

Louisville Makes Games
presents



GLOBAL GAME JAM[®]

JANUARY 25-27

2019

SCHEDULE OF EVENTS

The Global Game Jam is a 48-hour in-person event to make new games over a weekend. A theme is announced Friday night and we'll form teams to create games based on the theme. Sunday night, each team will do a short presentation of their game. Invite your friends and family to the final presentation to show off your hard work!

January 25-27, 2019

FRIDAY

7pm

Introductions, Official Keynote,
Theme Announcement

8pm-midnight

Team forming and brainstorming

SATURDAY

9am-midnight

Work on your game

SUNDAY

9am-7pm

Work on your game

7pm

Game presentations

Preparation

See the Global Game Jam FAQ
<http://globalgamejam.org/faq>

Go to the official Global Game Jam Louisville Makes Games location page <https://globalgamejam.org/2019/jam-sites/louisville-makes-games> and click “Join This Jam Site” in the top-right. You’ll have to create an account if you don’t already have one.

Is there just one theme?

Yes, all locations all over the world share the same theme for the jam.

The theme is announced at each local jam site after 5pm local time on Friday. Timezones from New Zealand to Hawaii are all participating. As we aim for all jammers to have the same experience we ask everyone to keep the global theme a secret until the last region (Hawaii) starts.



TIPS FOR GETTING STARTED

Even if you are a complete beginner you can use this weekend to download a game engine and start tutorials. Unity has some great **beginner tutorials** – unity3d.com/learn/tutorial. Not a coder? Try **Twine** – twinery.org, a free engine that lets you create choose-your-own-adventure style games.

FIRST GAME JAM? NEW TO MAKING GAMES?

Many people at this jam have previous experience making games. As a beginner, you only need to compare yourself to where you started on Friday. Next week you will think back and be amazed at how much you have learned!

LICENSES 101 FOR GAME JAMS

There are many types of licences out there for assets you find online. If something you want to use does not have a license, that doesn't mean it's free – don't use anything without a license!

TERMS

Attribution - If a license says you can use it freely with attribution, this means you must credit the author in the way defined by the license. For example, a musician might require you to credit their name and provide a link to their soundcloud account.

Commercial Use - Any assets you use must be allowed for commercial use if you plan to sell your game.

THE EASY ROUTE FOR GAME DEVELOPERS

If you want to save your team time and hassle these licenses are completely free (even for commercial use) and do not require attribution:

- MIT License
- Apache License, Version 2.0
- Creative Commons 0 (CC0)
- CopyLeft
- WTFPL

The people who license their work under these are true heroes! More information is in Resources on page 7 about where to find assets under these licenses.

Don't steal!

Art, music, sound effects, scripts, and other game components you find online are someone's work! Learn about licences and be respectful of the time it took for others to create their work – it's easier than you think.

Free with a cost: A note about the GPL

Some licenses are called "infectious" licenses - the most popular of these is the GNU Public License or GPL this means that if you use a GPL licensed asset in your game the entire game then becomes GPL licensed meaning you will have to share your code and everything else freely, many developers avoid GPL because of this.



RESOURCES

ASSETS

Any component of your game other than the engine itself can be defined as an “asset” of the game. For example a music track, sprite sheet, or script can all be defined as assets. Many game jammers use free or paid assets found on the web in their games to speed up development or fill in gaps in their ability. Feel free to use external assets but be mindful of the legal terms on which you may use them.

AUDIO

Freesound.org Excellent source of sound effects (easy to sort by license).

Freemusicarchive.org A great stop if you are looking for music for your game.

Bfxr – <https://www.bfxr.net> Tool for generating 8-bit sounds.

CODE

Github.com Tons of people share everything from game code snippets to full plugins on this popular code sharing site.

A LITTLE BIT OF EVERYTHING

Opengameart.org An awesome project where game developers from around the world share art, music, and more.

ENGINE SPECIFIC

Unity Asset store – <https://assetstore.unity.com> If you are using Unity, the Unity Asset store is a great resource, many other engines have marketplaces as well.

Unity Super Starter Project – <https://github.com/ambocclusion/Unity-Super-Starter-Project> This tool is a great way to get started in Unity! It includes a title screen, fully-featured options menu that stores in PlayerPrefs and more!
By our own Allen Michael Brower!

Unity Playground – <https://blogs.unity3d.com/2019/01/25/get-started-making-games-with-unity-playground> Unity Playground removes the need to code by providing an array of one-task Components that are easy to use and mix. By combining them together, you can create physics-based 2D games spanning several game genres. Define your game rules. Build a character controller. Lay down a colorful scene and its collisions, and define YOUR winning conditions. You can make games for one or two players.



Louisville Makes Games is a 501c3 non-profit. Our goal is to promote game creation as a viable career in Louisville. We do this by nurturing the game development community, hosting education classes for kids, regular industry talks, participating in art gallery showcases and other free community events at our location downtown called Warp Zone Louisville.

www.louisvillemakesgames.org