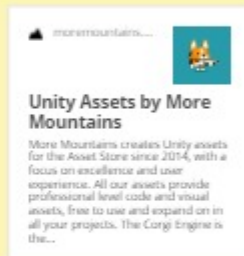


## Intro Video



## Theme



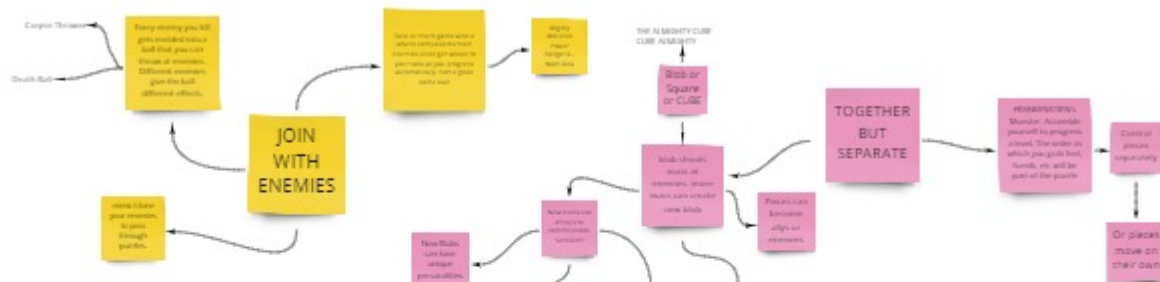
# Game Jam Notes

Previous themes have been "Dual purpose design", "Genre without mechanic", "Only one", and "Out of control". You can take the theme in whatever way you interpret it, including play on words. We generally expect for the theme to be used in a mechanical sense rather than a narrative sense - but, ultimately, that's up to you. Your game should follow the theme, and will be asked how your game fits the theme on the itch.io submission page. That being said, you will not be disqualified from the jam if your game doesn't adequately fit the theme.

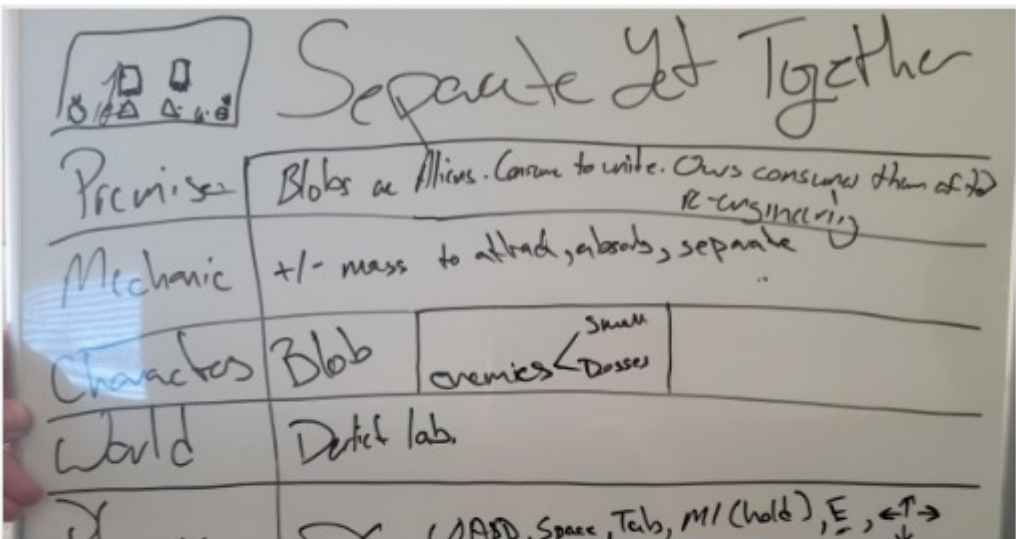
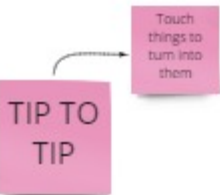
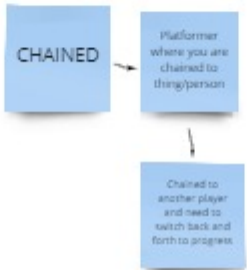
Please consider avoiding extremely strong language and excessive gore, as the jam should be suitable for a general audience. If you're uncertain, err on the side of being less gratuitous.



## Mind Map



Potions & Alchemy for powerups - mix and match



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Sebileus just checking in - YOU GUYS GOT THIS! Big time bb



P0 - CHARACTER CONT. MENUS <sup>CRE VITS</sup>  
MASS RENDERER, LVL: OA-OD, ENEMY <sup>RAY</sup>  
<sup>EXIT</sup>  
<sup>TUTORIAL</sup>

P1 - ANOTHER ENEMY TYPE, BOSS, SOUNDS  
EMOTIES, OBSTACLES

P2 - LURE  
ANIMATIONS, MUSIC, LUIX

PX - Gameplay = last 6 hours

STRETCH - SCENES, MORE LVLS, MORE ENEMIES, SAVE  
APP BUILDS, WORLD BUILDER, AILY, QOC



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Game Engine

Unity

Workflow/  
Planning

Miro

Version Control

Git

Github

Publishing Platform

itch.io

Whiteboards!

Git  
Bash





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L1 - P2  
Goal