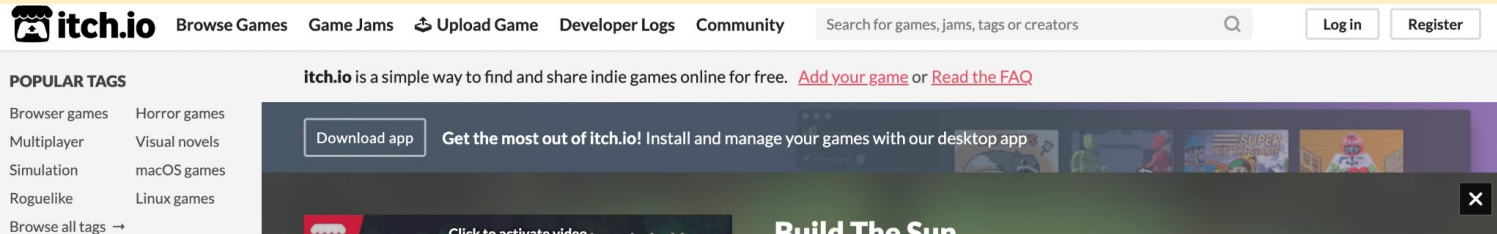
Rules

- No Nudity or sexual content
- Violence is allowed, however nothing too graphic. “Aesthetic blood” and light cartoon violence is allowed (blood in a room, fighting), but nothing too obscene (brutal depictions of dismemberment). If you’re not sure what’s too violent, check with a mod.
- Any kind of racism or discrimination will not be tolerated, in game or within the community.
- No plagiarism, No AI Art or AI generated programming (Chat GPT or similar can be used for debugging)



Submission

- Make an account on itch.io or log in to your existing account.



- Publish your game to your project page.
- Submit your game jam onto the [itch.io game jam page](#) on the Discord.



Spring Game Jam

Hosted by [very_gamejam](#), [GDCNorthridge](#), [VGDA](#)

Overview Community [Edit jam](#)

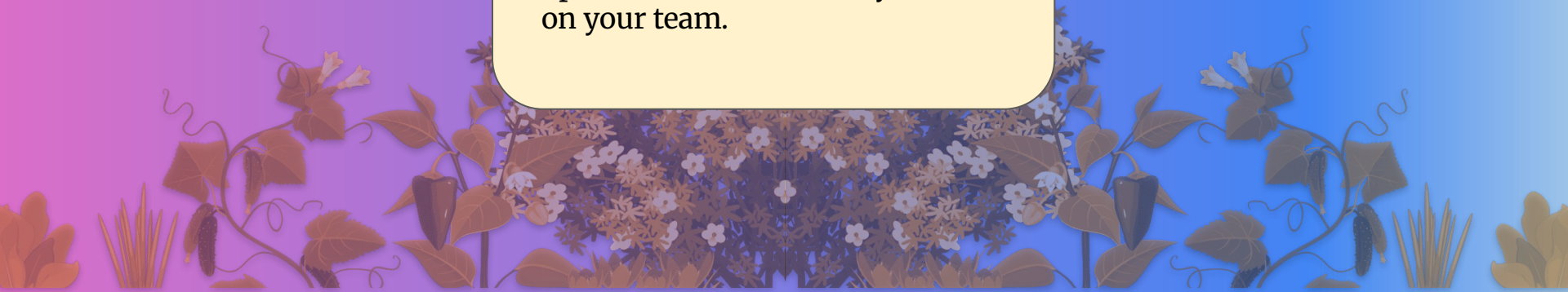
14
Joined

Team Review:

Link for checking your teams:

[CLICK HERE](#)

dm @cricket on Discord if you have problems with your team or signed up last minute and need your name on your team.



How you can schedule your time

- *Thursday 7:00pm* ... Decide roles for team and designate accordingly.
- *Thursday 7:00 - 8:30pm* ... Brainstorm your idea for the game
- *Thursday 9:00pm* ... Based on your role, start developing your parts.
 - a. Programmers start building a prototype.
 - b. Artists start concepting what are the “biggest things” in the game, like the character, background, and any animations.
 - c. Music composers start developing some potential compositions.
 - d. Project managers continue to check in with members and adapt your schedule to their progress.
- *Saturday 10:00pm - 12:00am* ... Have a playable prototype with placeholders with 12-14 hours left of the jam to start putting in assets and consider your next step.
 - a. Ex. if you're building a platformer have the character moving, block collisions, health bar and parts you can lose health at more or less done.

How you can schedule your time

- *Early Sunday...* Start bringing in your original aspects for the game.
 - a. Ex. your platformer has a rogue elf character who deals with enemies with a bow and arrow. Programmers implement the bow and arrow mechanic and whatever else is missing, artists finalize art concepts and start animations and other art missing, music composers check if your vibe hits, sound designers start collecting assets for sounds, project managers plan next step etc.
 - b. From here until the end of the jam you are also finalizing your assets and game.
- *Sunday 9:00pm - 10:00pm...* Submit early! Make sure you submit it with your paper trail and on the correct account anonymously. You are welcome to do a little victory dance in the server but no hints about your game, or your game will be disqualified from judging.

How you can schedule your time

This is not an official schedule or a schedule you have to follow!

Be kind to yourself and your team about how much time you'll need for parts, and make sure to communicate.



Resources

- Assets
 - [Unity Marketplace](#) (Free and paid assets)
 - [Mixamo](#) (Animations)
 - [Soundtrap](#) (Create Music online)
 - [Pixabay](#) (Royalty Free Music)
 - [Freesound](#) (Sound effects)
 - [Turbosquid](#) (3D Assets)
- Programming
 - [W3Schools C# Tutorial](#) (or any other language tutorials)
 - [Godot Documentation](#)
 - [Youtube](#)
 - [Learn Unity](#) and [UE Online Learning](#)

Theme Time!

Leprechaun, Bugs,
Unicycle



GL HF!

@mod is available on Discord for questions, but please be mindful of after hours times that mods could be asleep.

Themes and these slides will be posted on the Discord for your viewing anytime!

