

Join the Canvas!



DevLUp FSU



GBM #10




Flowcharting

Upcoming jams: Unity's 20th Anniversary Jam (7th-9th)

6 November, 2025

Meeting Schedule

Date	GBM Title	Secondary Event	Presenter
28 Aug	(No Meeting)	(Involvement fair?)	
4 Sep	Hello! Introduction and Icebreakers		Everyone
11 Sep	Intro to Unity		Jake & Ares
18 Sep	Art on a Budget (or How to Use Free Assets)		Calvin
25 Sep	Intro to Git and How to Work Together		Jackson & Hailie
2 Oct	PlayStation Recruiter Talk		Milan Sewell
9 Oct	Materialising Game Design: Planning and Prototyping		Marsh
16 Oct	1-Hour Design Jam	DevilUp Horror Jam (17-19)	David
23 Oct	Mechanics vs. Narrative: an Exploration	DevilUp Horror Jam Showoff	Calvin
16 Oct	Intro to Blender Modelling		Jake & Ares
6 Nov	Linear Narratives and the Almighty Flowchart		Calvin
13 Nov	3D Animation		Jake & Ares
27 Nov	Thanksgiving		Squanto
4 Dec	What Have We Learned? A Discussion	Project milestone	Everyone
11 Dec	Finals Week!		No one?

 showoff

Lesson Plan

→ do that shit

Step 0: Get some paper

We're each gonna work on a flowchart for a game idea

Form partners or teams if you want

Start with a creative warm-up

My work will be on the bottom half of the slide

If you want to use your laptop, I recommend app.diagrams.net

Step 1: Start with “the gist”

What do you want your game to be about?

What are some of the ‘big moments’?

Your town is going through a severe famine.

You seek out a wizard, who gives you a magic seed.

You grow the seed, and the plant gives enough fruit to feed your town.

Step 2: Work backwards

How does your game end?

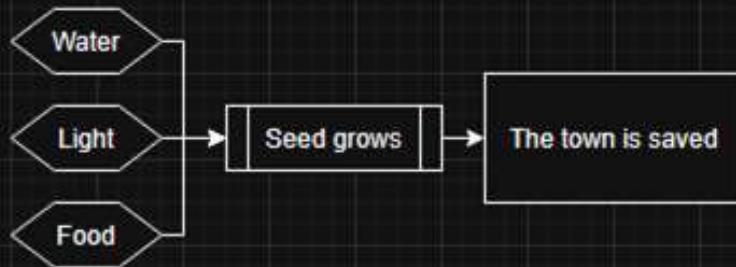
What is the climax?

The town is saved

Step 3: Keys and locks

Every problem has a solution

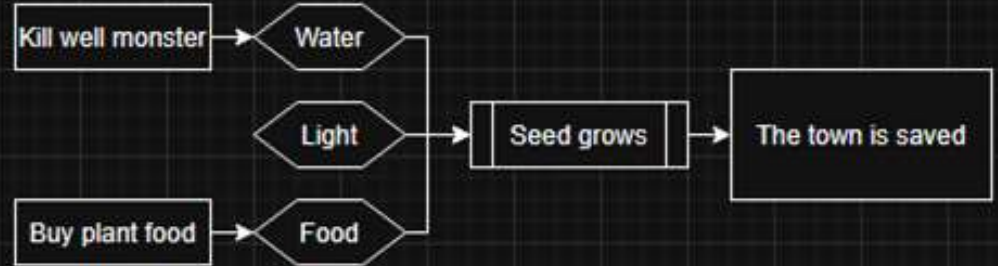
What do players do *immediately before* the ending to achieve it?



Step 4: Make it bushy

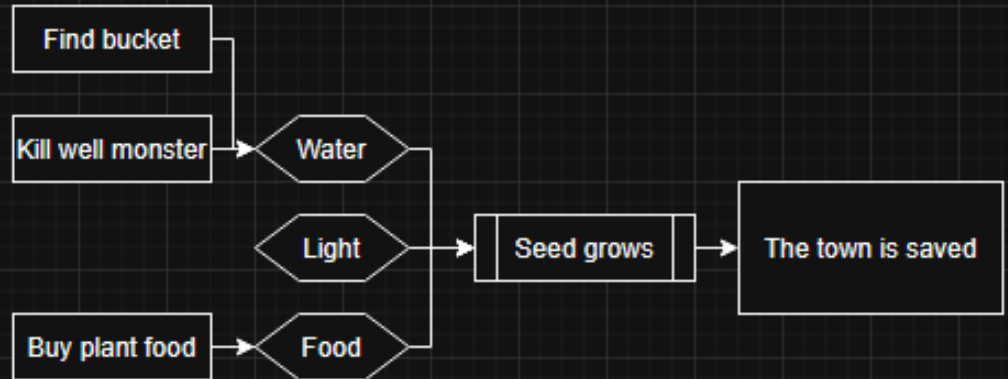
Players are less frustrated when they can work on something else

(Make at least two inputs to the ending)



Step 5: Too easy? Break it

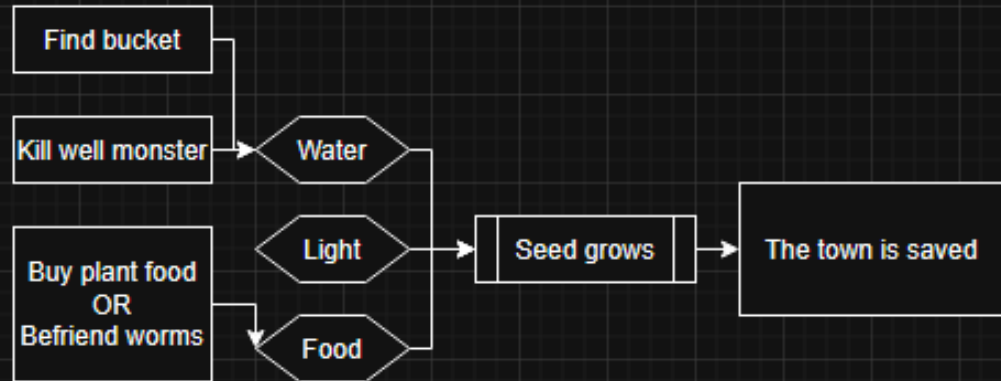
(Divide a 'step' on your chart into multiple parts—require both!)



Step 6: Too hard? Branch it

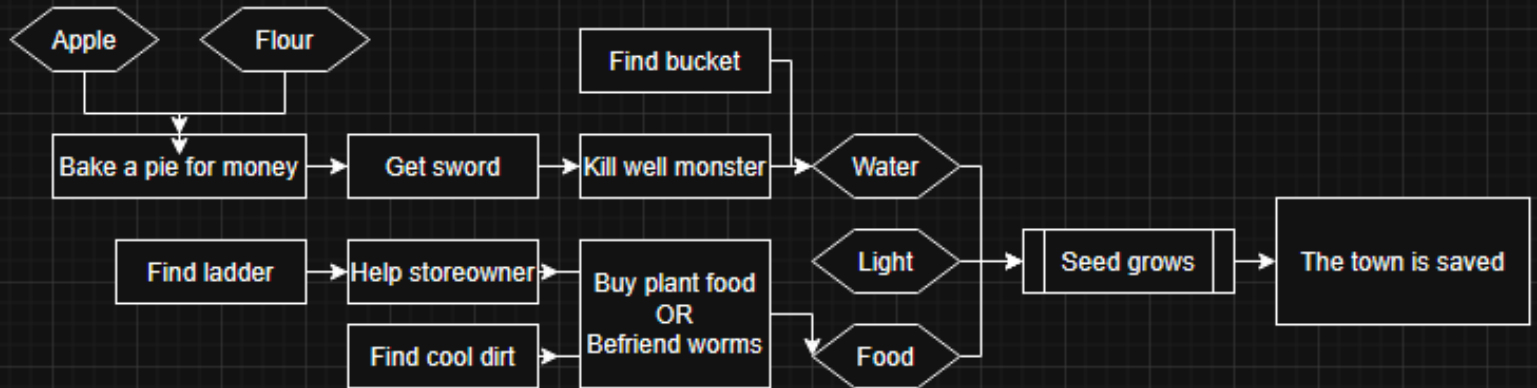
In bigger games, each 'lock' can have multiple 'keys'

(Divide a 'step' on your chart into multiple parts—only require one!)



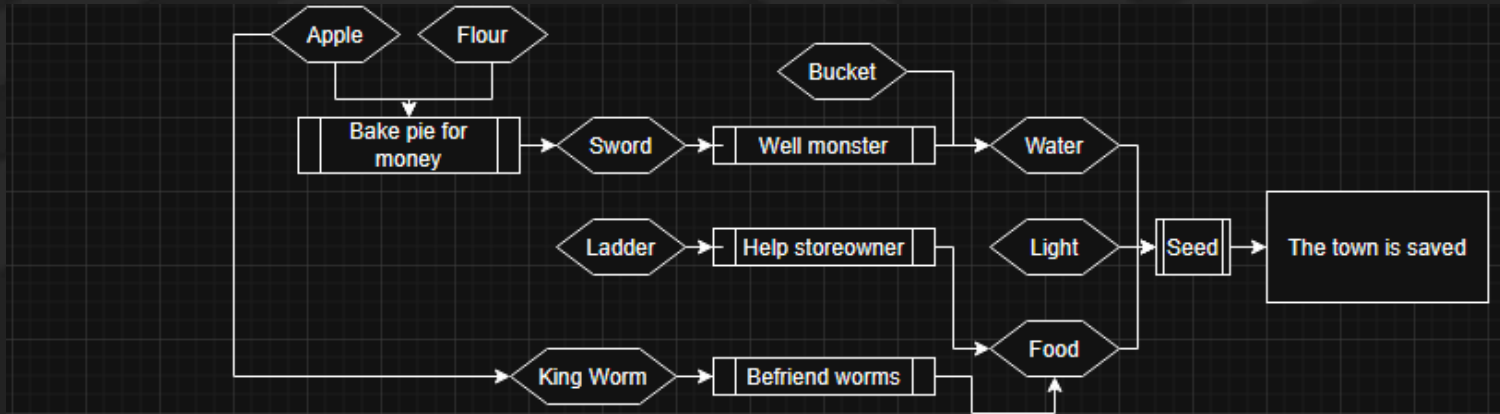
Step 7: Keep it up

Keep pulling backwards & applying steps 4-6 until you're where you want to start

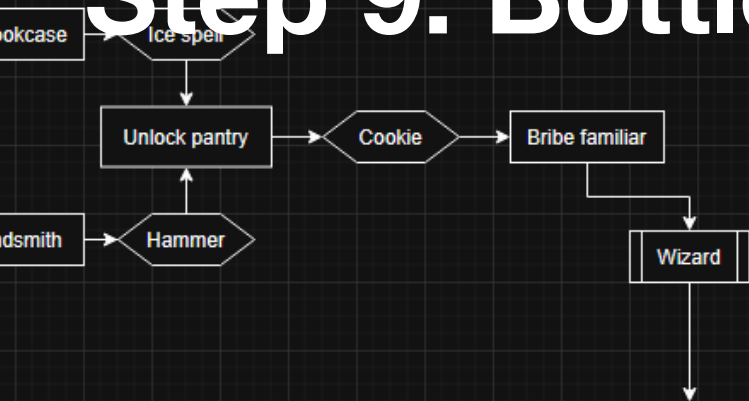


Step 8: Mix paths

Encourage players to flip between routes or explore more



Step 9: Bottlenecks



Remember those 'big moments' from before? Each can end its own 'act'

