**Game Jam Briefing**

**10th - 11th May 2014**

1. Ideation: come up with a theme for the game, as well as basic ideas for genre. Some game jams use basic ideas to help generate the game idea, such as “deception” or “extinction”.

2. Prototyping I: Design a prototype ‘on paper’ and work out the key mechanics to work on.

3. Prototyping II: Build a very basic prototype in engine with placeholder graphics and scaled down mechanics and locations to determine the game’s viability.

4. Playtest I: Test the prototype to determine if the game if fun and to understand the game’s dynamics. Playtesting should be done quite often to help prioritize design decisions to remain in scope.

5. Prioritize: Focus on the most important aspects of the game while cutting out any everything else. Use this time to distinctly distribute workload among the participants.

6. Production: Work together on the game while taking time to revisit the Playtest and Prioritize phases on occasion to check that the core concept of the game remains and that the game is fun to play.

7. Playtest II: Playtest during production often to make sure technology is working and to minimize backtracking. At the end of the game jam the playtest is used to discover any detrimental bugs to be resolved before the end.

While the descriptions above are focused on technology, all steps apply to art design as well.

**Basic Schedule**

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| **Saturday** |  |
| 09:00 | Ideation |
| 11:00 | Prototyping I |
| 14:00 | Prototyping II |
| 15:00 | Playtest I |
| 16:00 | Prioritize |
| 17:00 | Production |
| **Sunday** |  |
| 09:00 | Production and Playtesting throughout the day |

**Defining a genre**

To help keep the design process as simple as possible, I have included a list of popular genres which should be easy to make in a short period of time and using a simple 2D interface. The objective of this list is to show a set of possible genres and examples of games which fall into those categories.

* Platformer (Limbo, Swarm, Super Meat Boy)
* Tower Defence (Dungeon Defenders,
* Beat ‘em up/ Hack and Slash (Double Dragon, D&D: Shadow over Mystara)
* Fighting Game (DiveKick, Streetfighter)
* 2D Shooter (Contra, Broforce)
* Turn Based Strategy (The Banner Saga)
* Puzzle (Hexic, Threes)
* Board Game/Card Game (Hearthstone, Talisman, Dead Man’s Draw)

*Subgenres*

* Rogue-like (Binding of Isaac, Spelunky, Rogue Legacy)
* Stealth (Mark of the Ninja, Gunpoint)