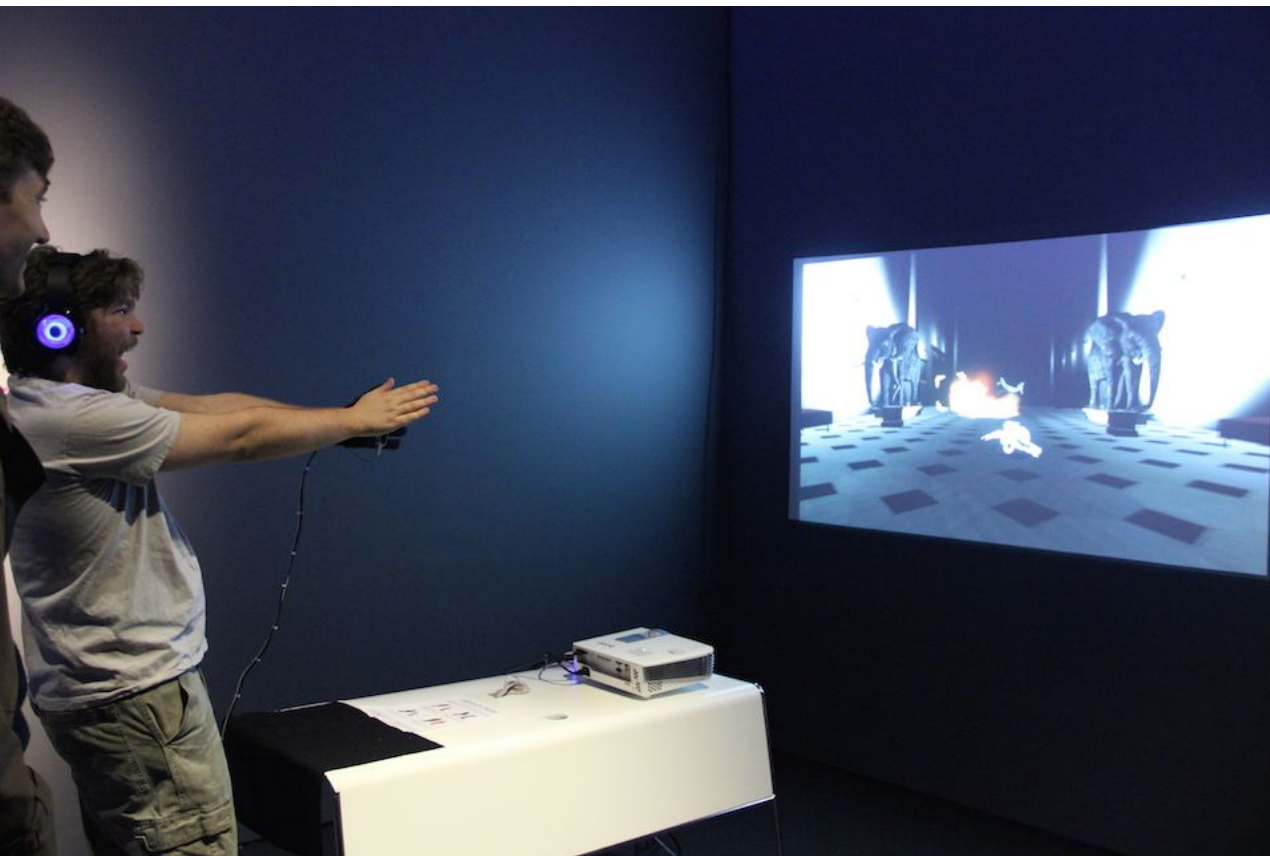# Game Jam Workshop

Kaho Abe and Ramsey Nasser
Eyebeam Workshop at AoIT
6/24/16

Introductions

- Name
- Grade
- Games you like
- Game development experience

If you don't have an idea for a game:

We will use the Game Idea Generator http://orteil.dashnet.org/gamegen

- Choose a representative from your group to come up and get a random game idea.
- When you arrive at the computer you must first Refresh. You have up to 3 chances to Refresh and including the first Refresh.
- If you don't choose an idea, the last generated idea will be the chosen idea.
- You cannot go back to a previous idea.
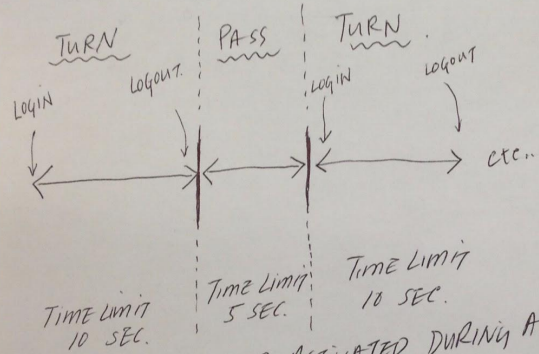
Design Document

Purpose:

- For organizing idea for game
- For communication to other people, including those in your group, about the game

General Structure:

1. Team Name, Team Members
2. Game Title & brief description (genre, *ex. Two-player cooperative platform*)
3. Objective & Rules (objective *ex. To save the princess*)
4. Detailed Description (Be as descriptive here as possible! *ex. what levels there are, what the player experience is like, what are the different kinds of enemies*)

Mind map centered on **EVOLUTION**

- HAZARDS
- SWARMS — SPACE — LAND
- WATER
- EDUCATION — BLOBS — INFINITE
- MISTAKES
- AMEEBAS
- MUTATION
- GM VEGGIES
- SUPER HEROES — SUPER PEOPLE
- FASHION
- VOLTRON — PREDATORS
- NEANDERTHALS — APES — HUMANS
- SURVIVAL — EXTINCTION
- MARKETS
- CLONING — REPRODUCTION
- DIVERSITY — HYBRIDS
- GAMBLE
- CLEVER — TIME
- SPEEDS — IMPROVEMENT
- KOMODO DRAGONS
- DARWIN — GALAPAGOS ISLANDS
- SCIENCE — KNOWLEDGE
- SOLVING PROBLEMS — WEALTH — CULTURE
- CREATIONISM
- NATURE VS. NURTURE
- TIME
- GOD — FLAWED — OMNISCIENT
- OMNIPOTENT
- FORECAST

MICE

Things = Points
— Mouse

TURNS & PASSING THE BEAR.

TURN	PASS	TURN.

LOGIN   LOGOUT.   LOGIN   LOGOUT

← ———————— | ———— | ———————— → etc...

TIME LIMIT
10 SEC.

TIME LIMIT
5 SEC.

TIME LIMIT
10 SEC.

- ACCELEROMETER ACTIVATED DURING ALL TIMES.

- AT BEGINNING OF GAME MUST INPUT # OF PLAYERS, SPECIFIES CLOCKWISE, KEEPS TRACK OF PLAYER AS THE "LOGIN" TO THEIR TURN

- ON TURN, PLAYER "LOGIN" CAN BECOME "EXTINCT". (KILLED)

- ON PASS, BOTH PLAYERS CAN BECOME "EXTINCT" (KILLED).

Simplification

Reduce your idea down to the version that still captures what's exciting about it

- What is new about your idea?
- What can be faked? What can't be faked?
- Does your idea require a certain number of *things*? Can this number of reduced?
- What parts of your idea are "content" (e.g. story, art) and what part are mechanics?
- Where can you use placeholders? (pre-made sound, art, code)

List of helpful production links to help simplify

- Premade Art: http://kenney.nl
- Premade Sound: http://freesound.org
- Premade Code: https://www.assetstore.unity3d.com

- Other tools:
  - Photoshop-like tool: https://pixlr.com/editor/
  - Code Forum: http://stackoverflow.com

Punchlist

Detailed list of every technical task that is required to make the game

- Nested list sorted by "department" (e.g. art, code, writing, sound, hardware)
- Shouldn't grow once finished
- Include every possible detail!
    - No matter minor it seems
    - Be very specific

Mouse Mech

.3D Terrain
- Chairs
- Tables
- Going Up/Down
  - Rockets - Ladders
  - Ramp/Stairs

.Interactive Environment
- Pick Up Weapons
  - Crumpled Paper

.Reflective Surfaces

.Goals:
- Get/Protect Cheeze
- Stop Cats

.HUD Cutton

- Powers
- Flight
- Punching
- Distraction Lasers
- Spray bottle Water
- Catnip Balls
- Sling Shot
- Spear
- Drop Kick
- Crane Kick

.Concerns (Demo)
- Balance

.Kitchen Things
- Silver ware / Dishware
  - Knives/forks/spoons
  - Dishes
  - Glasses - Skewers
  - Mugs
- Pots/Pans   - Food
- Bottle Opener   - Pellets
- Appliances   - Ham
  - Toaster   - Vegetables
  - Fridge
  - Microwave   - Stove Lighter
  - Coffee Maker   - Garbage Disposal
  - Oven/Stove @   - Cleaning Supplies
  - Lights   - Vaccum
  - Sprinklers   - Roomba
- Trash   - Fire Extinguisher
  - Newspapers   - aerosol cans
  - Recycling   - Flower Pots
  - Trash Can   - Bowls
  - Grinder   - Fruit bowl
  - Popcorn Maker   - Blender
                      - Hand Blender
                      - Can Opener

groggy

snorny
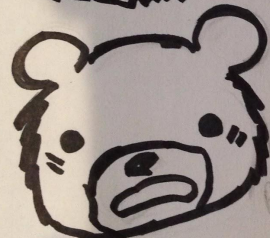
zZZ

Rabid

wohew

somewhat
pissed
off

half
awake

normul?

normally
awake

```
bling - animated bling- (114.5, 197.5)  990 x 224  ,  3 cells
fedora - up - (167.42, 1.02) 179x172
fedora - down - (167.42, 1.02) 179x172
clothespin  - no anim - (246.5, 51.5)  81x146
sunglasses - no anim - (124.5, 120.5) 326x89
sushi - (417.5, 166.5) 399 x 113, 3 cells
radio - static - (412.5, 278.5) 146 x 140
radio - death & lullaby - (412.5, 278.5) 648x 140 , 3 cells
light - on - (415.53, -28.87) 127x290
light - off - (415.53, -28.87) 127x290
light - switching - (415.53, -28.87) 382x290 , 3 cells (middle cell is action)
socks - (233.5, 211.5) 321x157, 3 cells
feather - still - (339.5, 336.5) 124x113
feather - tickling -  (339.5, 336.5) 744x113, 6 cells
earmuffs- (87.5, 29.5) 391x206
fireworks anim (26.58, 1.03) 1886x544, 7 cells
fireworks on & off (26.58, 1.03) 471x545
microwave popcorn - still -  (278.5, 422.5) 302x163
microwave popcorn - opening -  (278.5, 422.5) 906x163, 3 cells
microwave popcorn - running -  (278.5, 422.5) 604x163, 2 cells
microwave popcorn - done -  (278.5, 422.5) 906x163, 3 cells
harsh words (13,292) 720x105 , 4 cells **slower anim speed?
jack - still - (-3.05,136.04) 386x445
jack - turning - (-3.05,136.04)1930x445,5 cells
jack - rewind - (-3.05,136.04) 1930x445,5 cells
jack - pop (-3.05,136.04) 1929x 445 , 5 cells
jack - done -  (-3.05,136.04)386x445
match - off - (233.5, 448.5) 51x70
match - on - (233.5, 448.5) 204x70, 4 cells
astro helmet- (74.5,16.5) 417x308
coffee(5,-6) 324x166, 3 cells
punching glove - no hurt (-114, 99.53) 1099x133, 3 cells
punching glove - hurt (-114, 99.53)  1099x133, 3 cells
punching glove without glove, but hurt (-114, 99.53) 367x 133
flu (260.5, 174.5) 318x155, 6 cells
armor(152.5, 237.5) 263x213
clock - still - (125.5, 439.5) 116x114
clock - turning - (125.5, 439.5) 928x114, 8 cells
clock - ringing - (125.5, 439.5) 464x114, 4 cells
tranq (276.5, 280.5) 152x106


Z ORDER (from lowest, closest to bear layer to furthest)

armor
punching glove
earmuffs
bling
astro
fedora
sunglasses
flu
clothespin
sushi
radio
light
socks
feather
tranq
coffee
microwave
harsh words
```

Graphics

- ☑ *3D models*
  - ☑ *Man - K*
  - ☑ *Woman - K*
- ☑ *Rooms*
  - ☑ *Level design pipeline - K & R*
  - ☑ *Room layout - K*
- ☑ *Animation*
  - ☑ *Attack (slashing)- K*
  - ☑ *Float - K*
  - ☑ *Emerging - K*
  - ☑ *Statue pose - K*
- ☐ Rigging (talk about state machines) - K & R
- ☐ Shader Effects - R
- ☑ *Animation pipeline (unity) - K & R*
- ☐ Objects
  - ☑ *Art frames - K*
  - ☐ Sconces - K
  - ☑ *Bull statue - K*
  - ☑ *Easter Island Guys - K*
  - ☑ *Frozen Man - K*
  - ☑ *0Frozen Woman - K*
  - ☑ *Textures - K*
  - ☑ *Walls/Floor - K (walls extend up a lot)*
- ☑ *Particles*
  - ☑ *Pipeline - K & R*

Tutorial

- ☐ ~~Room   K~~
- ☐ Operator controls - R
- ☐ ~~Transition Logic R~~

Mechanics

- ☐ Gestures
  - ☑ *Shield*
    - ☑ *Display shield around player - R*
    - ☑ *Prevent damage - R*
  - ☐ Target
    - ☑ *Move reticle to nearest ghost - R*
    - ☑ *Moves past ghost if done too long? - R*
    - ☐ ~~Disappears after inaction R~~
  - ☐ Charge
    - ☐ Charge up fireball - R
    - ☐ Better particles - pipeline - K & R
  - ☐ Fire
    - ☐ Better particles - pipeline - K & R
- ☑ *Gesture Detection*
  - ☑ *Confirm Detection Quality - K & R*
  - ☑ *Record gestures - K & R*
- ☑ *Room Generation - R*

Feedback

- ☑ *Health*
  - ☑ *Tunnel Vision - R*
- ☑ *Mana (glove)*
  - ☑ *Confirm old code works - K & R*
- ☑ *Ragdoll ghosts*
- ☐ ~~"Points" number of ghosts destroyed before death~~
  - ☐ ~~Keep track R~~
  - ☐ ~~Display when dead K & R~~

Glove

- ☐ ~~Adding vibration motor~~
  - ☐ ~~Protocol to trigger from code K & R~~
  - ☐ ~~Hardware integration K~~

Divide Up Tasks

- Put Initials next to tasks the person is responsible for.
- Choose your own tasks.
- Do they seem balanced in terms of effort and time?
- Can you help others with some tasks? Where can other people help you?

Implement: Build it!

- Build your game according to the punchlist
- Cross tasks off as you complete them