GGJ Game Submission
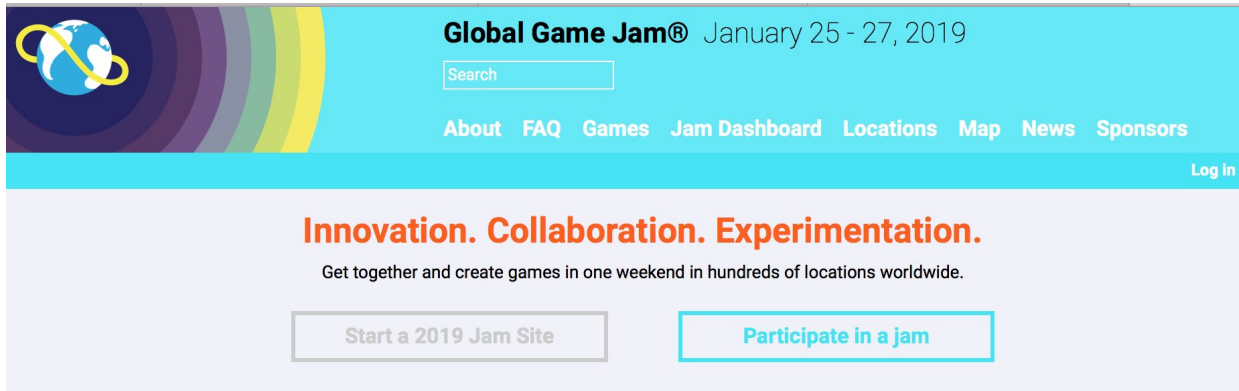
GGJ Team

Other languages

- Japanese;
- 한국어;
- Portuguese/Brazil;
- Polski;
- Türkçe;
- Thai
- Chinese (simplified)
- Chinese (traditional)
- Hebrew
- French
- Spanish
- Italian

You must be a GGJ user.

To submit a game you must:

1. Have a GGJ account
2. Have already chosen a jam site
3. Be logged into your account

Choose a team leader.

Only **ONE** person from your team needs to create the game project on our website.

Once they have created the project (see next slide) they can add all the other team members (see slide 10).

Start your game project.

1. Click on "Create Game Project" button from top/left of your screen
2. Enter the information
3. Upload files
4. Hit "Save"
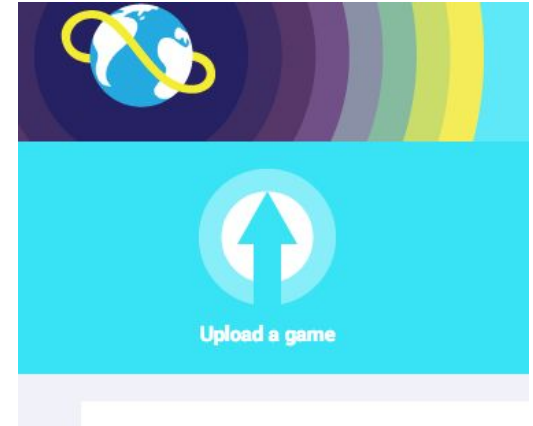
Start your game project early.

As soon as you have a team and an idea, start your game project on the GGJ website by Saturday at the latest.

Enter at least your project name and description. Save.

You can do everything else later.

Create your game

Game Information

Project Name *

My best game Ever

About *

This is a short description about my game

Give a short introduction to this game, including any hints, how-tos, and play-throughs.

Platforms *

☐ Non-digital game (board game, card game, physical game, sport, etc.)

☑ MS Windows

☐ Mac OS X

☐ Linux / Unix

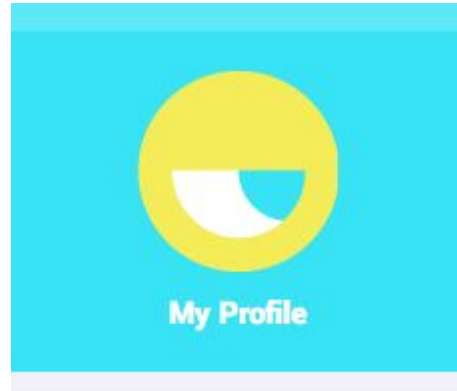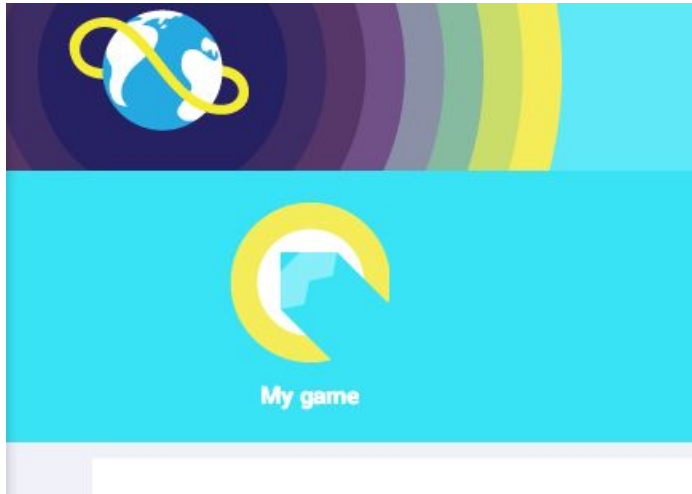☐ Web standard (HTML5, Java, JavaScript, Flash)

☑ Web browser with special plugins or packaged apps

☐ Android device

☐ iPhone

Find your game.

Once you save a game, your game can be found under "My Game" or "My Profile".

My game

My Profile

My game

My jam site

My Profile

Log out

My Project

✓   Game *My Project* has been created.

View   **Edit**   **Group**

Team

The best game ever!

RebeccaFernandez

Jam Site: Melbourne

Jam Year: 2016

+ Add a jammer

Platforms: MS Windows

Add team members.

Click on "+ Add a jammer" from the bottom of your game page.
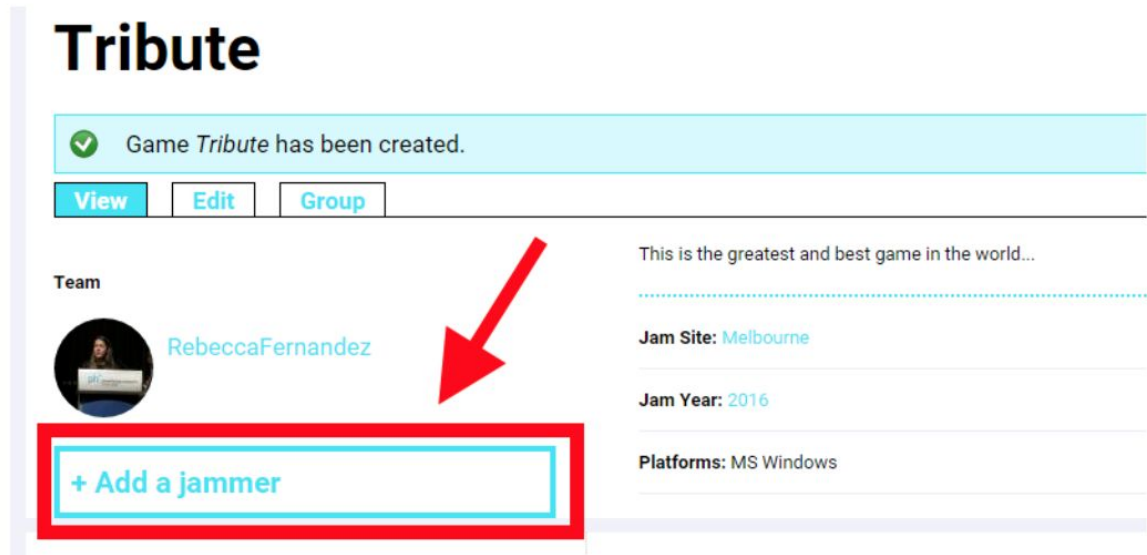
Uploading game files

All GGJ submissions are <u>required</u> to upload their games (even if not complete) including all assets and source code under the CC license.
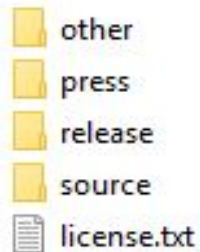You must put everything in **<u>one zip file</u>**.

You can download a model from here:
http://ggj.s3.amazonaws.com/GGJ_directory_structure.zip

Directory structure of the zip file

Your main directory (folder) should have a license file and 4 sub directories: <u>source</u>, <u>release</u>, <u>press</u>, and <u>other.</u>

other
press
release
source
license.txt

1– Copy the source code of your project here.txt
2– Include all assets, sounds and textures of your team.txt

sub-directories: source

This is for the actual source files, like C or C++ files and assets like sound, music and art.

- <u>Do not</u> include game engines or tools.
- Do include your project folders from Unity or GameMaker.
- Write a README file that explains how to use your code to make the game.
- For non-digital games, your PDF instructions would go here.
- Test to make sure you have everything!

sub-directories: release

This is for the executable version of your game

 If possible, you can include multiple versions for different architectures (like Mac OS X, Windows versions and APK files)

 Include a README file that explains what OS or environment is needed to run the game

sub-directories: press

This is for screenshots and videos about your game.

- Include at least one 1024x768 screenshot of your game.
- If you have links to YouTube videos or other online resources, put them in a text file here.

sub-directories: other

Anything else you like! For example:

- More licenses
- Credits
- Contact information

ALL JAMMERS HAVE TO SUBMIT THE SOURCE IN THIS FORMAT!

GGJ reserves the right to take down any submission that has incomplete source code.

How do I zip something?

For Mac OS X+ : Select the folder, then click on File > Compress.

On Windows 8.1+ : Select the file or folder, tap or click **Share**, and then tap or click **Zip**

On Windows 7: Right-click file/folder, go to Send to, click "Compressed (zipped) folder"

Older Windows versions: Use a Zip utility such as Winzip.

But I made a browser game!

That's OK!

You still need to upload all source, screenshots and videos, but leave the "release" folder empty and provide a link in the following section of the "edit" tab for your game page:

RESOURCES

Play now!

Add a URL where your game can be played in the browser.

What if I made a board/physical game?

Great!

We have some separate upload instructions for those here:

http://archive.globalgamejam.org/wiki/board-games

Do you have any questions?

If you have any doubts on creating the game project or run into problems while uploading, please tell your organiser or contact us:

Email: help@globalgamejam.org