

1) GameJam

Create a page similar to the one on “<https://ggjnext.org/>”, with dark mode support.

Make the game data dynamic and fetch it from the section where hosts create game jams.

2)Browse Games

Show all games that add the users.

3) Game Jams

Display a "Host a Jam" button, visible and accessible only to the admin.

When the admin creates a jam, it should appear at the bottom of the same page.

Also, create an Admin Dashboard similar to the one on “<https://itch.io/>” for managing jams.

3) Upload Games

Allow users to upload games only after they login or register.

Support login/signup via email-password, Google, and GitHub.

The upload form should include the following fields:

Create a new project

You don't have payment configured. If you set a minimum price above 0 no one will be able to download your project. [Edit account](#)

Make sure everyone can find your page

Review our [quality guidelines](#) before posting your project

Title

Project URL

Short description or tagline

Shown when we link to your project. Avoid duplicating your project's title

Classification

What are you uploading?

Kind of project

[Upload Cover Image](#)

The cover image is used whenever itch.io wants to link to your project from another part of the site. Required (Minimum: 315x250, Recommended: 630x500)

Gameplay video or trailer

Provide a link to YouTube or Vimeo.

Screenshots

Screenshots will appear on your game's page. Optional but highly recommended. Upload 3 to 5 for best results.

[Add screenshots](#)

Release status

Pricing

☒ \$0 or donate ☐ Paid ☐ No payments

Someone downloading your project will be asked for a donation before getting access. They can skip to download for free.

Suggested donation — Default donation amount

Uploads

 or

File size limit: 1 GB. [Contact us](#) if you need more space

TIP Use [butler](#) to upload files: it only uploads what's changed, generates patches for the [itch.io](#) app, and you can automate it. [Get started!](#)

Details

Description — This will make up the content of your game page.

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Genre

Select the category that best describes your game. You can pick additional genres with tags below

No genre

Tags — [Tips for choosing tags](#)

Any other keywords someone might search to find your game. Max of 10.

Avoid using the genre or platforms provided above.

Click to view options, type to filter or enter custom tag

Ludum Dare 57 submission? [Add Ludum Dare tag](#)

AI generation disclosure **NEW** — [Learn more](#) →

Please disclose if this project contains content produced by generative AI tools such as LLMs, ChatGPT, Midjourney, Stable Diffusion, etc., even if you hand-edited it.

- ☐ Yes — This project contains the output of Generative AI
- ☐ No — This project does not contain the output of Generative AI

App store links

If your project is available on any other stores we'll link to it.

[+ Steam](#) [+ Apple App Store](#) [+ Google Play](#) [+ Amazon App Store](#)

[+ Windows Store](#)

Custom noun

You can change how itch.io refers to your project by providing a custom noun.

Leave blank to default to: 'game'.

Optional

Community

Build a community for your project by letting people post to your page.

- ☐ Disabled
- ☒ Comments — Add a nested comment thread to the bottom of the project page
- ☐ Discussion board — Add a dedicated community page with categories, threads, replies & more

Visibility & access

Use Draft to review your page before making it public. [Learn more about access modes](#)

- ☒ Draft — Only those who can edit the project can view the page
- ☐ Restricted — Only owners & authorized people can view the page
- ☐ Public — Anyone can view the page, you can enable this after you've saved

[Save & view page](#)

After uploading, the games should appear in the Browse games section.

4) Developer Logs

Users who want to add a developer log must first register an account.

After registration, a request email is sent to the admin.

If the admin approves the developer log, it is uploaded to the Developer section and then displayed in the Devlogs section.

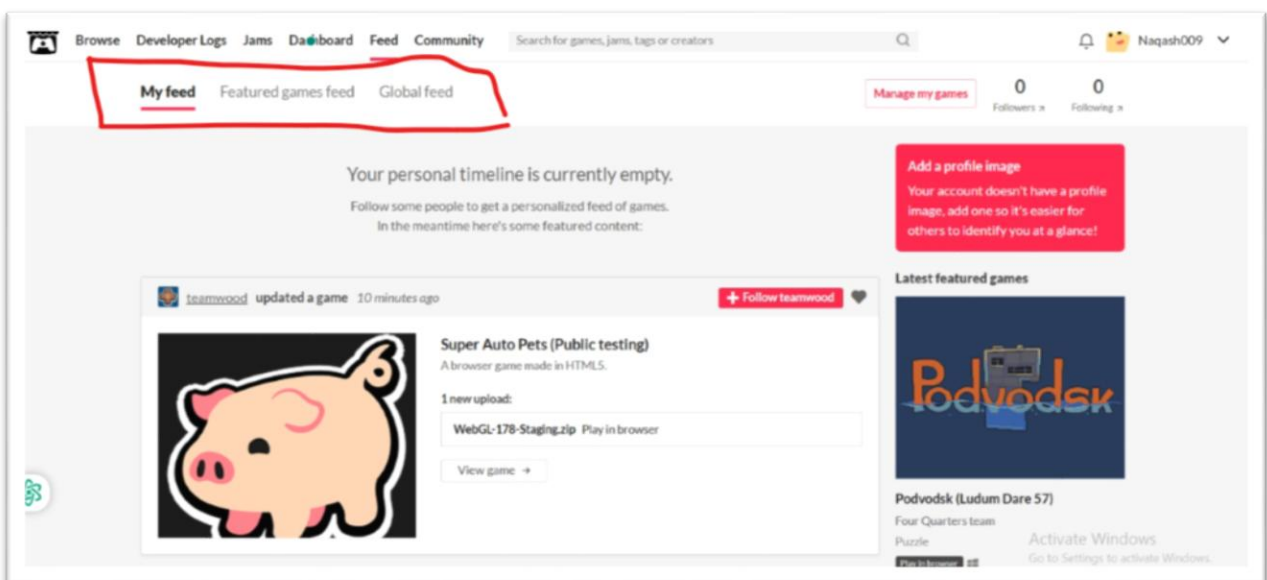
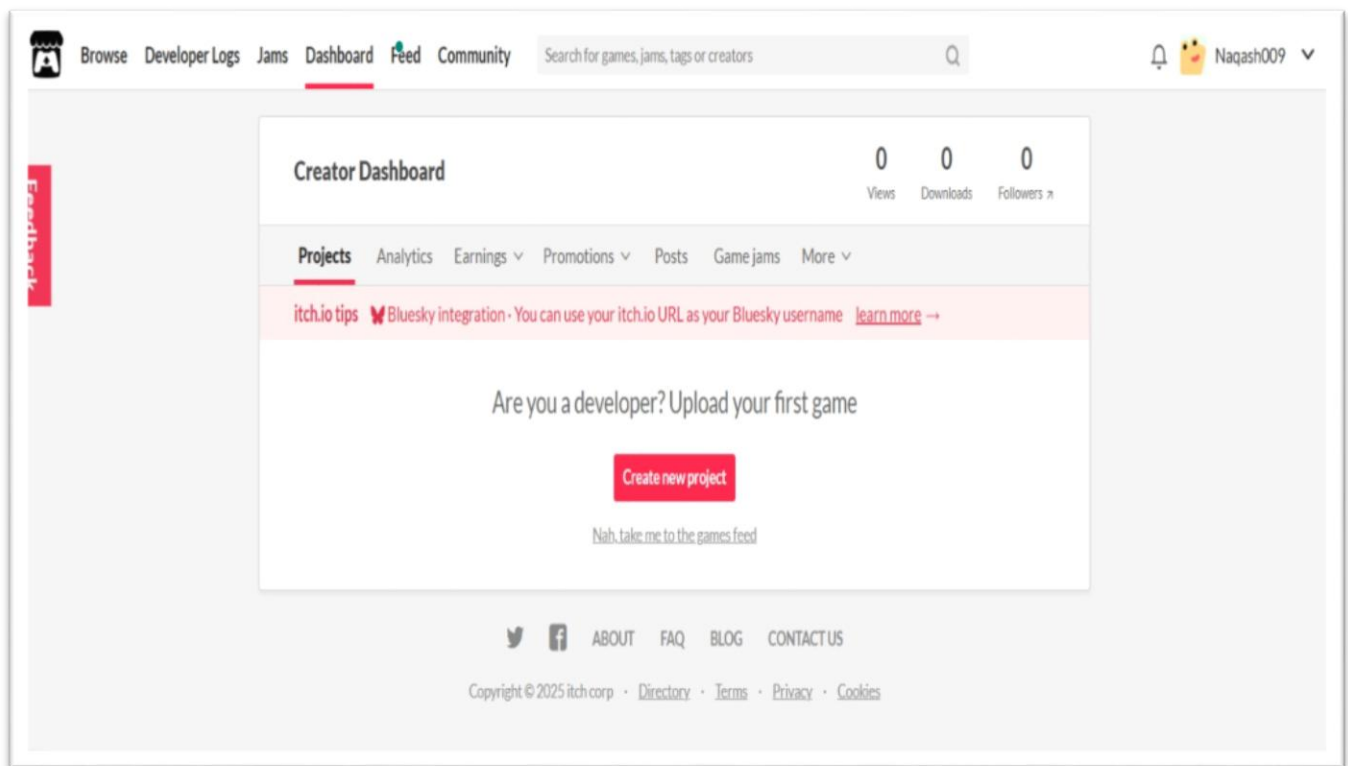
- a) When a developer uploads a project, a confirmation request will be sent to the admin.
- b) The admin will review and approve the project.
- c) The admin will also have access to the user dashboard.
- d) All the credentials and information provided by the developer will be stored in the database
- e) under the rules of the Non-Disclosure Agreement (NDA).

5) User Dashboard

When A Developer Will Login to Join Game Jam or Upload Game, this section will appear

"Dashboard"

In user dashboard show **feed section** show these options.



1. In myfeed section: My Feed will Show the games that Developer Will Upload

2. Featured Games Feed: will Show the games that Admin Will Showcase the Top games of Developers.

3. Global Feed will Show the games that All The Developer Will Upload

The End