

Join the Canvas!



Today's Attendance Code:  
JAM

# DevLUp FSU



## GBM #7



## Today's Goals

- Learn about game design
- Get comfortable with the idea of a game jam
- Good practice for this weekend (more info at the end of the meeting)

## The End Product

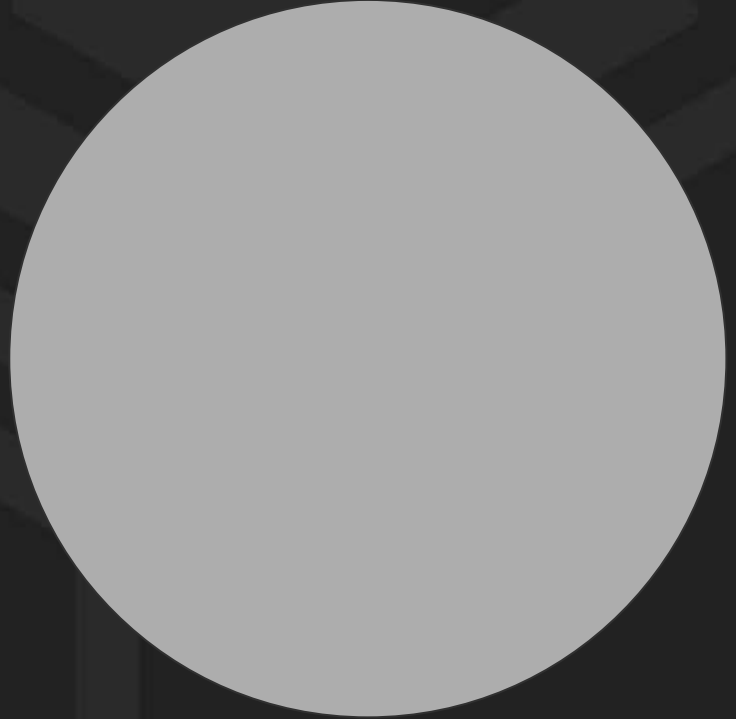
- Workable game concept built around a theme
- Paper sketches of a potential game
- NO CODE

# 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
20 Nov	Puzzle Design		Marsh
27 Nov	Thanksgiving		Squanto
4 Dec	What Have We Learned? A Discussion	Project milestone	Everyone
11 Dec	Finals Week!		No one?

04:30 - 04:45

- Mingle, find teams
- Allocate tasks among team
  - Strengths, weaknesses, desires
  - Who wants to draw (all of you?)
- Submit theme ideas
  - (qr code below)
- don't forget to sign in :) (Password: JAM)



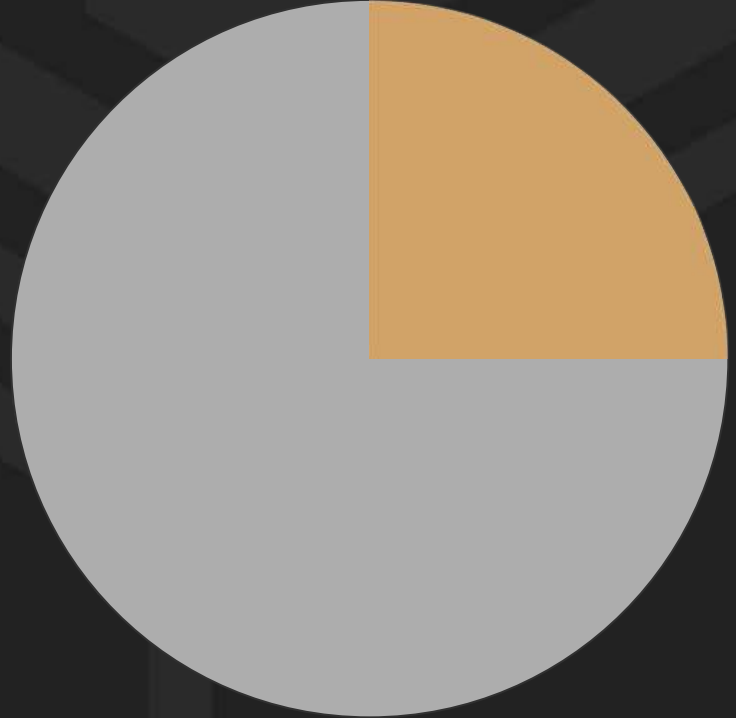
04:45

- Theme selection!
- [Wheel](#)
- [Submissions](#)



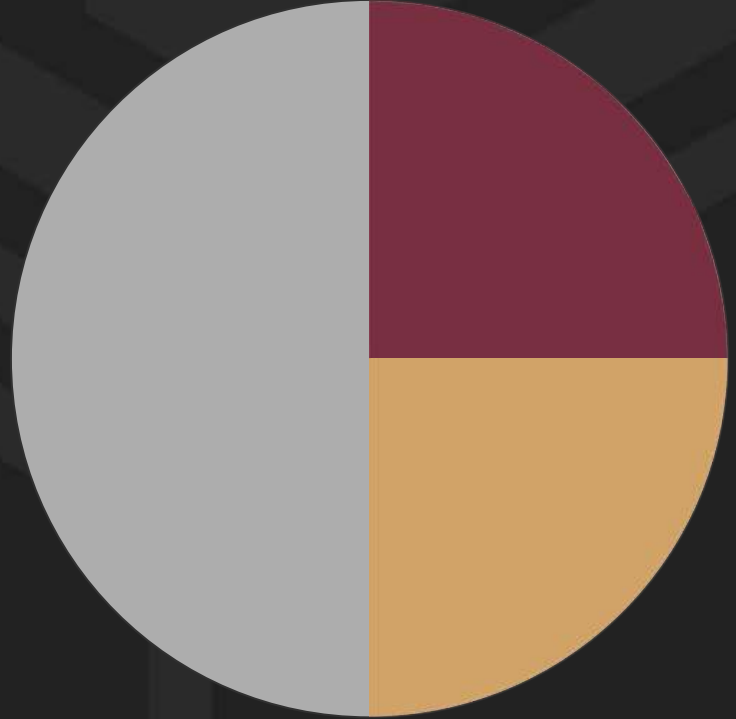
04:45-05:00

- THE JAM BEGINS
- Recommended: Brainstorm possible concepts



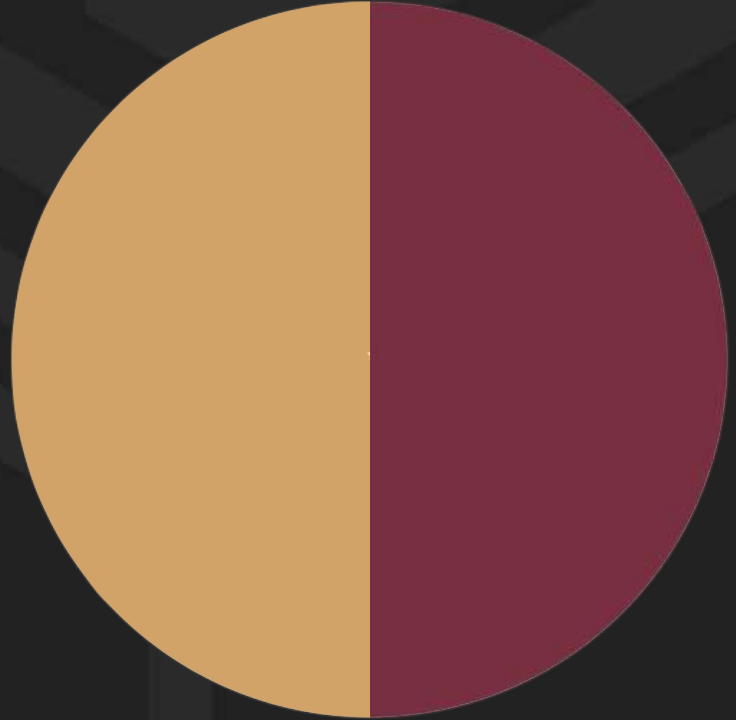
5:00-5:15

- 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?



5:15-5:45

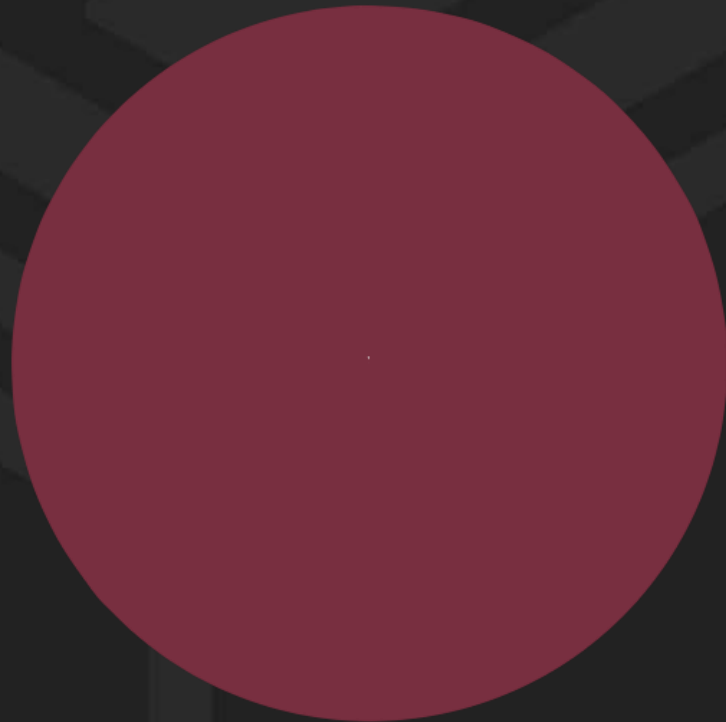
- Recommended: Sketch ideas and continue developing
  - Quality art not required
  - Show key moments and features
  - Be prepared for a ~3 minute presentation!





5:45

- THE JAM ENDS - PENCILS DOWN



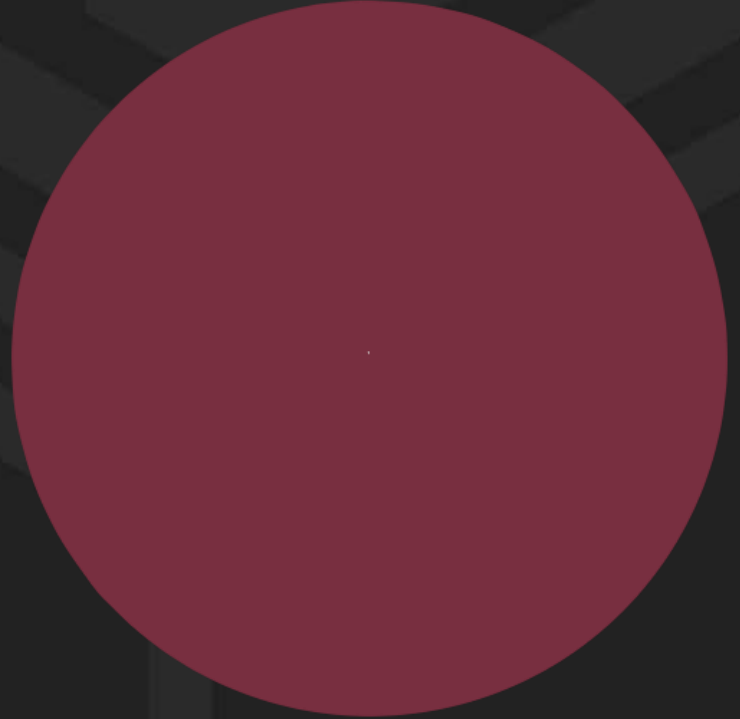
5:45-6:00

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



6:00

- Heads-down vote
- Crown the winner!





**Full Game Jam starts *tomorrow***  
**Kickoff at 5:30 right here in the hub!**

**Next week: Mechanics VS Narrative**  
**with Calvin & DEVILUP Jam Showoff!**

If you want to work on the club project  
*Dawn of Dion*, stick around for the  
innovators meeting starting in *<15 minutes!*