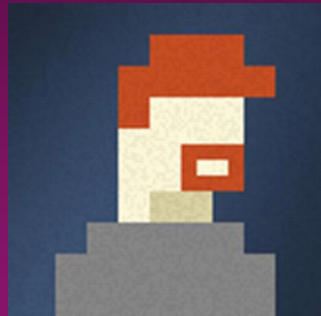


Game Jam Tools & Tricks

@MattPerrin

Slides: <http://github.com/mattperrin>





Who am I?

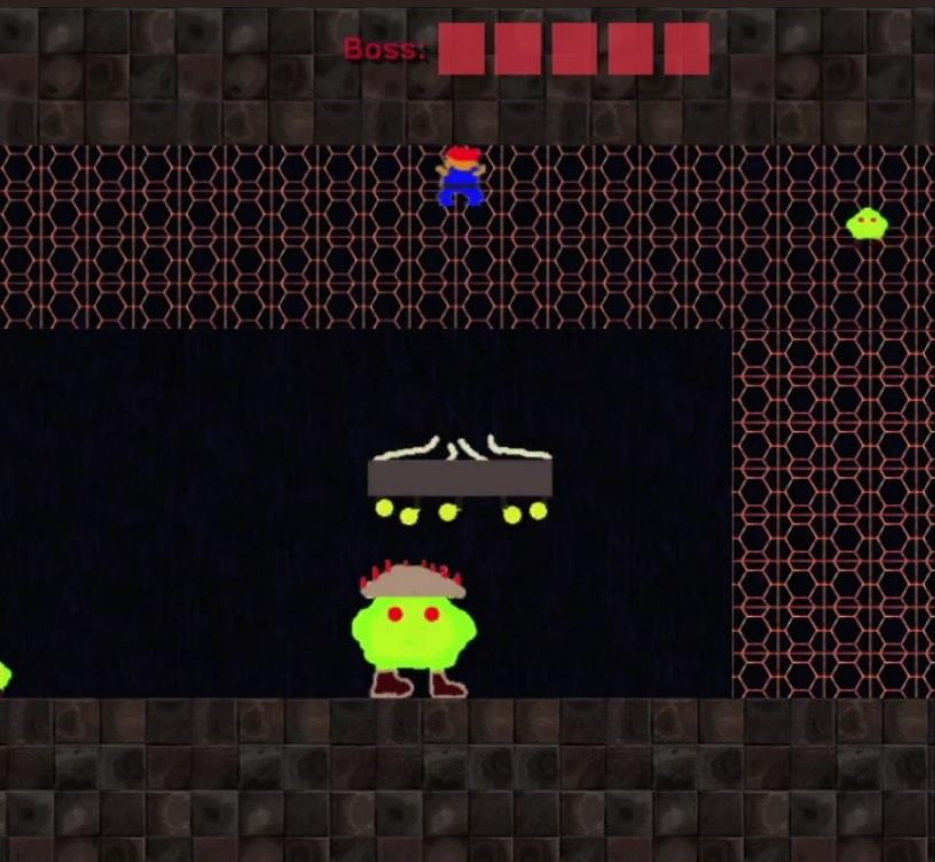
- C# Developer / Test Lead at a major insurance company...
- Terrible at art...
- Kinda color-blind...
- I fail more than I am successful...
- I still love making games. 😊





Self-doubt

- Do I need a team...?
- I usually work alone...
- I don't know anyone here...
- What if my ideas are bad...?
- What if I'm not good enough...?



Finding Success

- Set reasonable goals
- Take care of yourself
- Know your tools
- Make it “pretty” later
- Experiment
- Failure is OKAY (and a good thing!)



**TRY
FAIL
LEARN
REPEAT**

“Eat your ashes” (NSFW)

- Max Landis (aka Uptomyknees)
- https://www.youtube.com/watch?v=zfLPkK_XH7I
- Doing is better than thinking
- Burn your old ideas to find new ones
- Failures are successes



Taking time to Experiment

"I love when a game is unafraid to really go for it with color. You don't realize how bland modern games are until someone goes punk." - Ben Kuchera

"So every once in a while I erase all the whiteboards. Everybody gets mad, but then there's an explosion of new doodles!" - Tim Schafer, Double Fine Productions

"The only way for the industry to push past the same old, same old is to create rapid prototypes and then expand on those that work. Valve uses this formula constantly." - David Rosen, Wolfire Games

"JUICING"

- Sound Effects!
- Particle Effects!
- Screen shake!
- Tip: On every collision – Trigger something!



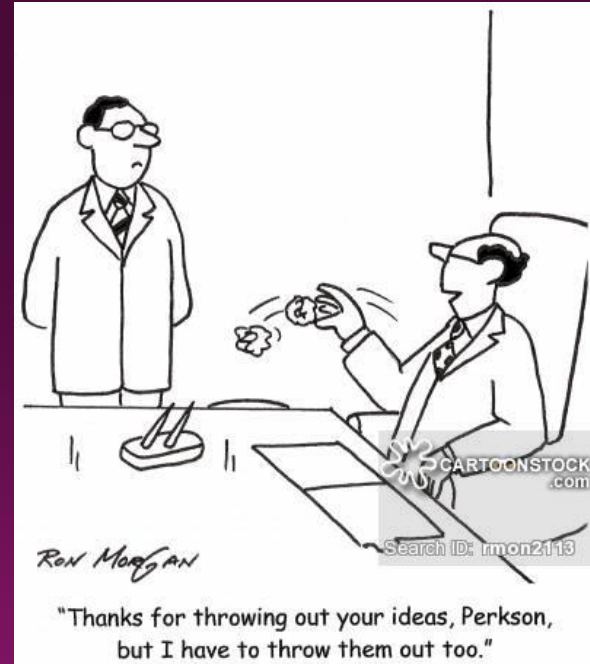
How can I Participate?


- "Lone wolf" it
- Pitch your own idea, start a team
- Engage with others, ask to help out
- "Freelance" across teams
- Talk to an organizer for ideas



Approaching the Theme

- The First Five Minutes
- Pitching an Idea
- Organizing your thoughts
- And... Throwing away your first idea...





WE HAVE THE TOOLS, WE HAVE THE TALENT

June 2, 2015



Steam Refunds

We're releasing a major update to how we handle requests for refunds for purchases on Steam. You can read through all the details about refunds on Steam by clicking below. We hope this will give you more confidence in trying out titles that you're less certain about.

CLICK FOR DETAILS

XMind

- www.xmind.net
- MindMapping
- FREE! (With Pro version)
- Win / Mac / Linux / Mobile (Cloud)
- Alternative - FreeMind

MagicaVoxel

- <https://ephtracy.github.io/>
- Voxel Model Editor
- FREE!!!
- Mini Mike's Metro Minis
- (400 voxel models)
- <https://mikelovesrobots.github.io/mmmm/>



Mixamo

www.mixamo.com

3D Model Rigging and Assets

FREE!!! (But for how much longer...?)

<https://www.mixamo.com/>

<https://www.mixamo.com/workflows/unity>

SketchUp

<http://www.sketchup.com/>

- 3D Modeling
- FREE! (With Pro version)
- Owned by Google
- Good documentation
- Tutorials
- Little bit funky to learn (anything's better than Blender)

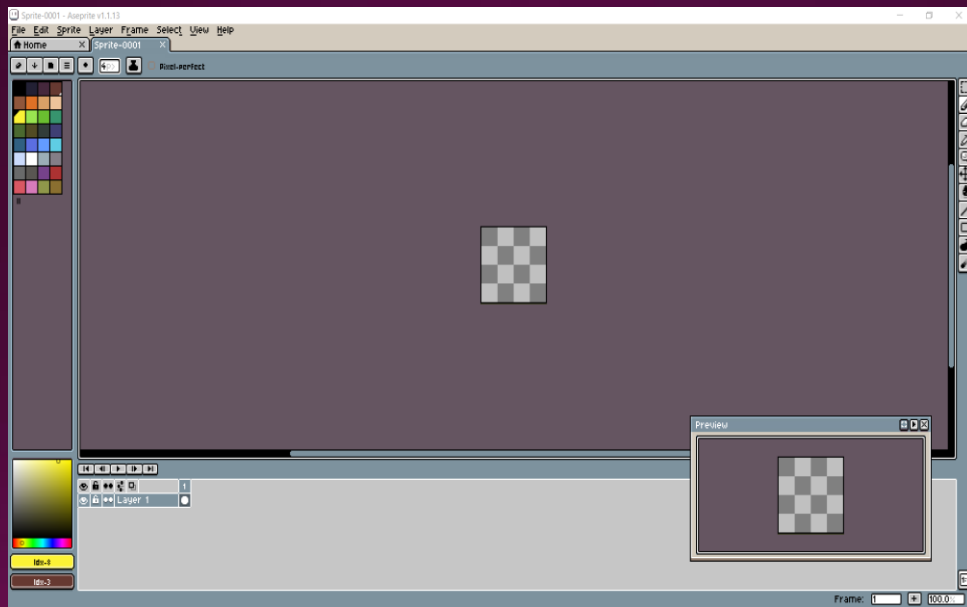
NormalMap-Online

- <http://cpetry.github.io/NormalMap-Online/>
 - Normal maps (aka bump maps) for illumination
 - **FREE!!!**

Aseprite

www.aseprite.org

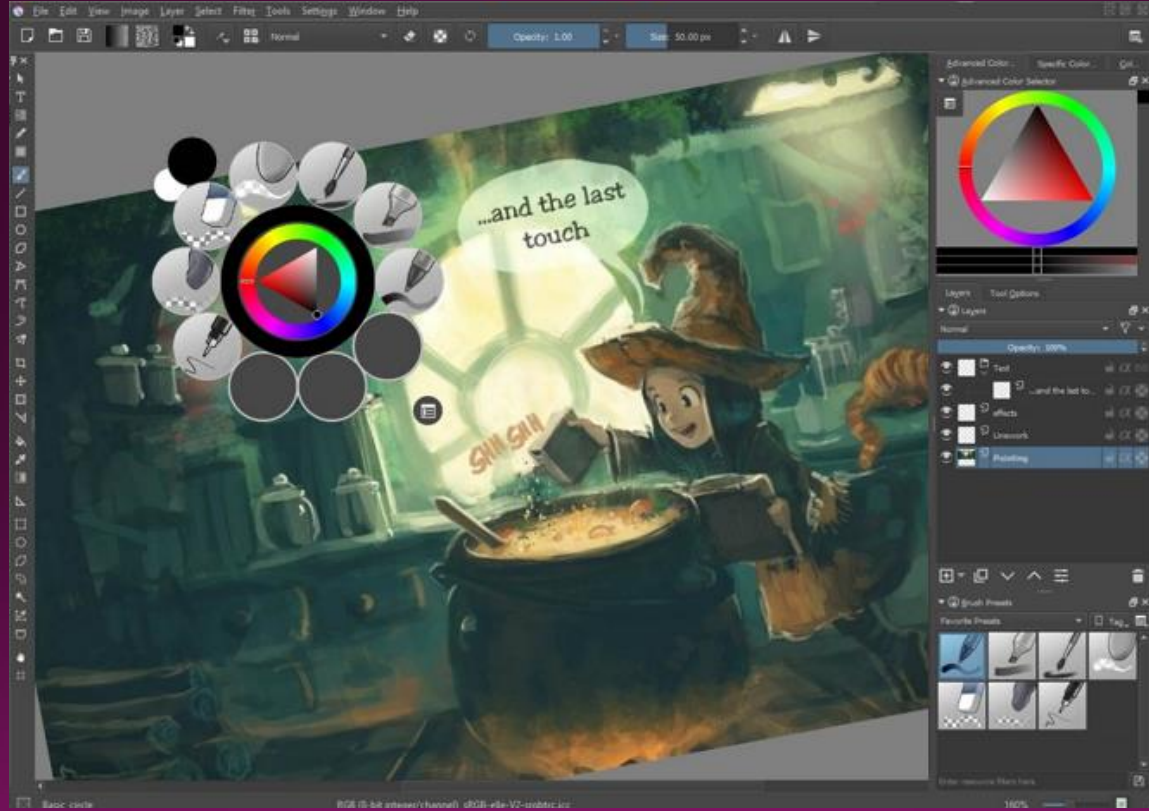
- Pixel art & sprite sheet editor
- \$15 (\$12 on Steam Sale)



- Unity Animation Plug-In (?)
- <https://github.com/talecrafter/AnimationImporter>

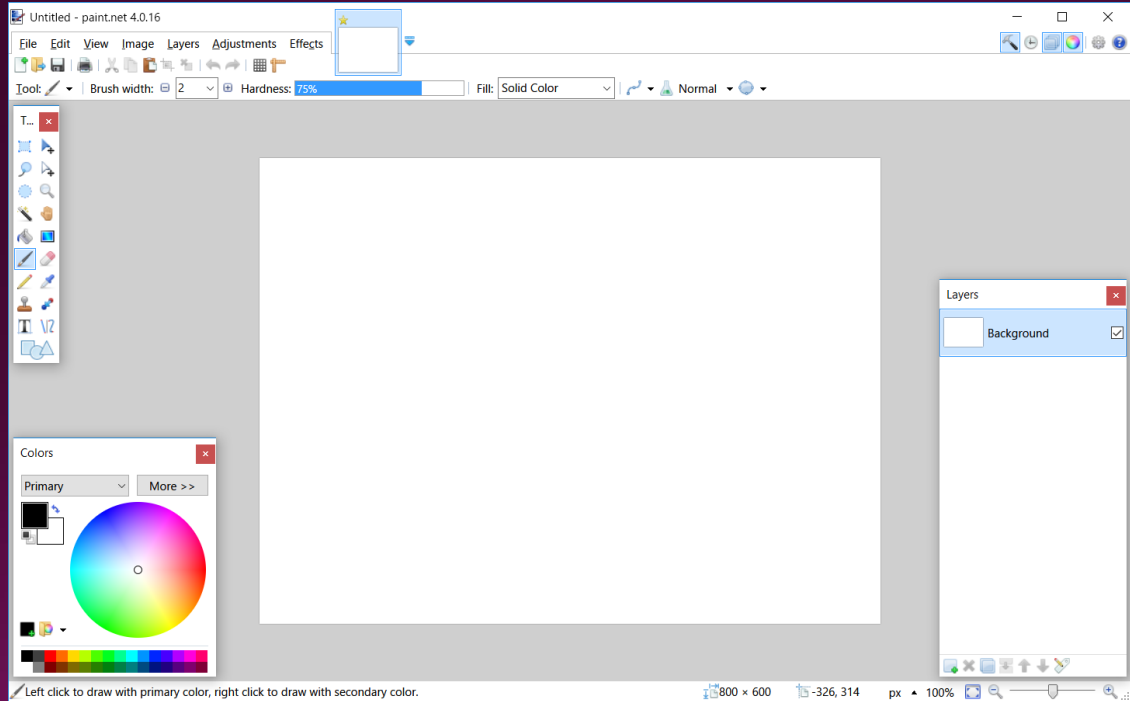
Krita

- <https://krita.org>
- FREE!!!
- Photoshop clone
- Lots of brushes
- Powerful (with practice)



Paint.Net

- www.getpaint.net
- Graphic Editor
- FREE!!!
- Free Alternatives:
- GraphicsGale
- MS Paint



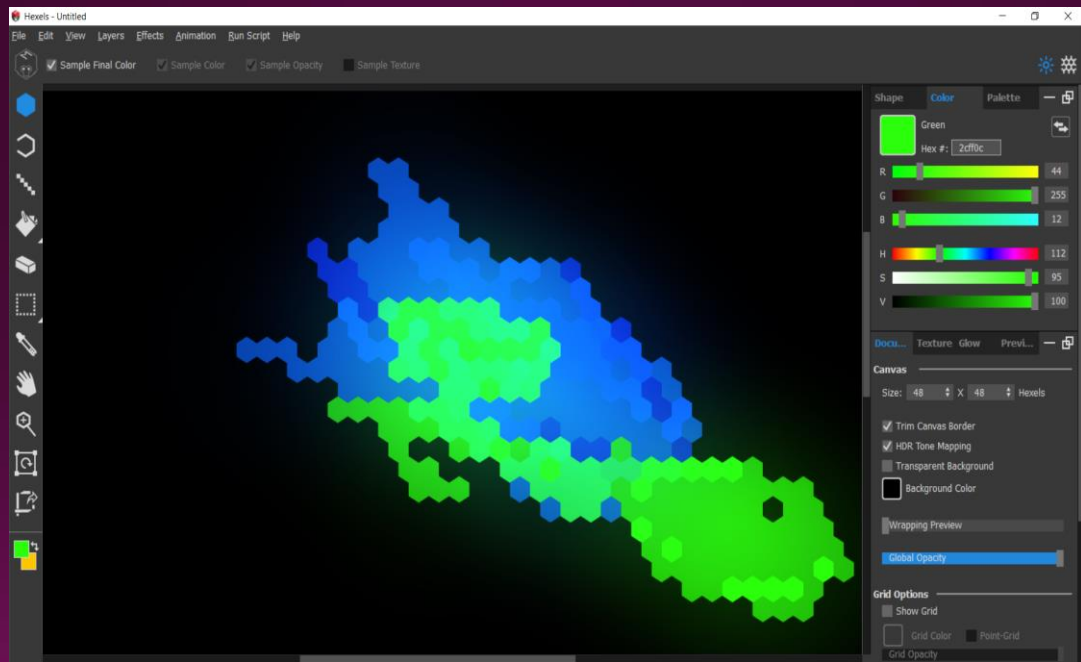
Hexels 2

www.marmoset.co/hexels/

Marmoset Hexels 2

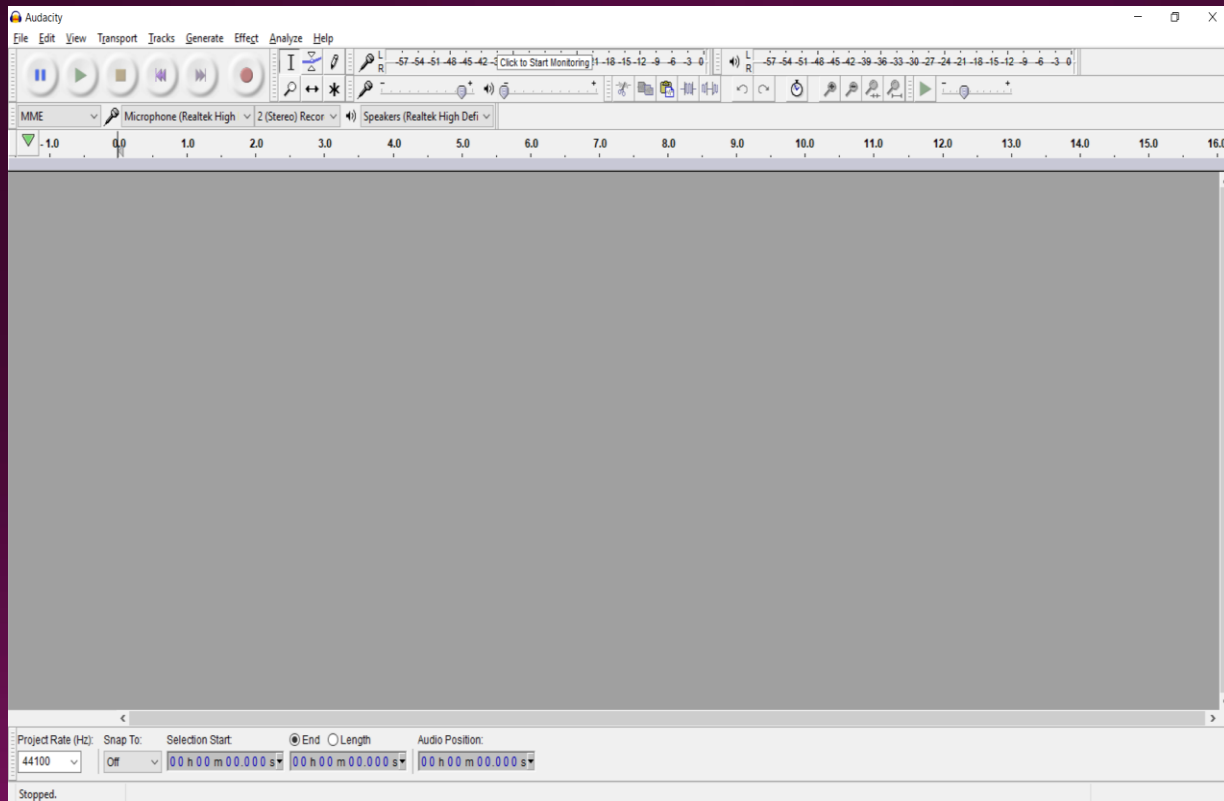
\$38 (\$19 during Steam sale)

Kind of a cool / funky 2D editor



Audacity

Sound editor / recorder
FREE!!!



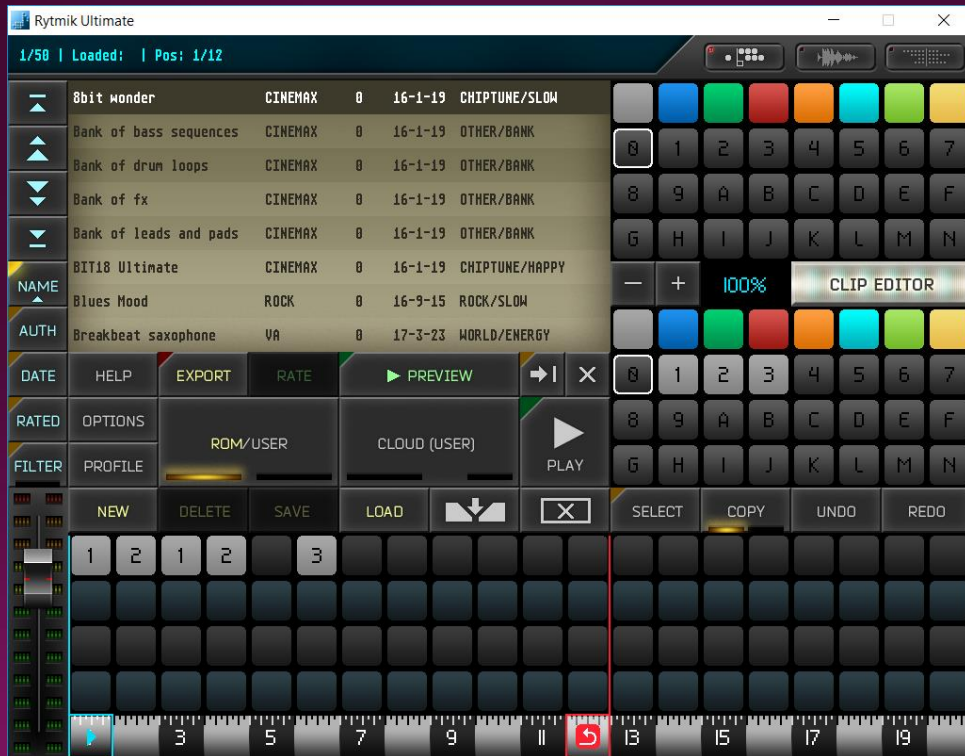
Rytmik Complete

\$30 (\$13 on Steam Sale)

Chiptune / Sample sequencer

Great online tutorials...

Not so great interface



Github Desktop

<https://desktop.github.com/>

- FREE!!! (BUT... it's public..)
- Not just for source control
- Free website hosting at github.io

Other things and ideas...

- OBS – Not Just for Twitch
- HitFilm Express
- https://twitter.com/chriswade_/status/881094385483608065

Alternative Game Engines

Twine – HTML / JS – Narrative Games (Choose Your Own Adventures)

<http://twinery.org>

Pico 8 – LUA – Retro inspired console

<https://www.lexaloffle.com/pico-8.php>

Phaser – HTML / JS – Browser & mobile games

<https://phaser.io/>

Construct 2/3

<https://www.scirra.com/>

Scratch – Drag & Drop – Browser games

<https://scratch.mit.edu>

Honorable Mentions

Spriter

\$60 (\$30 on Steam sale)

AMAZING sprite animator...

Complex, feature rich, COMPLICATED...

AssetForge

<http://assetforge.io>

\$20 (\$40 Deluxe)

3D Block based modeler

Coming Soon...? (First week of July)

Any Questions?

Twitter: @MattPerrin

Slides: <http://github.com/mattperrin>

"Okay, for me, first of all, dopeness is what I like the most.
Dopeness. People who want to make things as dope as possible."
- Kayne West