

March 2015

Infinity Cube Productions

Hyun Dojo



[MARCH BREAK GAME JAM]

Table of Contents

Introduction	3
Project Requirements	3
Asset Requirements.....	3
Project Perks and Awards.....	4
Disqualifications and Rules	4
Things to keep in mind.....	4
Important Dates & Other Information	5
Helpful Links	5

Gaming Production Collaboration

Introduction

Hello animators!

Welcome to the first, largest, and longest Collaboration which will be taking place during this March break! This Collaboration will allow everyone to create their own game! Animators will pair up in teams; this not only requires provoking teamwork but also helps bringing the community closer together.

Project Requirements

Each team will be required to have all the things listed below completed by their designated due date (Listed in Important dates).

- » Teams will need to complete a GDD (Game Design Document) so that we at Infinity Cube Productions can create the idea and really make sure the game matches what you wanted.
- » Teams will also need to choose a Team Leader. This Team Leader should be responsible, mature, and available over the March Break. (Do not choose anyone who is travelling over the March Break to be a Team Leader.)
- » Teams will need to plan in advance and create all the assets for their game which can include images, animations, videos and trailers.

Asset Requirements

If teams do not follow the proper formats listed below they will be automatically disqualified.

- » Any images the teams submit must be in .PNG format.
- » Any animations the teams submit must be in Sprite Sheet Format.
- » Any Trailers the teams submit must be in proper unloadable format.
- » Any GDD that are submitted must be in PDF format.

Project Perks and Awards

Infinity Cube Productions and Hyun Dojo have worked tirelessly to offer a great selection of licensed soundtracks that you can use in your videos!

Some of the awards available:

- » A Dojo T-Shirt
- » A \$50 Steam Card
- » Possibly Prize Money
- » We will create the next game you want to make for free, or add another free DLC package to the existing game!

Disqualifications and Rules

Teams will be disqualified if they do not follow the rules:

- » Do not use any copyright material.
- » If a team becomes unresponsive for a maximum of 2 weeks in a row they will be disqualified.
- » All assets of the game must be from the team itself.
- » Do not borrow, “use as template files” or steal other people’s work.

Things to keep in mind

- » Keep the GDD short and use a lot of images to convey the messages.
- » Create the assets in advance and think about the UI (User interface).
- » If your team doesn’t have a lot of time on their hands, try using previous animations from your previous works.
- » Keep as little AI (artificial intelligence) as possible due to time constraints! If you need AI in your game make them simple or if you really need AI just make one AI boss or very repetitive movements. Nothing complex.
- » Constantly check your email after your submission in case we contact you regarding changes that need to be made.

Important Dates & Information

Teams will need to submit their Team Leader as well as their Team Members by March 8th.
Submit your emails and Skype names of all members if applicable. →



The GDD will be due on March 14th.

All the assets and animations for the game should be done by March 22th.

Trailers should be completed by April 6th. (The link to music used should be included)

The Collaboration between Infinity Cube Productions and Hyun's Dojo will take place during the March break and will carry on until the start of summer.

The recommended team size is about four people but the minimum size is two people (Exceptions can be made depending on skill level and previous work).

Note: Dates are subject to change.

Helpful Links

Sprite Sheets

When creating sprite sheets use:

<http://www.bit-101.com/blog/?p=2939>

If the link above does not work, this software works too.

<http://draeton.github.io/stitches/>

Note* It is slower and you must remember to remove the Facebook and Social Icons after making a sprite sheet.

Game Design Document Templates

<https://docs.google.com/document/d/1ct5-qyUZC9cAKn-iLUgtOczDkERmPzNNwPLDfT9Hgjs/preview>

Word to PDF Converter

<https://www.wordtopdf.com/>

You can email directly to infinitycubepro@hotmail.com