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DevLUp FSU



GBM #9



Game Jam Essentials

April 3rd, 2025

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	6	FIEA Speaker Event with ACM		
6 Mar	7	Godot Tidbits		Dion
13 Mar		(No Meeting)	Spring Break	
20 Mar	8	Intro to Unity		Jake
27 Mar	9	1 Hour Game Jam (or Design Sprint)		Whalen
3 Apr	10	Game Jam Fundamentals	Game Jam?	Dion
10 Apr	11	Intro to Stencyl (Point & Click)		Whalen
17 Apr	12		Innovators Showcase	
24 Apr	13			
1 May		(No Meeting)	Finals	

#👁👁showoff



Elections!

What are the positions?

- President
- Vice President
- Treasurer
- Secretary
- Social Chair
- Marketing Chair
- Creative Chair

How the ballots will work

Election Ballot

B *I* U  

All forms are anonymous, but require sign-in to prevent multiple votes. **Please do not vote for position(s) you are running in.** Email addresses will not be collected.

- **First choice** means 'who would you want in this position?' or 'who is **your favorite?**'
- **Second choice** means 'if your first choice was out of the race, who would you want?' or 'who is your **second favorite?**'
- **Third choice** means 'if your first and second choices were out of the race, who would you want?' or 'who is your **third favorite?**'
- You are **not required to vote for all three choices**, e.g. you may select only a first choice, or a first and second choice.

Candidates were asked for their preference in position. Each candidate will be checked for **if they won their first choice race**. If they did, they get that position, and they are **out of the race for their other choices**. If they didn't, they move on to their second choice (if it exists). When a candidate is removed from a race in this way, **their votes are reallocated** according to the voters' second choices (if they exist). The same happens for third choice, or until all positions are awarded.

Ballot Link



President

- Jake Younan

Vice President

- Whalen
- Ares
- Marsh Iris

Treasurer

- Parker Dennison
- David Berger
- Yusong Liang

Secretary

- Marsh Iris
- Parker Dennison
- Whalen
- Hailie Tucker

Social Chair

- Yusong Liang
- Mitchell Thai
- Parker Dennison
- Hailie Tucker

Marketing Chair

- Ares
- Mitchell Thai
- Marsh Iris
- Hailie Tucker
- Yusong Liang

Creative Chair

- Ares
- Mitchell Thai

Game Jam Essentials

Topics We'll Cover

- What are game jams?
- Example jam games
- Working with a theme
- Working with a team
- itch.io
- Steam publishing
- Version Control (Git and GitHub)

What is a game *jam*?

- Short, time-limited game dev event
 - 24, 48, 72 hours; sometimes a week or a month
- Focus on creativity and experimentation
- Usually have a theme
- Popular Jams:
 - Ludum Dare
 - GMTK Game Jam
- Find jams on itch.io!
 - <https://itch.io/jams>



Our Members' Past Jam Games

Kime Loop Traveler



Made by

- Whalen
- Marsh

Made for DevLUp Fall 2024 Game Jam

Theme was “The Brink of Destruction”

OrcAttack



Made by

- Jake Younan
- Dion Tryban
- David Berger
- LJ Dunphy
- Ares
- Cassidy

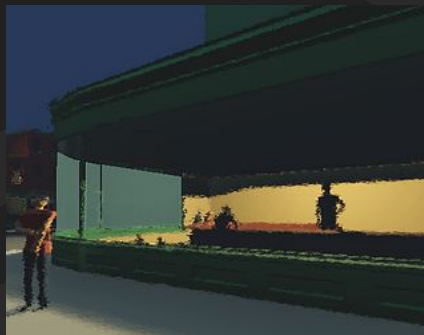
Dr. Stacy and Dr. Rex and their Interdimensional Adventures



Made by

- Jdevo
- Ballerbajan
- Teplo255
- CaninBlue
- PixitDragon
- AstralEmerald
- Jacksondev131

Waiting for Jack



Made by

- Jordan Freyman
- Michael Ridgeway
- Rob Romero
- Alec Tremblay

Made for Joint Jam Spring 2023

Theme was "Into the Dark"

Toasty Time

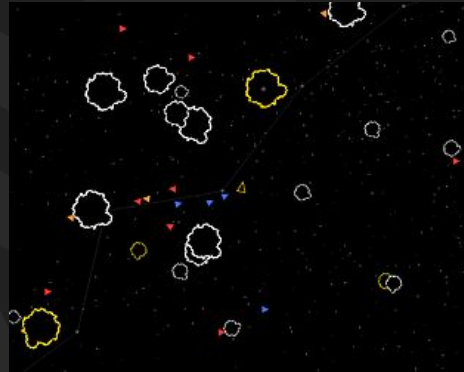


Made by

- Parker Dennison
- Jake Younan
- Emma Berry
- Dion Tryban
- David Berger

There's even more!

- Play them all here:
- <https://itch.io/c/5273900/member-games>



Working with the Theme

Start with the theme

- Think of a bunch of interpretations
- Choose your favorite
- Now use that as your “theme”
- Think of a bunch of interpretations
- Choose your favorite
- Repeat until you have an idea



“How to Quickly Get Ideas in Game Jams”
—Jonas Tyroller (YouTube)

Working with the Team





itch.io

What is itch.io?

itch.io is a marketplace for

- Indie developers to host and sell their games
- Artists to distribute and sell their video game assets

Itch.io is a great place to find free assets for your games

The screenshot shows the itch.io website interface. At the top, there's a navigation bar with links for 'Browse Games', 'Game Jams', 'Upload Game', and 'Developer Logs'. A search bar is on the right. Below the navigation, a banner states 'itch.io is a simple way to find and share indie games online for free.' with links to 'Add your game' and 'Read the FAQ'. A dark blue bar promotes the desktop app. The main content area is divided into sections: 'POPULAR TAGS' (Horror games, Multiplayer, Visual novels, HTML5 games, Simulation, macOS games, Roguelike, Linux games), 'BROWSE' (Games, Game assets, Tools, Albums & soundtracks, Physical games, Comics, Books, Randomizer), 'GAMES BY PRICE' (On Sale, Free games, With demo, Top sellers, \$5 or less, \$15 or less), and 'FROM THE ITCH.IO BLOG'. The 'Latest Featured Games' section displays a grid of game cards, each with a thumbnail, title, tags, and a brief description.

itch.io Browse Games Game Jams Upload Game Developer Logs Search for games or creators Log in Register

itch.io is a simple way to find and share indie games online for free.
[Add your game](#) or [Read the FAQ](#)

Download app Get the most out of itch.io! Install and manage your games with our desktop app

Latest Featured Games [View all →](#)

Thumbnail	Game Title	Tags	Description
	Make New Way	#Puzzle, #Sokoban	Multiple sokoban puzzle! After reaching the goal, a new puzzle begins using the stage as it is!
	Pick & Poke		Narrative roguelike with tokens
	Funny Business		It's your first day at the Joke Factory!
	The Building 71 Incident		Play the VHS tape left by an employee of Building 71 as they delve into a mystery they never expected to unveil.
	Crawl (Horror Game)		Short horror game, about crawling in a claustrophobic cave.
	Stray Shot		Monsters come from your own missed shots!
	Cook, Serve, Delicious!		Progress through your career from owning a terrible zero star cafe into a five star world famous restaurant.
	Maerl Bay		A deep-sea diving game about finding and photographing maerl!

Game Jams on itch.io

If you like game jams, itch.io hosts many game jams every day.

Each one has their own rules, themes, and twists.

Some are a lot longer than 48 hours.

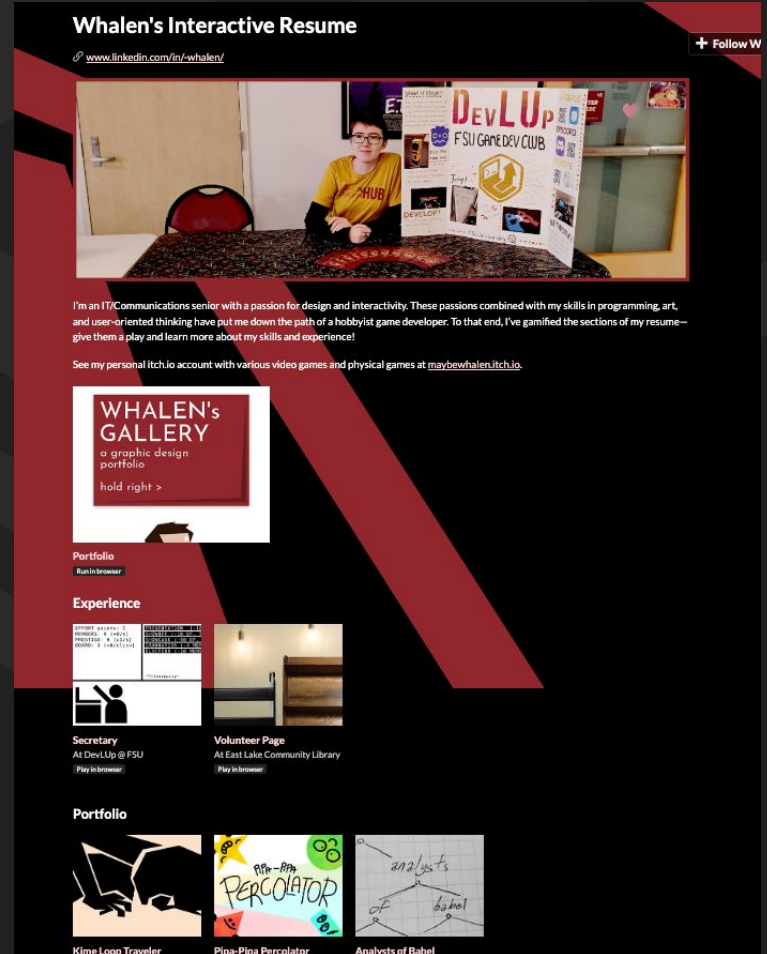
The screenshot displays the 'Game Jams on itch.io' page. At the top, navigation links include 'Browse Games', 'Game Jams' (active), 'Upload Game', 'Developer Logs', and 'Community'. A search bar and 'Log In'/'Register' buttons are also present. Below the navigation, a 'Host a jam' button is visible. The main content area features a 'Featured Jams' section with three highlighted events: 'FishFest' (hosted by PossiblyAxolotl, 1,627 joined), 'Pixel Game Jam - 2024' (hosted by SanForge Studio, 5,344 joined), and 'Otome Jam 2024' (hosted by Akua, 189 joined). Below this, there are tabs for 'Browse Jams' (Upcoming This Month, Featured Jams, Top Past Jams, In Progress) and a 'Jam Calendar' section. The calendar shows a grid of dates from March 24th to April 4th, with various game jams listed as horizontal bars indicating their duration and participant count. Examples include 'Dungeon Crawler Jam 2024' (1,348 joined), 'Jame Gam #38' (264 joined), 'RPG Maker Horror Game Jam #3' (70 joined), and 'The Post-Weird Dream Jam' (62 joined).

Have a Portfolio on itch.io

Your itch.io profile can list all the games that you upload to itch.io.

You can theme it to make it look nice to show off your work.

<https://whalen-resume.itch.io>



Submitting A Game

Create a New itch.io Project

- Write a title, description, and make a cover image.
- Upload a .zip file with your game built
 - You can upload for multiple platforms (Windows, Mac, etc.)
- Upload screenshots
- Add your teammates to the project

Submit Your Project on the Game Jam Page

Dashboard

Create a new project

You don't have payment configured If you set a minimum price above 0 no one will be able to download your project. [Edit account](#)

Make sure everyone can find your page

Review our [quality guidelines](#) before posting your project

Title

Project URL

<https://trikzon.itch.io/>

Short description or tagline

Shown when we link to your project. Avoid duplicating your project's title

Optional

Classification

What are you uploading?

Games — A piece of software you can play

Kind of project

Downloadable — You only have files to be downloaded

Upload Cover Image

The cover image is used whenever itch.io wants to link to your project from another part of the site. Required (Minimum: 315x250, Recommended: 630x500)

Gameplay video or trailer

Provide a link to YouTube or Vimeo.

eg. <https://www.youtube.com/watch?v=5JEaA47sP>

Screenshots

Screenshots will appear on your game's page. Optional but highly recommended. Upload 3 to 5 for best results.

Add screenshots

Submissions due in

2 days

22 hours

38 minutes

22 seconds

Submit your project

or [Leave jam](#)

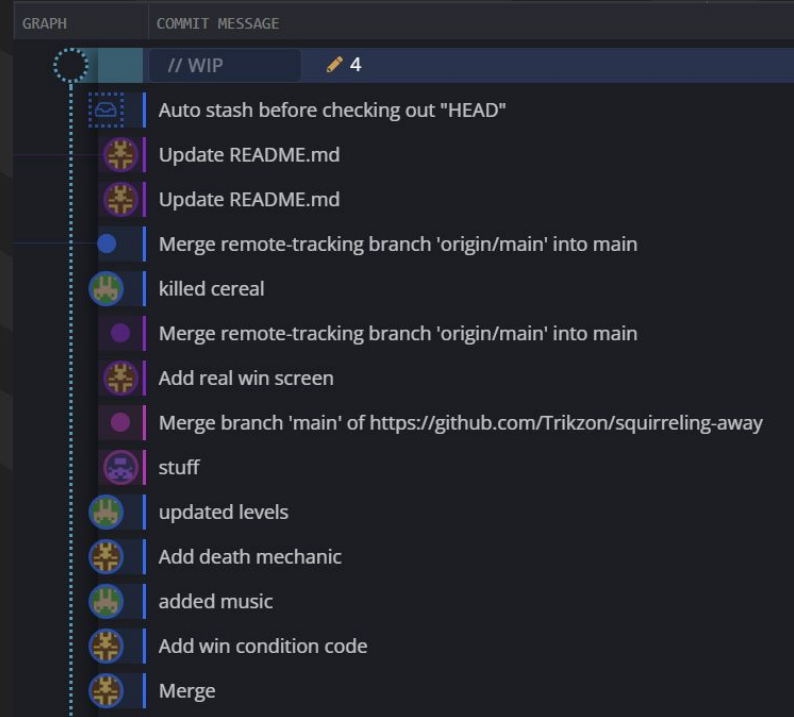
Steam Publishing

Version Control (Git/GitHub)

Version Control (Source Control)

When you're working with multiple people on the same game simultaneously, consider using version control:

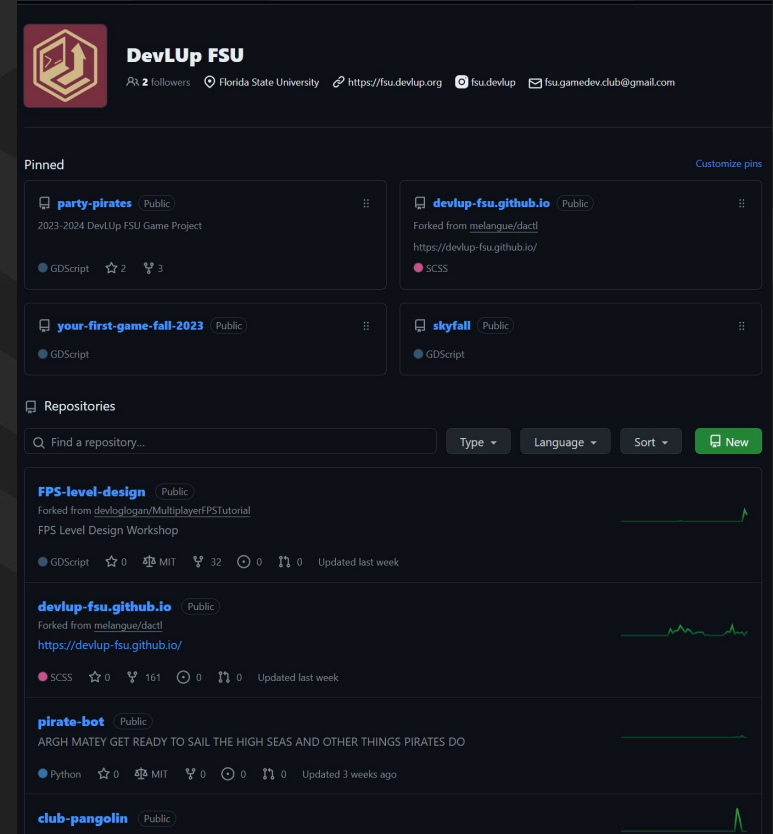
- Don't transfer files manually!
- Track changes to files
- Work on branches
- Ensures that your files are the same as your team members, or, if they are different, what the differences are



Git/Github

The most popular version control system is called Git, of which there is a hosting service and web interface called Github

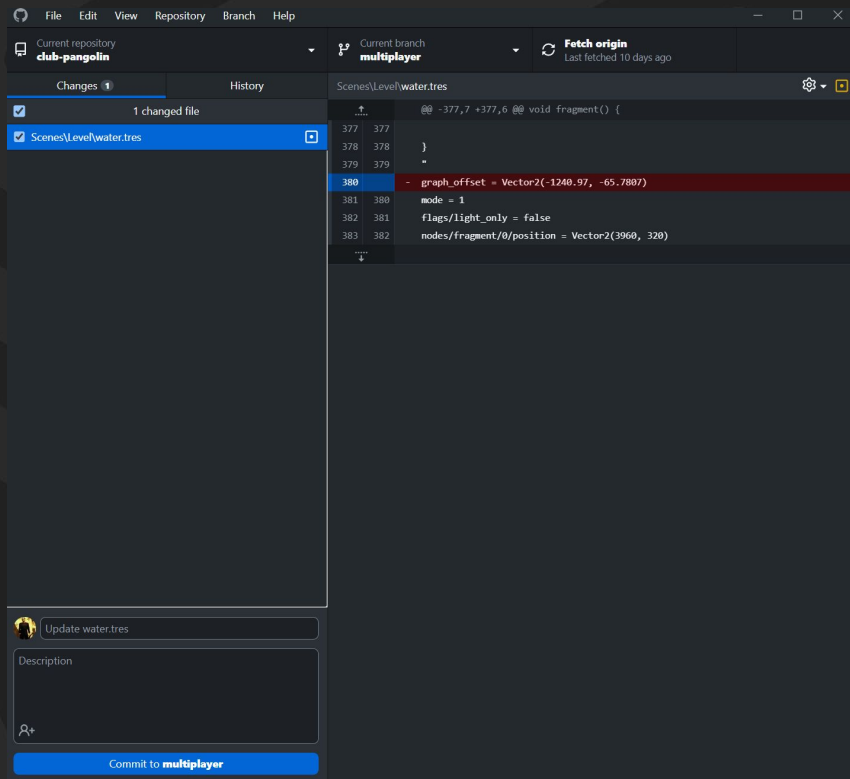
- We recommend their desktop app, Github Desktop, as your interface for using Git/Github
- We'll be able to help you use it over discord or at the Innovation Hub



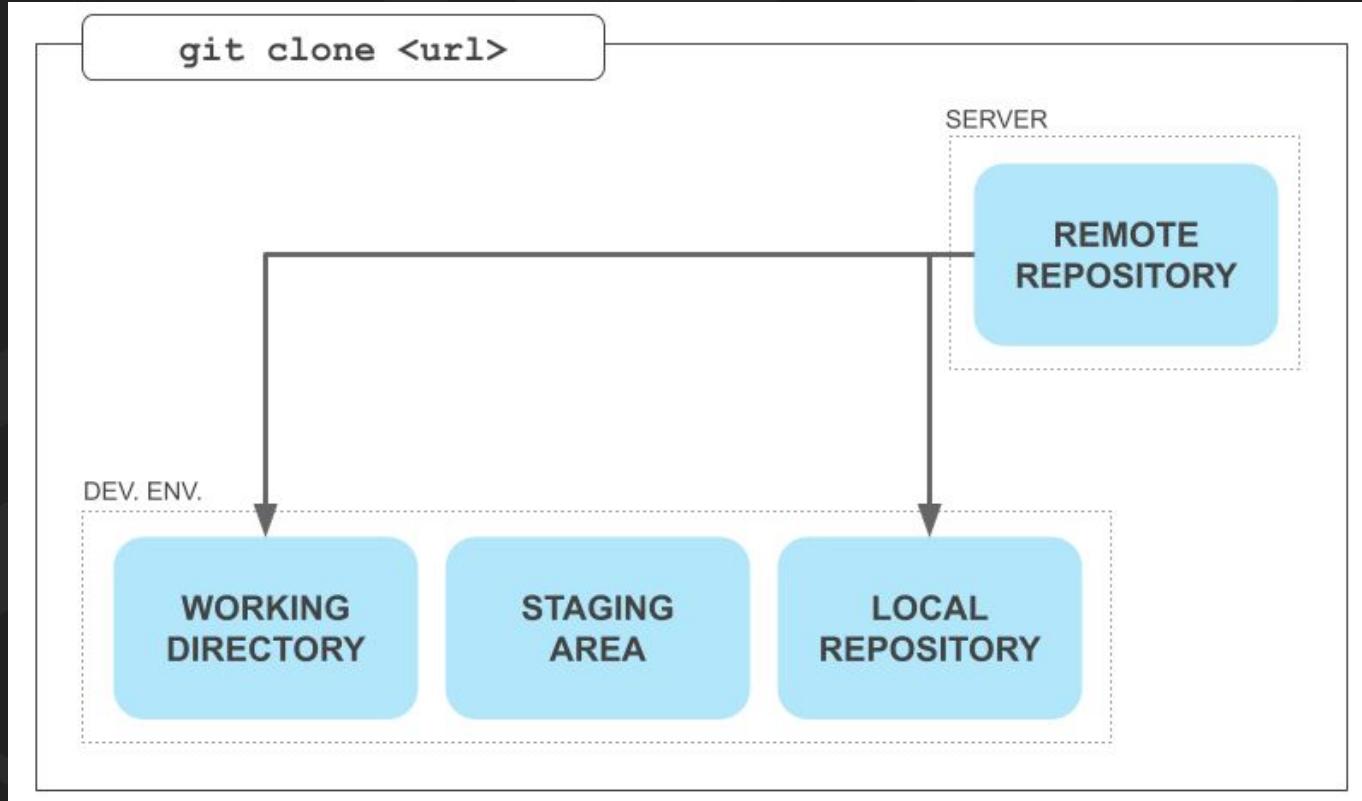
Git/Github - Demo

We're going to:

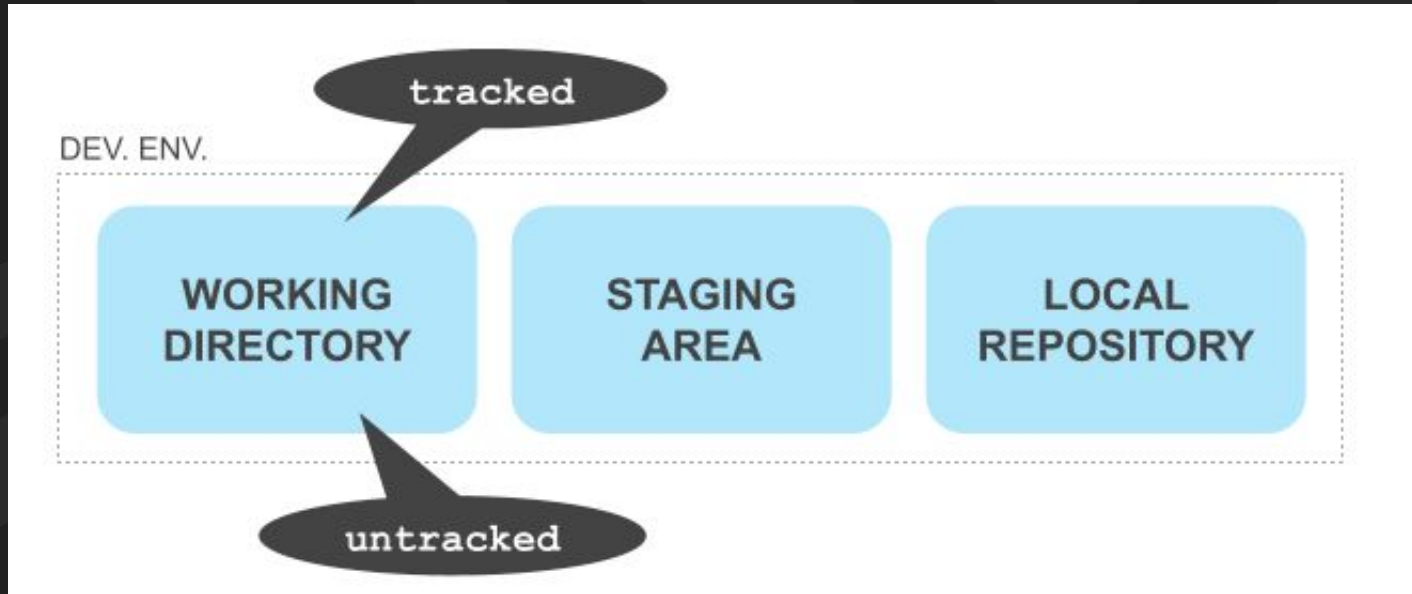
- Create a godot game for use with git
- Create a Repo and upload it to github
- Have another user pull the project and make changes
- Have the initial user pull those changes



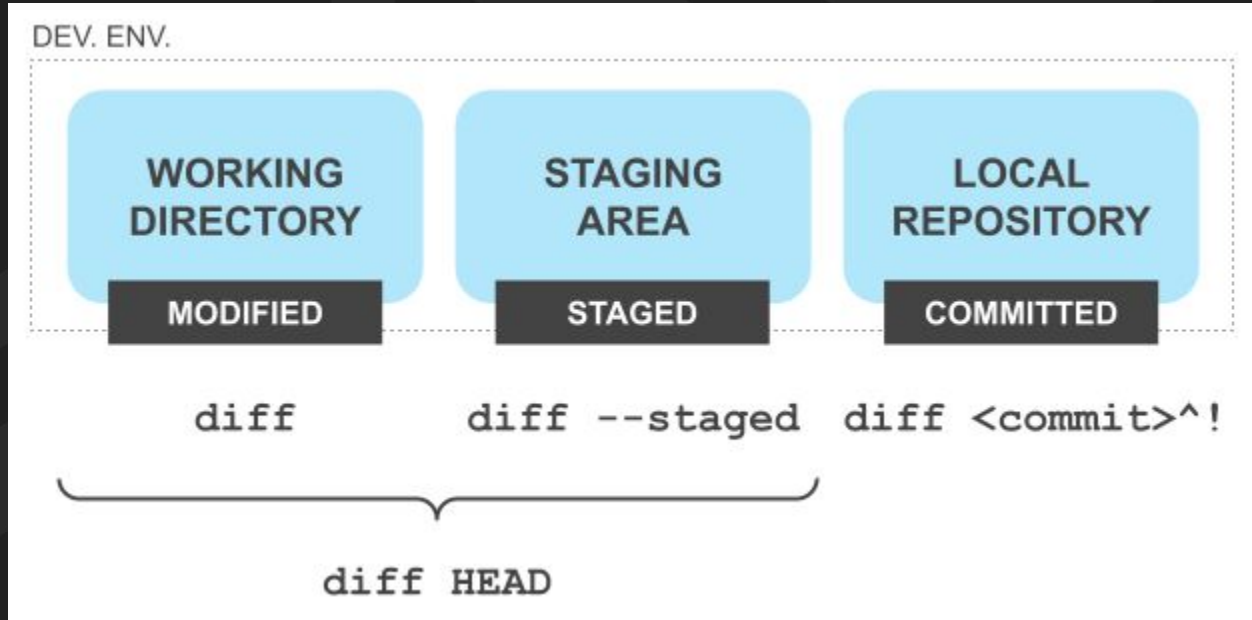
Cloning a repository



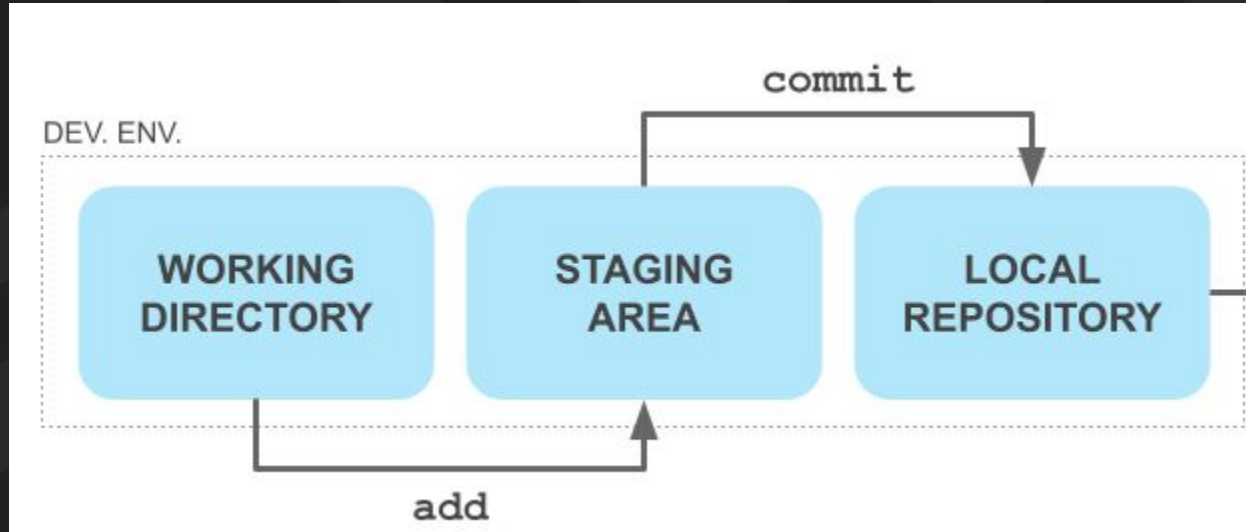
Making Changes



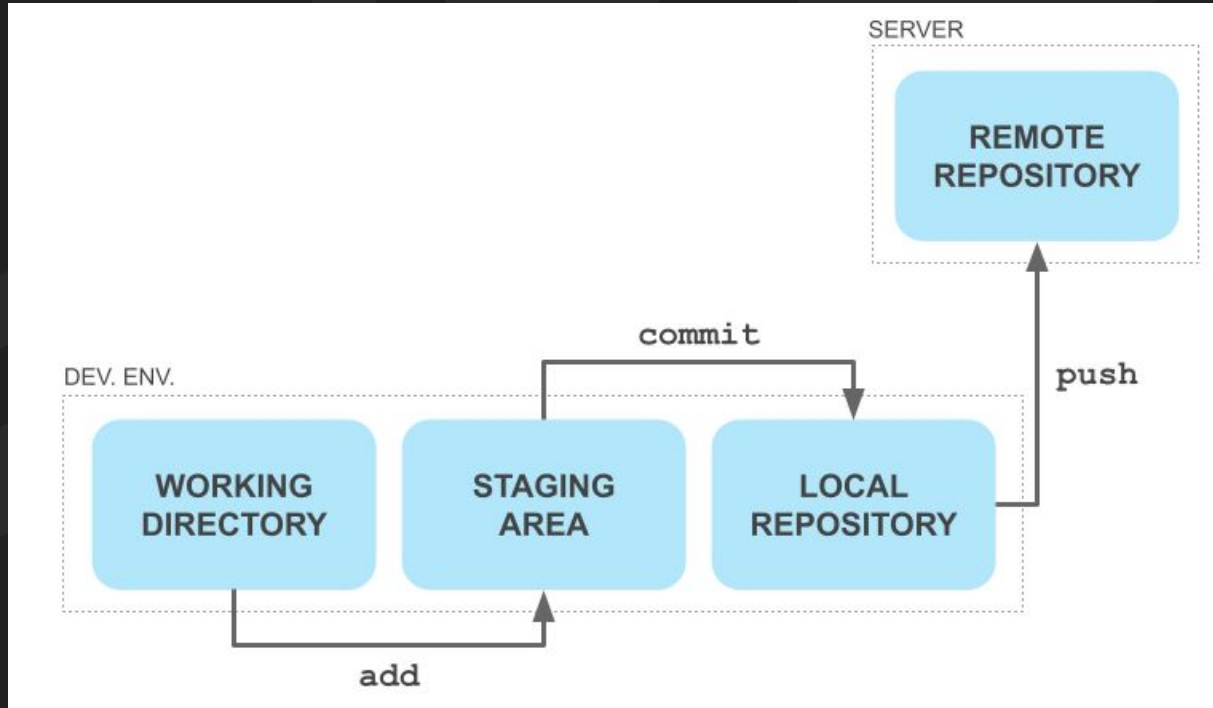
Reading changes



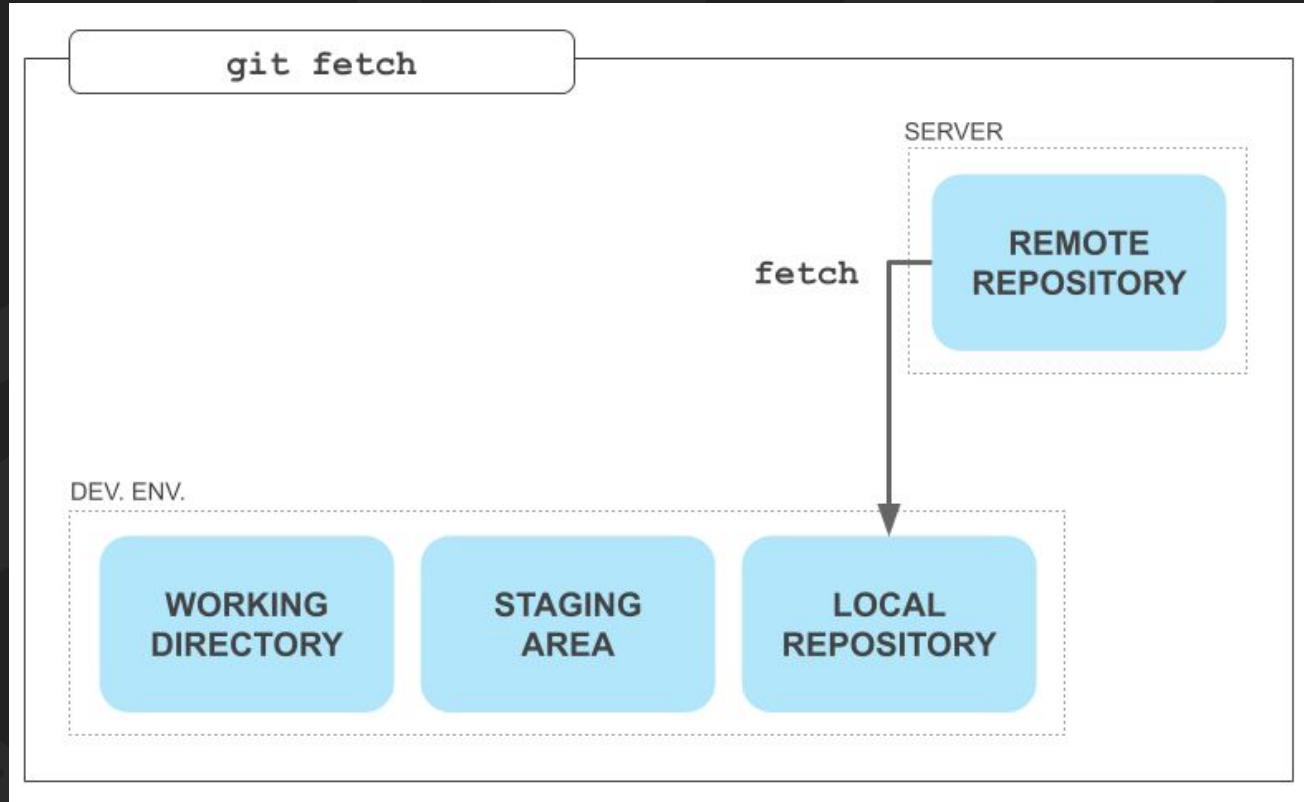
Making a local commit



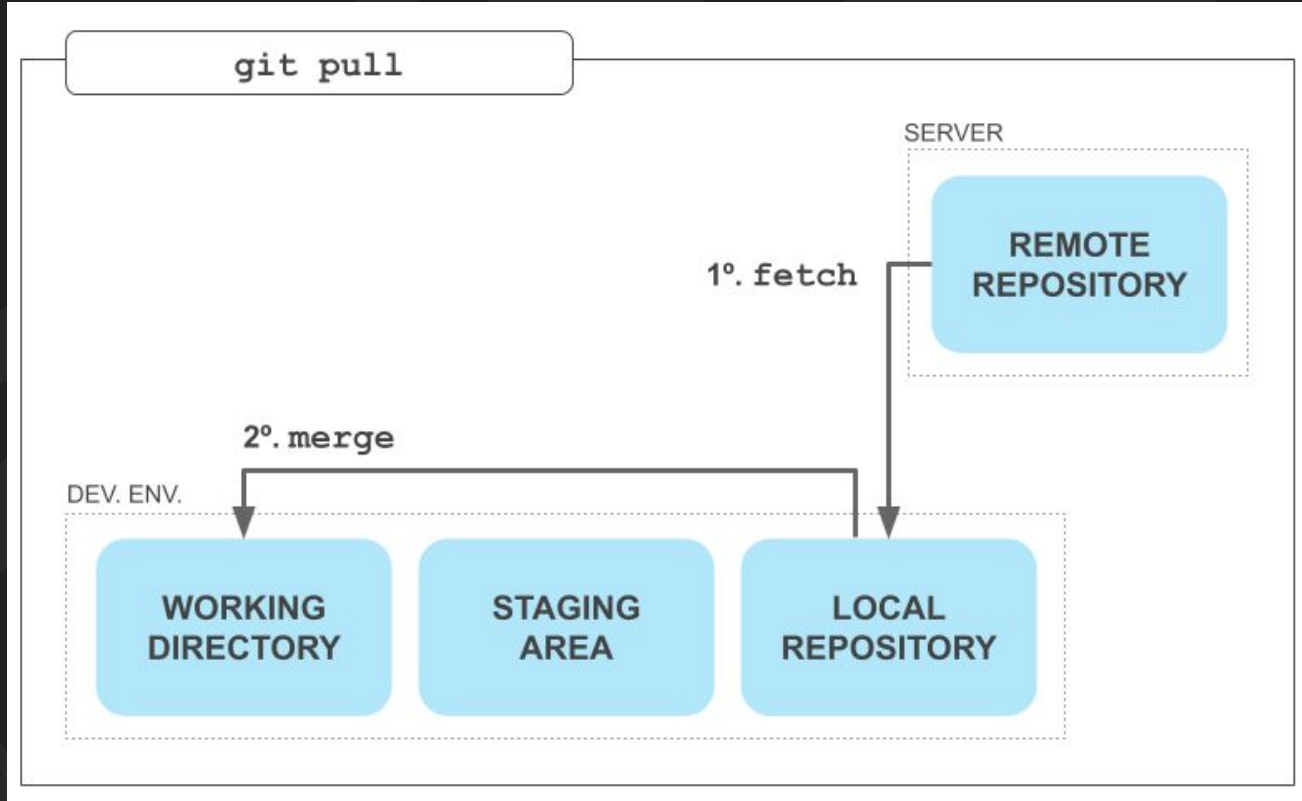
Pushing changes to remote



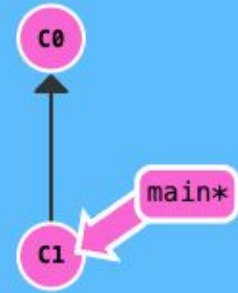
Updating local: Fetch



Updating local: Pull



<https://learngitbranching.js.org>



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GBM #9



Thanks for coming!

April 3rd, 2025