Global Game Jam 2014

amazon | Development Centre South Africa

UNIVERSITY OF CAPE TOWN
Department of Computer Science

Game Jam Programme

Friday (start in LT303, 3rd floor)
5:00 – 5:15 PM – Registration
5:15 - 5:45 PM - Welcome and Keynote
5:45 - 6:30 PM - Group Formation and the Pitch
6:30PM - Participants move to Jam venue

Sunday
3:00 PM   – Game Completion deadline
3.15 – 4.45 PM – Judging
4.45 PM   - Awards and Closing

Meals
Light meals will be available in LT303, 3rd floor of the Computer Science Building, at the following times. A kettle will be provided to make tea/coffee while you're in the Jam venue – other meals should be eaten in the LT303.

Friday	8.00 PM – Pizza
Saturday	8.30 AM – Breakfast
	1.00 PM – Lunch
	7.30 PM – Pizza
Sunday	8.30 AM – Breakfast
	1.00 PM - Lunch

Digital Game Submission

At 3PM on Sunday you will need to stop your development and begin uploading the game to your *Global Game Jam* profile. All team members need to have an account on **www.globalgame.org** and should be listed as contributors on the game you are uploading. Only **one** team member creates the Game Project and uploads the game - but any contributor can edit the uploaded game. The Game Project entry needs to be created by **2PM on Saturday**. As part of the submission process, you should include media such as screen shots etc. Links to Youtube gameplay vids are also great!

Specific instructions are given below:

- log in to your profile and start a game project by clicking "Upload a Game" under your profile
- Fill in game details - this can be edited later (screenshots etc). Save. Your game will now show up under "My Game" or "My Profile"
- Once you have your game selected, you can used the "+ Add Jammer" button to select local people to add.
- Once your game submission is complete, add your packaged compressed files (see below) and Save.
- Verify that it appears correctly and that all files are visible and downloadable to others.

Your game should appear under "My Game" or "My Profile" and should also be accessible via the Game Browser.

Game Packaging

Submit the game in form of one zip file with the following directory structure:

- /src/ => the full sourcecode with all assets of the project and relevant build README. Do NOT include game engines or tools.
- /release/ the distributable files including a README with full installation instructions
- /press/ one hi-res image called press.jpg to be used for GGJ PR (1024x768 or better); can include links to YouTube vids or other online resource (put in a text file)
- /other/ additional media, photos, videos
- license.txt - creative commons license.

The creative commons license can be found here: **http://ggj.s3.amazonaws.com/GGJ_directory_structure.zip**

Upload your compressed file via the game project form. If your file is bigger than 250MB you have the option of uploading it to the GGJ anonymous FTP site and providing the URL in your submission. Use the "alternative upload link" box for this purpose.

Board Games

See
http://globalgamejam.org/wiki/board-games
for hints and tips on board game creation.
The final upload for your board game will consist of (ideally) a single PDF with rules and cut-outs. You should also submit a zip file, as explained above. The game PDF should be placed in the /src directory (see above). You can also include a link to a gameplay video.