



STRING
GAMEJAM
=
"SPOOKY"

SPOOKY GAME JAM MIDWEST



OCT 23RD - 25TH

**Welcome to
Spooky Game Jam Midwest!**

Important Resources



OFFICIAL RULES

OCTOBER 23RD-25TH

@IGDA @IGDACHICAGO @
#SPOOKYGAMEJAM2020

Schedule

DAY 1 FRIDAY

7:00 PM - 7:30 PM

Introduction. The organizers will introduce the Jam theme & rules.

7:30 PM -----

Jamming

DAY 2 SATURDAY

Jamming

DAY 3 SUNDAY

3:00 PM

Submit Completed Projects! Pencils down! Submit your game!

3:00 PM - 4:00 PM

Play time. Download and play the other submissions.

4:00 PM - 5:00 PM

Showcase & Feedback. Show your game and get feedback from our Judges.

5:00 PM

End of Spooky Game Jam 2020

Team Structure

- **Teams of 1-5 people are strongly encouraged, but not required.**
- **Balanced teams comprised of attendees with diverse skill sets (design, programming, art, sound) usually have an advantage.**
- **Consider going freelance and contributing to several teams if you choose to do so, but honor your commitments and share your best work with those depending on you.**

Content Rules

- **Your entry must be your own original work; and**
 - **You must have obtained any and all consents, approvals or licenses required; and**
 - **Your entry may not include any third-party trademarks (logos, names) or copyrighted materials (music, images, video, recognizable people) unless you have obtained permission to use the materials.**
- **Entries may NOT contain, as determined by us, in our sole and absolute discretion, any content that:**
 - **is sexually explicit, derogatory of any ethnic, racial, gender, religious, professional or age group; profane or pornographic; is obscene or offensive;**
 - **defames, misrepresents or contains disparaging remarks about other people or companies;**
 - **violates any law.**
- **We reserve the right to reject any entry, in our sole and absolute discretion, that WE determine does not meet the above criteria.**

The theme of the jam is...

NIGHTMARE GAMES

Show us a game that is the stuff of Nightmares!

- **Be inspired by:**
 - **Your own nightmares and what scares you the most**
 - **Folktales, ghost stories, & superstitions**
- **Show us a game that:**
 - **Defies conventions and stereotypes**
 - **Demonstrates diversity, inclusion, and a triumph over adversity**
- **Feature heroes and villains of all shapes and sizes that:**
 - **are unusual, unexpected, & underrepresented, and**
 - **that come from unusual, unexpected, or underrepresented places**

Some Great Features to Include in your Game

- **Title Screen**
 - **Show us your narrative in an image and title**
- **Input Layout Screen**
 - **Let players know what button does what**
- **Controller Functionality**
 - **Not every player likes WASD. Controllers mean accessibility**
- **Pause Menu**
 - **Breaks are good**
- **End Credits**
 - **Let people know who you are!**
- **Game Restart**
 - **It helps to go back to the beginning**

Important Reminders

- **Respect this space and each other**
- **Respect game jam rules and game jam values**
- **Some important Twitter handles are:**
 - **@IGDA @IGDA_ANNARBOR @IGDACHICAGO @IGDADSM**
 - **@IGDA_CINCINNATI @IGDADETROIT @IGDAKC @IGDATC**
 - **#SGJM2020**
- **USE DISCORD TO COORDINATE WITH YOUR TEAM**
- **Digitally sign game jam rules & email to info@igdachicago.com**

Any Questions?