



YGD GAME JAM

Guide

Daily Schedule

April 1st

6pm -7pm registration/check in and dinner

7pm - 7:30pm keynote/opening speech about the jam

7:30pm + start jamming! don't forget to nap when necessary

April 2nd

8:30am - 9:30am breakfast

12pm - 1pm lunch

1pm - 2pm team pics

2pm+ testers are available to use

6pm - 7pm dinner

April 3rd

8:30am - 9:30am breakfast

12pm - 1pm lunch

2pm - 3pm submit your games

3pm -5pm present games

4pm - 5pm wrap up



Mock 48 Hour Jam Lifecycle Schedule

Friday

7:30pm - Saturday 6:00am

Pre-production



Saturday

6:00am - 1:00pm

Prototype



Saturday

1:00pm - 7:00pm

Alpha



Saturday

7:00pm - Sunday 10:00am

Beta



Sunday

10:00am - 2:00pm

Polish & QA

Sunday

2:00pm - 3:00pm

Publish



Sunday

3:00pm

Presentations

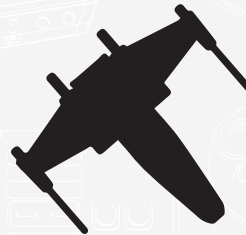
Pre-Production

Pipeline
Concept Brainstorm
Pick a Concept
Consider First Prototype Goals



Prototyping Phase

Find the Fun
Fail Faster
Get to First Playable



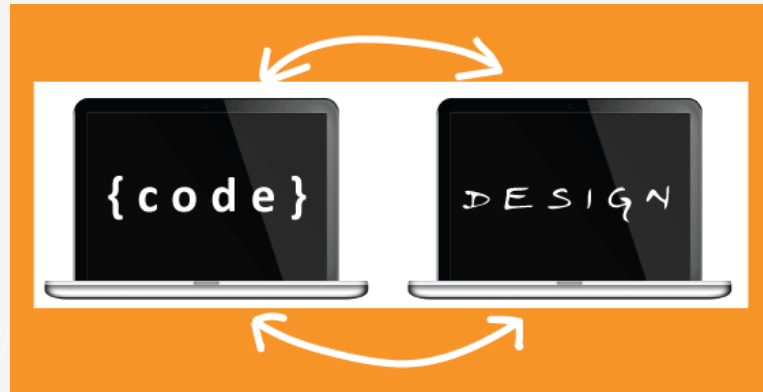
Alpha Phase

Play “a version” of your game from start to finish
playtest for any issues, fix as you go



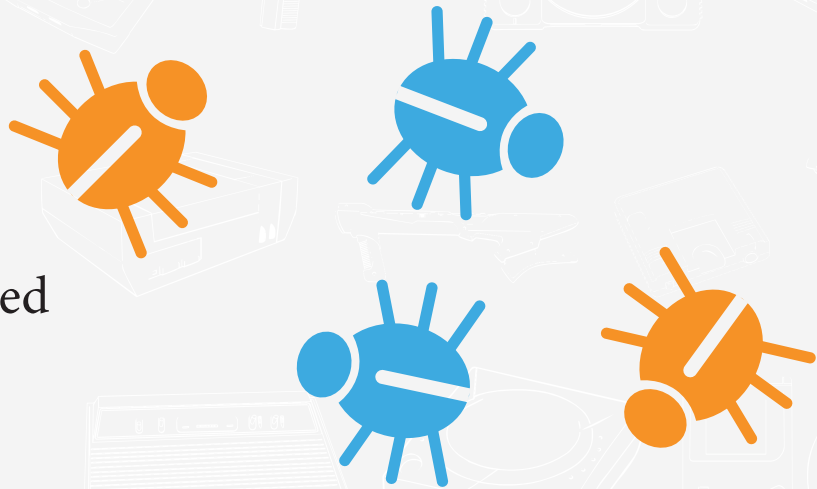
Beta Phase

Feature Complete
Content Complete



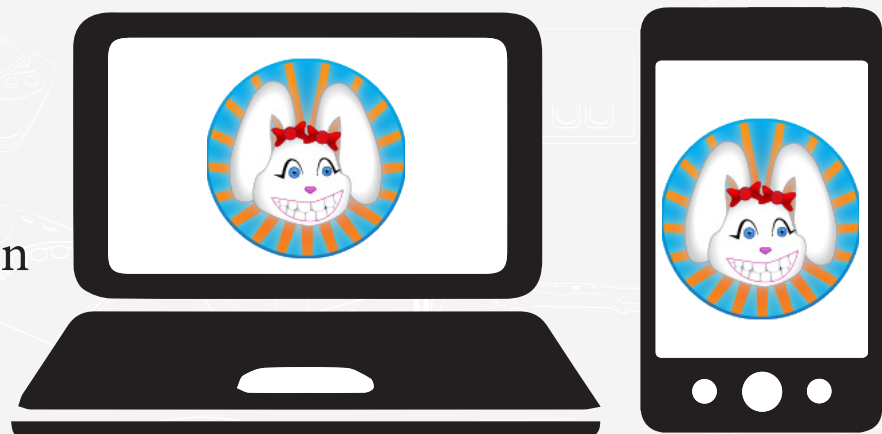
Polish & QA

Playtest!
Fix Bugs
Cut Unfinished Features
Add Tutorial where needed
Integrate Final Assets



Publish

Upload Final Demo
Setup Demo
Keep your presentation



Jamming Tips!

14: Audio is important for a game!

Cues players of death, power ups, maybe a guy is around that corner, sweet background music

13: Use Style & Charm

Making a kids' game? Crayon sketch graphics might be a snazzy way to go.

Instead of making a bird, make a ball shape with a bird face.

Give your goo some eyes to watch you with.

12: Sleep!

Sleep is important. Your brain needs rest in order to function properly.

Bring sleeping bag, blow up mattress, and comfy sleeping stuff for when you need to rest.

11: Code Smart!

Keep priorities up to date. Use Trello or Google Docs, or some thing like it.

Code the simple stuff first!

If something is taking too long, cut it or try a new approach

10: Playtest Early and Often

9: Feature Creep

Can it be done quick and dirty, and/or is it CORE to your game?

Yes? Do it, maybe.

No? Cut it.

8: Brainstorming Prototype Tools

Pen and Paper, hierarchy trees, Code, Sheet layouts, etc.

Start simple! Some of the best indie games out there are based on a simple concept

7: Infinite Brainstorming

Start simple, don't get too complicated and end up spending hours brainstorming

6: Beware of the Rabbit Holes

If you're stuck, ask for help, time is of the essence!

5: Innovate on 1 Thing

New Platform, New Controller, Crazy Mechanic, New SDK, etc.

4: Complete a Loop in 90

3: Get to the Core in 30

2: Embrace Constraints

Constraints can help you create a unique idea!

Theme, Input, Audience, Tools, Purpose, Time

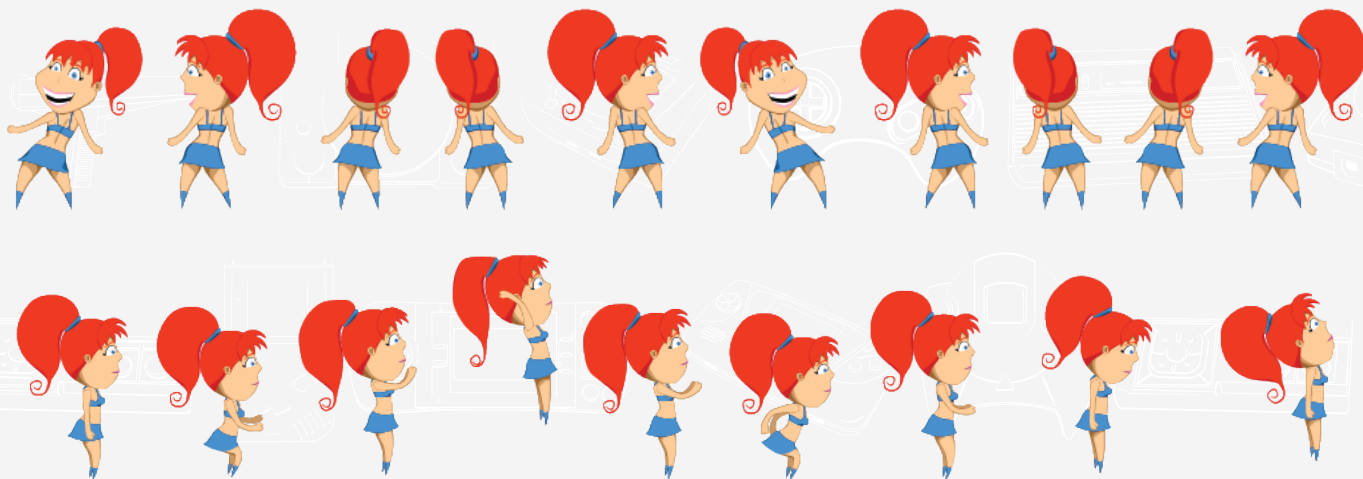
1: Come Prepared!

Any hardware you might need (computer, controller, Wacom)

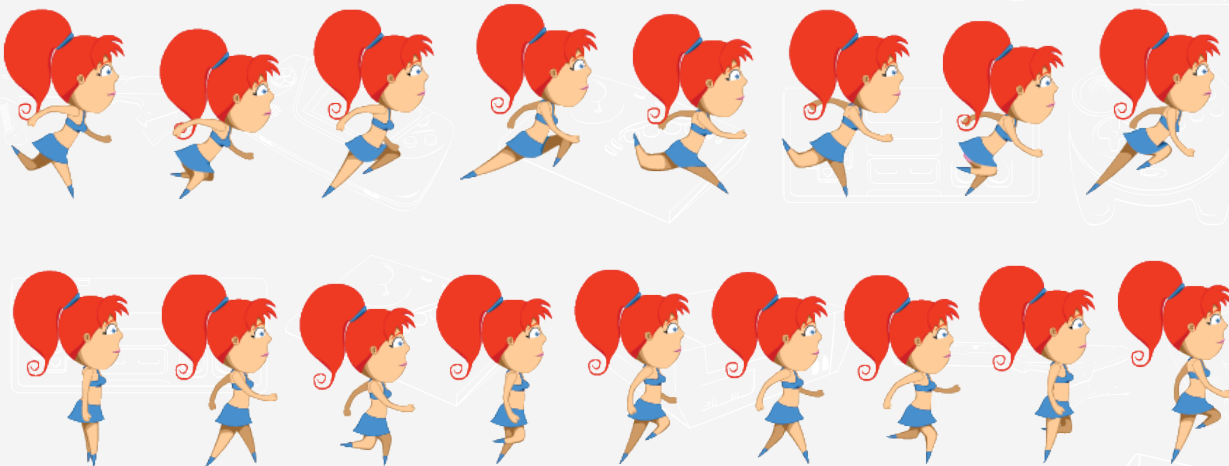
Source Control, Audio Tools, SDK, Graphics Software

Rules

1. Keep your game at about a PG13 rating.
2. DO NOT use any fire escape doors. Please only use the door downstairs during the game jam.
3. Doors to the museum must remain shut at all times. If you need to go outside, please let someone know so we can let you back in.
4. To help with security, please wear you badge.
5. Please follow YGD's Social Code. Basically, don't be a meany and you'll be fine.
6. DO NOT touch the display art. Like your mom says, "for your eyes only."
7. We are guests in the museum. Please throw your trash away. If a can is full, let one of the organizers know.
8. Throughout Saturday, the museum is open to the public. Please be respectful of anyone visiting. Think of yourself as "live art". Who knows, maybe the visitor might want to playtest your game for you!



9. We wish for YGD April Game Jam participants to exercise consideration and respect in their speech and actions, attempt collaboration before conflict, and refrain from demeaning, discriminatory, or harassing behavior and speech. We also expect the same consideration and respect to be applied to games and content created during YGD April Game Jam.
10. Be mindful of your surroundings and of your fellow participants. Alert an organizer if you notice a dangerous situation, someone in distress, or violations of this Code of Conduct, even if they seem inconsequential.
11. Unacceptable behaviors include intimidating, harassing, abusive, discriminatory, derogatory or demeaning speech or actions by any participant.
12. Anyone asked to stop unacceptable behavior is expected to comply immediately. If unacceptable behavior continues, you will be asked to leave.
13. Please make sure that all assets used in your game are your assets, and/or you have the right to use the assets.
14. Most important, look out for each other, learn, create and have fun!





Special Thanks to McDonough

We want to give special thanks to the McDonough Museum of Art. Without them, this game jam would not be possible. They paid for the meals you're eating this weekend, let us use their space to host, and worked very hard to help make this possible. If you see Leslie Brothers, the museum's director or one of the other staff members, say thank you.

McDonough Museum of Art's Mission

All over the US people are revitalizing and reinventing their cities by developing new social, economic, cultural and environmental models. The greatest innovation is coming, as it always does, from places in transition like Youngstown.

Over the past 10 years the John J McDonough Museum of Art has engaged in the process of transformation as a mode of operation. Civic engagement and community commitment have become defining roles for this university art museum as we move toward mattering. Mattering for us is local and reciprocal. We care about what matters to this community and to better understand what that is we are building programs together. Our process is based on inquiry —asking questions around what people care about in this time, our time. Ultimately we are asking if our investigations might lead to substantial changes in the way the arts contribute to education and public life.

In a forever-changed post 9/11 world the American Alliance of Museums joined hundreds of publicly engaged non-profit organizations to examine carefully their connections to community. The AAM has called for new models to provide foundations for the next step in becoming relevant

and vital centers for civic engagement. We have answered that call but in a way that radically repositions the institution by industry standards. In conventional museum practice, no matter how experimental, the institution comes first. Like other university art museums that are non-collecting institutions, we are free as academic entities to push the limits and expectations of our profession beyond what we know and at the same time expand the context for our academic programs.

To choose mattering, responding to a known basic human need as the foundation for relationship building, we open the museum to unknown possibilities. By putting the community first our mission is adjusted program by program. Each time we build something together with the community our consciousness is expanded and as a result, how we think about and see ourselves in the world is changed by every experience.

To learn more, please visit their website:
mcdonoughmuseum.ysu.edu



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Ideas, Art,
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Notes



