

Arcade Jam 2024 - Rules & Guidelines

Theme: TBD

Jam Schedule

Friday, May 31

10:00am - 4:00pm - Indie Friday in Board Room 1 (Location subject to change)
4:00pm - Help set up the jam area by moving tables and chairs into place
5:45pm - Gather at the main stage for the kickoff
6:00pm - Kickoff presentation and theme announcement

Begin jamming!

Saturday, June 1

9:00am - Breakfast! Tea, Coffee, Fruit, Muffins/Pastries
12:00pm - Luncheon! Sandwiches and Salads

Sunday June 2

9:00am - Breakfast! Tea, Coffee, Fruit, Muffins/Pastries
12:00pm - Luncheon! Pizza
3:30pm - Game Submission Deadline!
4:00pm - Final presentations and awards / prizes / door prizes (TBD)

Teams & Content

Max team size of 5

Teams may be formed in advance, or at the jam.

Forming teams at the jam is encouraged - get to know each other!

The use of generative AI is allowed, however we encourage networking and finding an artist/musician/programmer to work with. Regardless of using AI or not, you must have the rights to use the content you include in your game. Open source and public domain assets are encouraged.

You may also use premade scripts and project structures, however it is in the spirit of the jam to make any game specific assets or scripts during the jam itself. Don't make a game in advance and try to pass it off as a jam game.

Game Submissions

All games must be submitted to our itch.io jam page.

Link: [Submit your game here! https://itch.io/jam/arcade-jam-2024](https://itch.io/jam/arcade-jam-2024)

Must include:

- Game built for windows
- Items needed for the launcher
 - Game name
 - Short Description of the game
 - 600 x 900 px cover image for the game
 - 1920 x 1080 px background image (optional - shows up as a blurry background on the arcade loader)

Fill out this game submission form:

Link: TBD

Game Requirements

Making a game is the fun part of the jam. Making sure it works on our arcade cabinets is the EPIC part of the jam. To make sure your game is cabinet compatible it must follow the following guidelines.

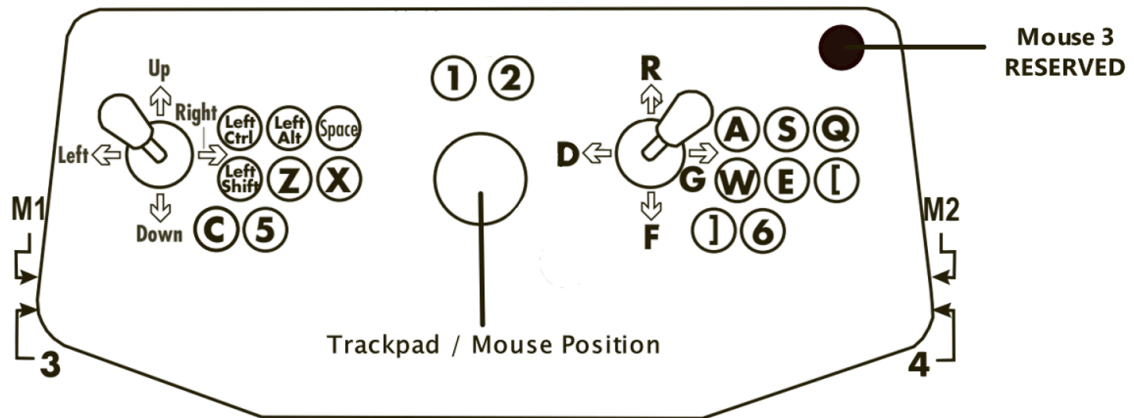
NOTE: If you get close to adhering to all of these but not quite, there will be a debugging period following the jam to put the finishing touches on your project.

The guidelines:

- Game is built for Windows
- Mouse 3 must open an in-game menu that includes:
 - Reset Game Button
 - Game should not save game data
 - Leaderboards are okay to save
 - Exit Game Button
 - This should quit the game

- Onscreen controls diagram
 - Template provided - use if you want!
 - [Game Controller Template](#)
- Menu Navigation
 - All in-game input must be handled by the arcade controller
 - If things like menu buttons lose focus due to an unmapped key being pressed, or the mouse being clicked, the game will soft lock.
- Images and descriptions provided as listed above

AVAILABLE CONTROLS:



FAQ

There haven't been many questions about the arcade / game requirements, but I'll add answers here as questions come up.

What resolution are the screens in the cabinets?

The cabinets have standard 1920 x 1080 monitors in them. If you're going for a retro look, good resolutions that can be stretched to fill the screen are:

- 960 x 540
- 640 x 360
- 480 x 270

(Thanks @Cup for these suggestions!)

You can also go for a classic 4:3 aspect ratio and add a decorative border similar to the SNES Super Game Boy did. (That was probably before a lot of you were born 😄 I'm getting old)