

Game Jam Checklist

These are suggestions and may help as a sanity check if not used as an actual checklist.

A. Materials before the jam

1. Program installations (Game Creation tools , IDEs , Audio , Graphics).	
2. Extensions, USB drives/storage, headphones, adapters, cables, fans.	
3. Tablets, microphones, extra equipment like controllers.	
4. Mobile devices, tablets or consoles as desired.	
5. Either your laptop's webcam or mobile phone for photos & video.	

B. Logistics on Friday

1. Form a team and pick someone who is project-responsible.	
2. Find a place for your team, sort out wireless internet access.	
3. Plus points if you sort out whiteboard access, team schedule and roles.	
4. Know where to find support and where to find food and supplies.	
5. Create a project page on http://globalgamejam.org .	

C. Game Idea on Friday

1. Brainstorm or ideate on the game idea. You may also look at the diversifiers .	
2. Quickly prototype ideas through paper, drawing on the whiteboard or digitally.	
3. Don't forget to evaluate your ideas and find ways to vote on the idea.	
4. Keep the idea simple, you can make it complex later. Or way, way later.	
5. Always have a backup plan in mind. We also recommend sleeping at some point.	

D. Game Prototyping on Saturday

1. You should be well on your way with game creation.	
2. Check that people are well fed and drinking enough water (or choice of drink).	
3. If people have not slept Friday night, a nap or a walk may be good.	
4. Update the project page with description, a group photo, and if it has diversifiers .	
5. If you are creating a card or boardgame, take photos of your playtesting and already start forming your documentation.	
6. At some point during Saturday afternoon we may ask you to participate in a Hello GGJ video for next year. Details for that on Friday. We hope.	

E. Deliverable on Sunday

1. Create a zip file for source, resources and print&play files.	
2. Create an executable for public play page for digital games.	
3. Update project description and diversifiers if any.	
4. Upload screenshots/action shots on project page.	
5. Upload source files and executable to the project page.	
6. (Optional) A gameplay video which is also uploaded to YouTube/Vimeo/other.	
7. (Optional) Upload gameplay video to project page.	
8. Submit before the deadline at 15:00!	

F. Last few things on Sunday

1. Clear and clean up your area and work space. Leave things as you found it.	
2. Set up your game in the demo space. We'll let you know where by e-mail/website.	
3. We'll have a short announcement for you as well.	
4. One team member should host the demo, but make time so everyone gets to check out everyone elses games.	

Practical Game Jam Troubleshooting tips

A quick rundown of things to look out for during the course of the game jam. If you are stuck or have problems, try consulting this list first!

A. Division of different tasks

(not to be confused as roles, everyone may contribute)

- Coding/programming/version control
- Artwork/assets including character design
- Game Mechanics
- Level/map Design
- Music/sound and audio
- Quality Assurance/feedback and user testing
- Documentation/copywriter

B. When stuck or struggling

1. Check if there are other priorities, the detail may be minor and disregarded.
2. Reassess if making it technically work is worth it, and how much time it will take.
3. Attempt to divide the problem into smaller ones; among team members.
4. Look for external feedback and accept critique to change the design.
5. Look for creative alternative, easier solutions and playtest them.
6. Take a short break and revisit the issue later. Napping, sleeping or eating may help.

C. Recommended habits

1. A shared folder to collaborate together on.
2. A form of version control (Mercurial, or a script, or manually duplicating the project).
3. Put up a schedule where everyone can easily see it. Preferably on a whiteboard.
4. Shared working area, and a quiet (maybe dark) isolated area.
5. Save early and often, playtest early and often. Take breaks early and often.
6. Build-test-repeat.
7. Rotate working hours so the work process and flow is more natural (example: when one coder sleeps another can take their place to avoid the need to merge code).
8. Assets and graphics rotate working hours only to keep sanity and sleep deprivation at bay.
9. Keep a positive vibe and remember the time dedicated to this is for fun.

D. Quick overview checklist

1. (Philosophical) What defines a game?
2. Do core mechanics work?
3. Does it relate to or challenge the theme?
4. Is this a game of quality?
5. Is the gameplay fun?
6. Does it have good game flow, challenge and feel?
7. Is the game compelling or intriguing?
8. Has there been playtesting in at least three different sessions?
9. How long does gameplay last?
10. Is it understandable, can players get it?
11. Does the game have music or audio?
12. Have you added juice?

E. Game specifics

1. (Recommended) A minimum resolution of 1024x768
2. Player controls, mechanics and gameplay work
3. Game challenge and game flow are balanced
4. Menus for starting and ending the game, and a help screen if needed
5. If the game ends, you should be able to easily start/retry the game
6. Audio (especially music) add to the game and presentation experience
7. External user testing or feedback has been conducted
8. The deliverable (optimally a zipped file for ease of download)
9. A readme with a short description, credits/contacts, game help, links to dependencies
10. Executables and libraries
11. Source files
12. Screenshots (3 are optimal)
13. (Optional) Presentation, Gameplay Video, Gamelog, Design document, Documentation