

Global Game Jam

2012



Local Sponsors



Game Jam Programme

Friday

- 4:40 - 5:00 PM - Registration
- 5:00 - 5:30 PM - Welcome and Announcements
- 5:30 - 6:15 PM - Group Formation and The Pitch
- 6:15PM - Participants shown to venue

Sunday

- 3:00 PM - Game Completion deadline
- 3.15 - 4.30 PM - Judging
- 4.30 - 5.00 PM - Awards and Closing

Meals

Light meals will be available in Room 303, 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 Room 303.

Friday	8.00 PM - Light Meal
Saturday	8.30 AM - Breakfast
	1.00 PM - Lunch
	8.00 PM - Light meal
Sunday	11.00 AM - Brunch

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.

Specific instructions are given below:

- log in to your profile and start a game project by clicking "Game Project" under "Create Content"
- Fill in game details - this can be edited later (screenshots etc)
- Under "Contributors" a list of all Jammers at the CT event will be listed. Select your team mates from the contributor list.
- Anyone listed as a contributor can edit the game.

- 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 now appear under "My Game(s)" link in the navigation block. It will also be accessible via the Game Browser.

Digital Game Packaging Instructions

More details at:

<http://globalgamejam.org/wiki/hand-procedure>

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

- /src/ => the full sourcecode with all assets of the project
- /release/ the distributable files including a README.TXT with full installation instructions
- /press/ one hi-res image called press.jpg to be used for GGJ PR (1024x768 or better)
- /other/ additional media, photos, videos
- license.txt - creative commons license

Upload the compressed file as an attachment on the game submission form. If your file is bigger than 500MBs or you can't upload for some reason, you have the option of uploading somewhere else and then providing an http link in your game. Use the "alternative download" 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.