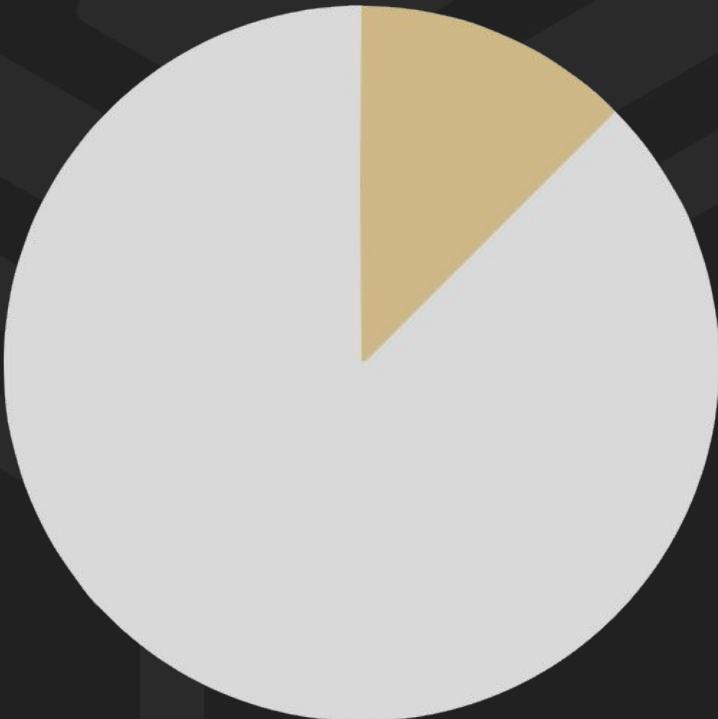
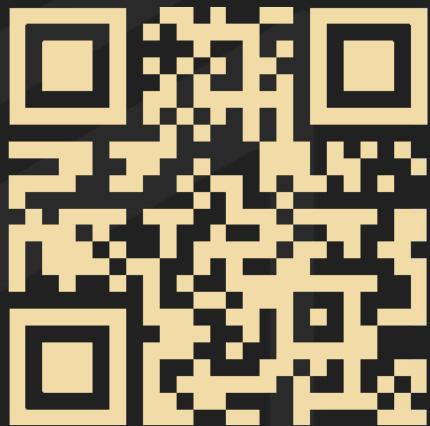


00:00 - 00:15

- Mingle, find teams
- Submit theme ideas to the board
- don't forget to sign in :)



# The End Product

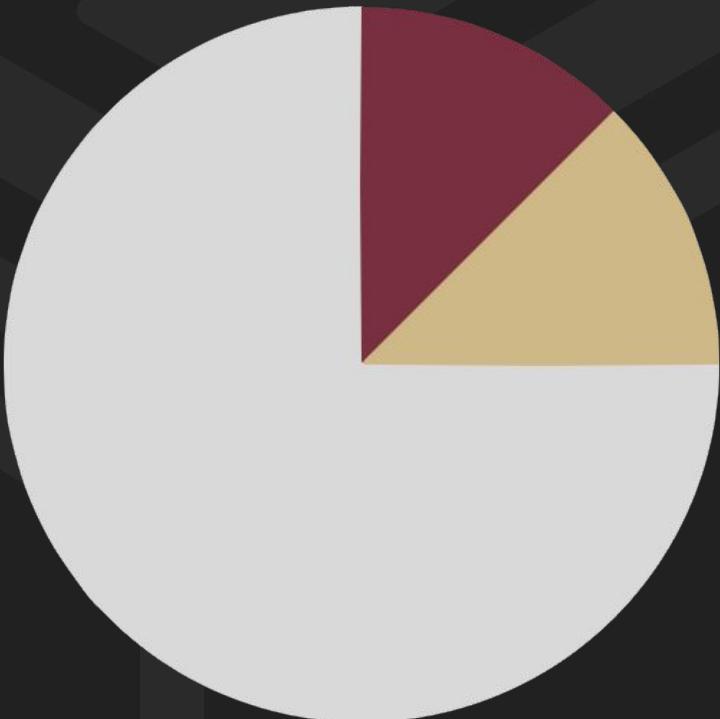
- Workable game concept built around theme
- Paper sketches of game
- NO CODE

# Meeting Schedule

Date	GBM #	GBM Title	Secondary Event	Presenter
9 Jan		(No Meeting)	(oops, no involvement fair!)	
16 Jan	1	Introductions and Design Activity		All
23 Jan		(No Meeting)	SNOW!!!	
30 Jan	2	Intro to Godot (Orbital Odyssey Minigame)		Dion
6 Feb	3	Intro to Game Design	ASLC Showcase	Jake
13 Feb	4	Accessibility in Games		Ares
20 Feb	5	Art Fundamentals (for artists and non-artists)		Parker
27 Feb		FIEA Speaker Event with ACM		
6 Mar	6	Godot Tidbits		Dion
13 Mar		(No Meeting)	Spring Break	
20 Mar	7	Intro to Stencyl (Point & Click)		Whalen
27 Mar	8	1 Hour Game Jam (or Design Sprint)		Whalen
3 Apr	9	Game Jam Fundamentals		Dion
10 Apr	10	Intro to Unity		Jake
17 Apr	11	Scope and Style	Innovators Showcase	Marsh
24 Apr	12	Blender Tips and Tricks		Jake
1 May		(No Meeting)	Finals	

00:15 - 00:30

- Allocate tasks among team
  - Strengths, weaknesses, desires
- Board votes on themes to keep



00:30

- Board randomly chooses and announces theme



00:30-00:45

- THE JAM BEGINS
- Recommended: Brainstorm possible concepts



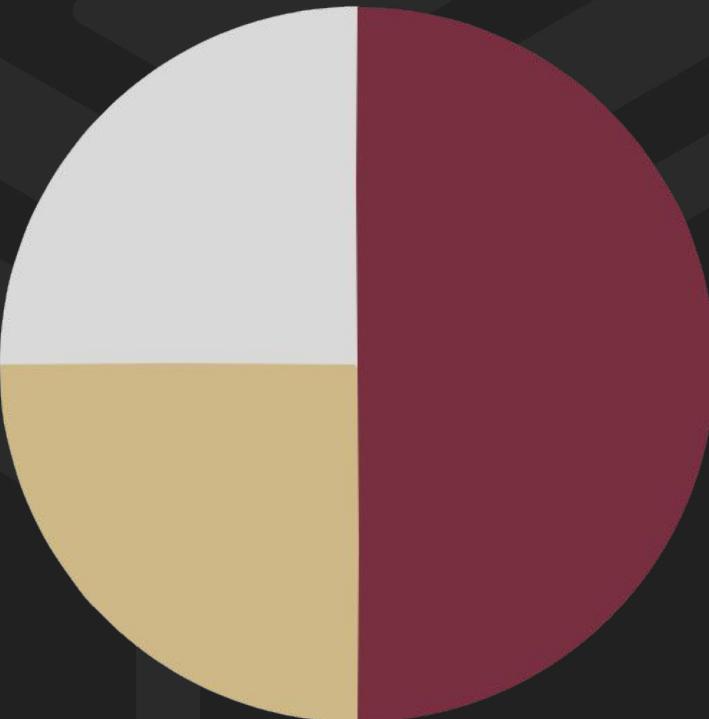
00:45-1:00

- Recommended: Choose concept and develop it
  - What mechanics would be needed?
  - What problems might arise?
  - How does the player interact?
  - Is there a story? What is it?
  - How do you win? Lose?



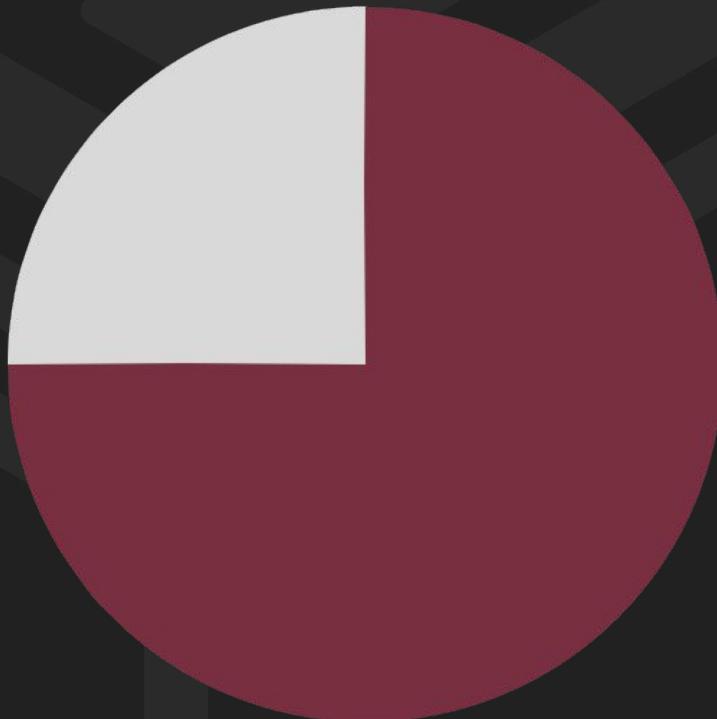
1:00-1:30

- Recommended: Sketch ideas and continue developing
  - Quality art not required
  - Show key moments and features



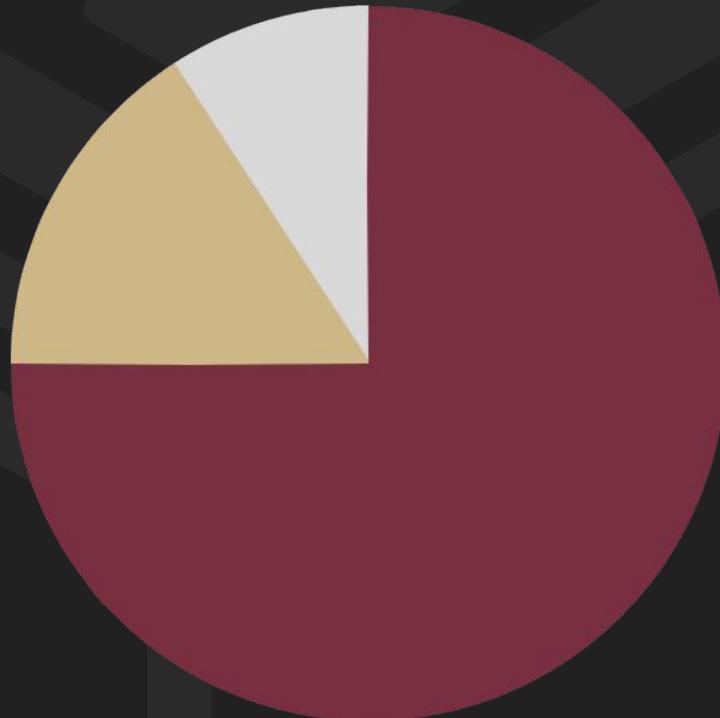
1:30

- THE JAM ENDS - PENCILS DOWN



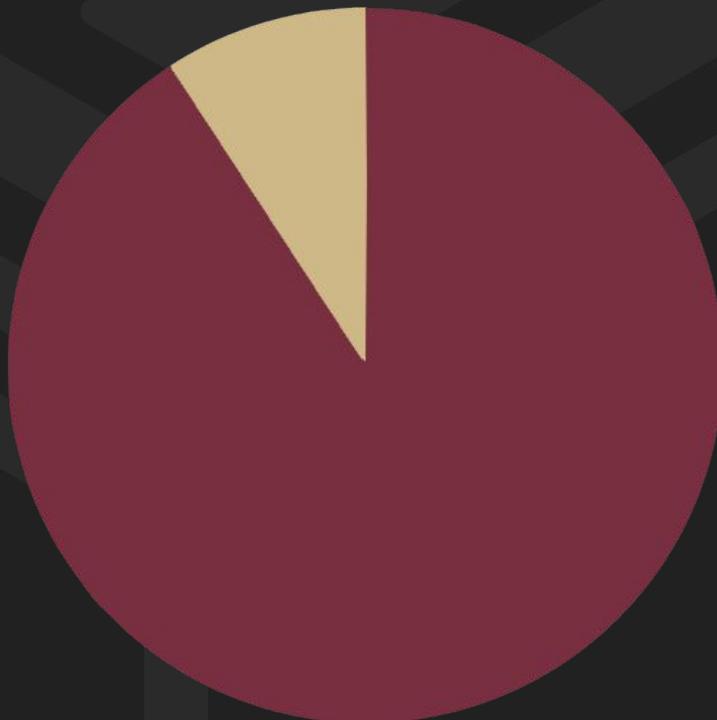
1:30-1:50

- Each team presents concept
  - Use your sketches
  - Field questions



1:50-2:00

- Recap of game concepts
- Heads-down vote



2:00

- Crown the winner!