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# Gothenburg Game Jam Intro

<http://www.cs.chalmers.se/idc/ituniv/kurser/10/gameplaydesign/gbgamejam/>

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# Organizers

- Staffan Björk
- Alejandro Valenzuela Roca
- Ali El Shaia
- Guy Lima Jr.



# General Points

- Part of the Global Game Jam
  - *48* hour game projects
  - *Chance* to gain friends and contacts nationally and internationally
  - *Theme* globally shared
  - *Constraints* shared by time zone
  - *Achievements* – voluntary requirements
  - *Key note* & *Tech talk* videos
- All secret until 17.00 today!



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# Local Rules

- No sleeping here!
- Create your own groups
- Need to provide your own lunch and dinner
- Free coffee (as usual)
- Free soft drinks & snacks (in limited amounts)
- Free breakfast



# Schedule

## Friday

- 15:30 Intro
- 16:00 Inspiration talk by Johan Peitz
- 17:00 Theme & constraint details

## Saturday

- 9:00 breakfast
- 11:00 *Deadline for creating project account on GGJ*

## Sunday

- 09:00 breakfast
- 15.00- 16.30 *Deadline for handing in the games is 15.00 (!?)*
- 16:00 Show off projects!

*Organizers present between 09.00-22:00*



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# More Information & Possibilities

- Check the Global Game Jam for general questions about game jams
- Professional tools offered by sponsors
  - See *freebie instructions* link on local site
- Competitions
  - Same link as above
- Keynote and tech talk available on the *local* game jam page
- Ask Staffan, Alejandro, Ali or Guy about local questions



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# Important Links

- <http://www.globalgamejam.org/>
  - Global Game Jam
  - General information & FAQ
  - Account system for registering and uploading
  
- <http://www.cs.chalmers.se/idc/ituniv/kurser/10/gameplaydesign/gbgamejam/>
  - Local Game Jam
  - Local information
  - Link to key note and tech talk
  - Link to the freebie tools info file



**Now over to Johan Peitz**



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# Next Up

- Suggested start
- Theme
- Constraints
- Achievements



# Suggested Start

- Form team
- Check the key note and tech talk together
  - Download them locally
- Decide on platform and tools
  - Check the freebie instructions
- Consider the competition opportunities
  - Also in the freebie instructions...
- Brain storm cool game ideas
  - The achievements can be creative tools



**Theme**

Deception

# Constraints

a Key, a Monkey, or a Donkey

# Achievements (max 4...) 1/2

## ■ Instant Online Gratification

- Game requires no file downloads (browser objects are OK), and has been verified to work on IE8, FF3, Latest Safari and Latest Chrome

## ■ Singing the Body Electric

- A game that uses only sound effects produced by the body, stomach gurgles, vocalizations, clapping, etc

## ■ The Hack

- Integrating external gadgets not normally associated with games (e.g. radio, electronic weights, lamps, toasters, barbells, staplers, etc.) as part of the game. This achievement requires that you upload a video of your game to YouTube and link it to the upload (you still have to hand in your game), as well as describing the construction in detail

## ■ Take Five

- Game can be played to completion in less than 5 minutes

## ■ Lo-text

- Game has an interactive tutorial



# Achievements (max 4...) 2/2

## ■ Over Achiever

- Implemented the main constraint with 3 or more different game mechanics

## ■ Community

- Game behaviour is depended on how many people are playing it simultaneously at the same time

## ■ Alternate Control

- Game runs on a pc (Win/Mac/Linux) and is controlled with (a) device(s) other than mouse, keyboard or console controller

## ■ Universal Language

- Game has absolutely no text or numbers

## ■ EGA Lives

- Game uses a maximum of 16 different colors in all, including light and shading



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# Thank you! Go Crazy!

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Questions?

