Why you should Game Jam

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Who am I?

- GMU B.S. in Computer Science 2012
- Independent game developer
- Game Jam enthusiast

What is a Game Jam?

What is a Game Jam?

A **game jam** is a gathering of game developers for the purpose of planning, designing, and creating one or more games within a short span of time, usually ranging between 24 to 48 hours.
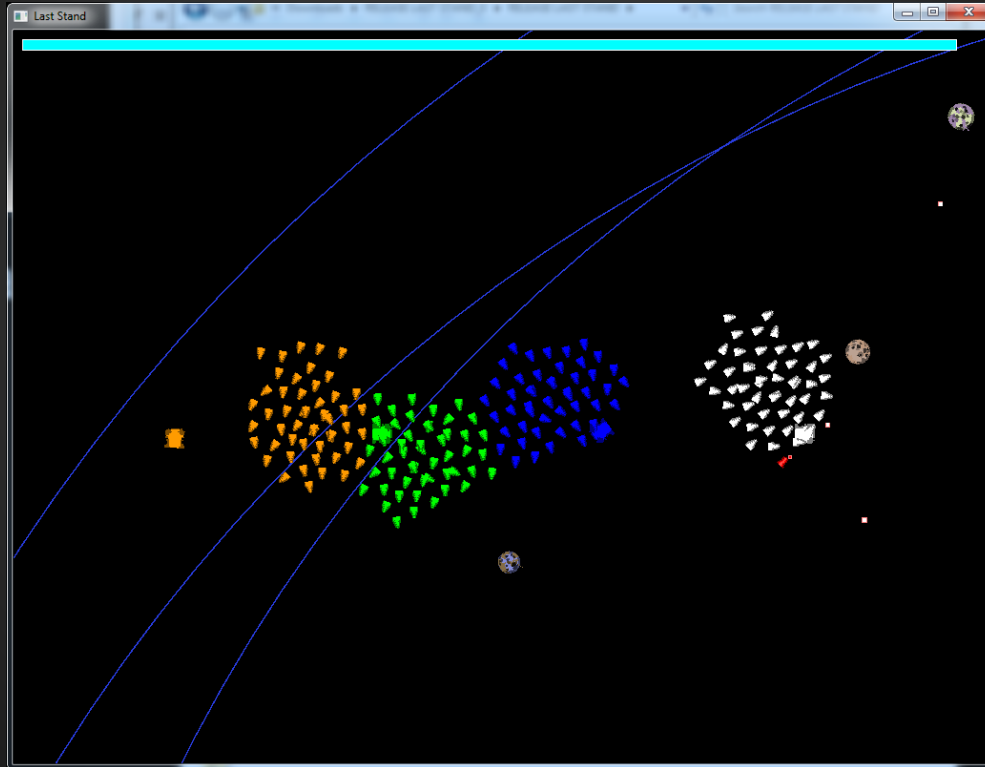
http://en.wikipedia.org/wiki/Game_Jam

Game Jams are pretty neat

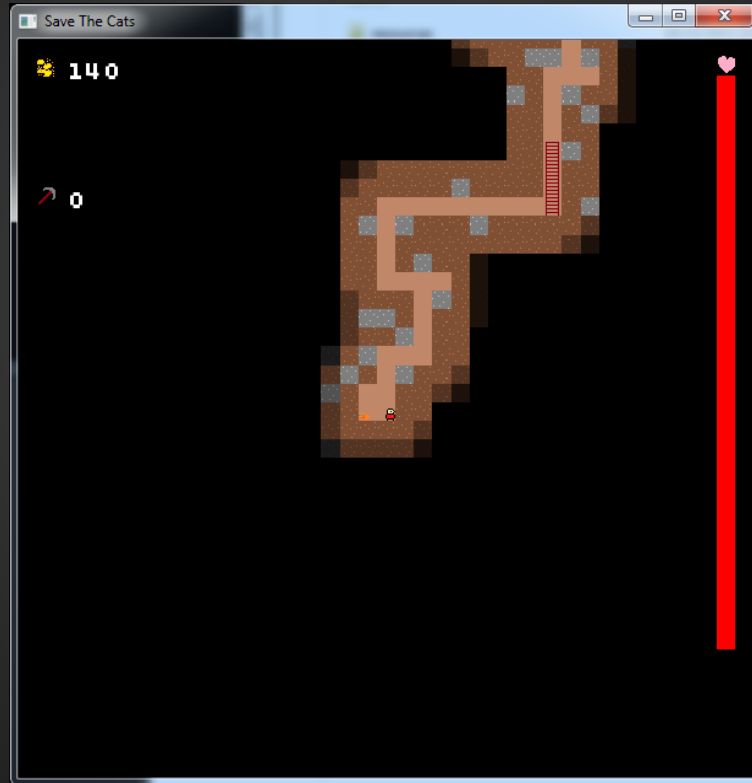- Learn new things
- Meet awesome people

Learning

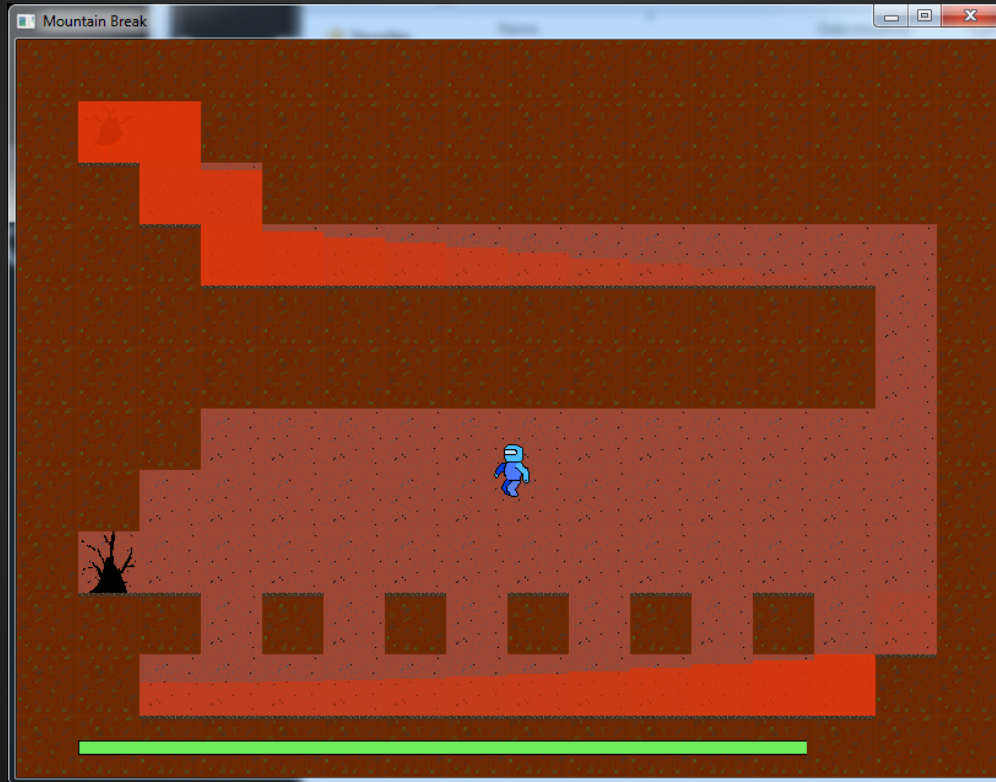- Apply the knowledge you've learned in school

Last Stand (2011)

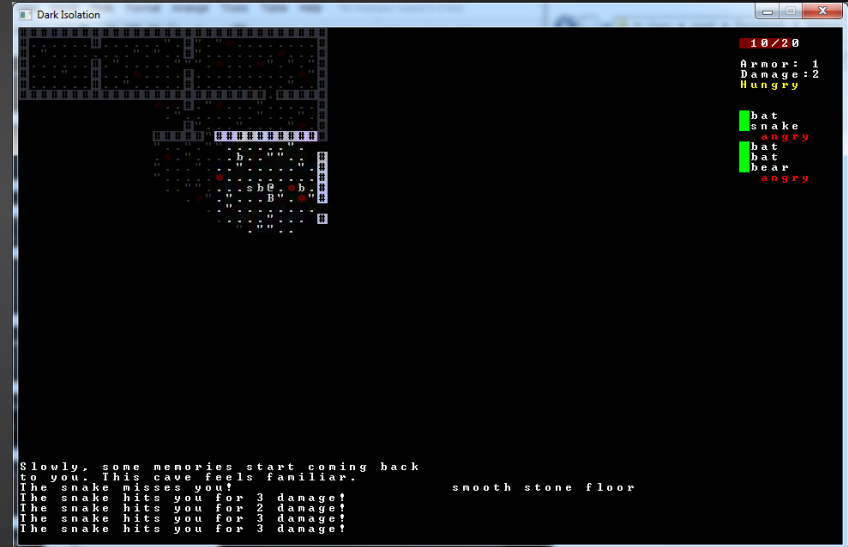# Save The Cats (2011)

Mountain Break (2011)

Learning

- Apply the knowledge you've learned in school
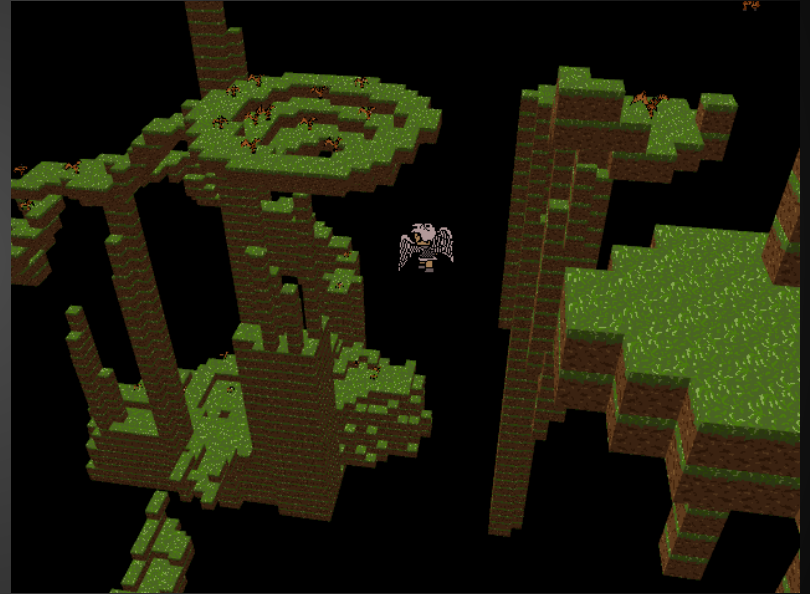- Learn new technologies and libraries

Dark Isolation (2011)

-Roguelikes!

-libtcod

Archon (2012)

- HTML5
- WebGL
- Javascript

Sodom & Gomorrah (2013)

- SFML
- Online networking

Learning

- Apply the knowledge you've learned in school

- Learn new technologies and libraries

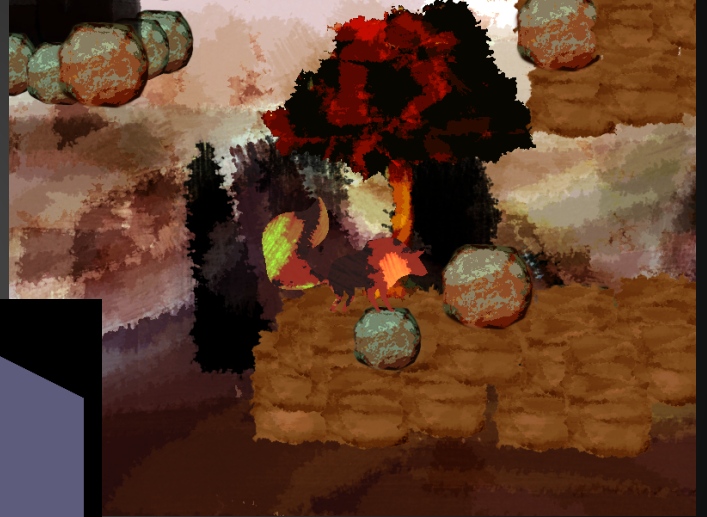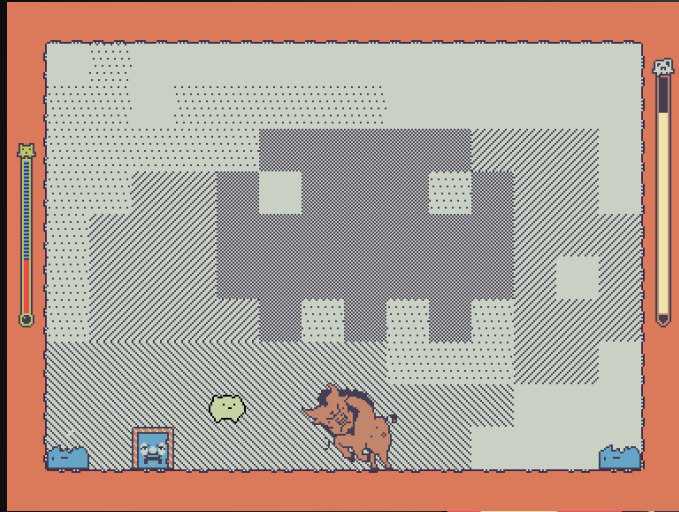- Each game teaches you something new

Meet People

- How do you create a game development team?

- How do you test compatibility with other programmers, artists, etc?

The Two of Us (2012)

The beginnings of a team

Nuke Nine formed

- Met both founding members through game jams

- Kyle (programmer)
- Keo (artist)

- Remaking a game jam game for our first project

Getting Started

- Dedicate your time to the Game Jam

- Don't give up, take things one step at a time

- Keep it simple, especially if it's your first jam

Stages of a Game Jam

Technology

What languages, frameworks, or libraries will you use?

Design

What game have you come up with based on the theme?

Plan

What do you need to implement? What is the priority of each feature?

Where can I find a jam?

- Ludum Dare 28 http://ludumdare.com

Coming December, 2013

- Global Game Jam http://globalgamejam.org

January 24-26, 2014

Contact

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Check out our website: http://nukenine.com