Faculty of Mathematics and Physics Charles University 21st April 2017





Game Jam

Ludum Dare 38

Real Life Site Information Program



Last LD37 Site Some photos









Links Quick reminder



Ludum Dare Webpage <u>http://ludumdare.com/compo/</u> Be sure to register there!

Twitter

Watch out for #LDJAM

Site Page

http://gamedev.cuni.cz/events/ludum-dare-38-mff/

Previous LD37 Site Page

http://gamedev.cuni.cz/events/ludum-dare-37/



On Site Rooms Things you can count on with



Dedicated room for coding

Own table, electricity plug, Wi-Fi

Dedicated room for "cooking"

 Room to wind out, it even has blackboard with chalks

Dedicated room for sleeping

- Place where you can rest (if you take your own sleeping bag)
- HTC Vive will be installed there ;)

Toilets

Of course...



On Site Free Stuff Things you can count on with



Microwave Oven Electric Kettle Toaster Tea / Coffee / Water Cups

... and very relaxed environment!



Things You Should Bring Checklist



Laptop

That you will use to develop your game at

Papers & Pencil

So you can sketch your idea or whatever

Some snacks or money to buy them

~60 hours is no joke...

Sleeping bag

If you wish to sleep at the site

Some jacket or sweater

It might be a bit cold at night (not too much, but sweater helps...)

Own Cup

If you plan to have tea/coffee



Program Outline



21.4.2017 Friday

16:00-16:30 People IN

We expect people to pour in to the site

16:30-17:00 Cool stuff on site

HTC Vive + Titan X computer installation

17:00-17:30 Successful Jam Recipe

Tips & Tricks form LudumDarers

17:30-20:00 Unity3D Crash Course

20:00-24:00 Warmup

- Prepare yourself for the gamedev
- Setup repository, the project, get your framework together, etc.



Program Outline



22.4.2017 Saturday

00:00-03:00 Warmup

• Finish your preparation

03:00 Theme Announcement

LD38 Theme announced, game jam starts 03:00-18:00 Coding 18:00-19:00 Coordinated Playtesting

Show what you've got to other jamers on site! 19:00-24:00 Coding



Program Outline



23.4.2017 Sunday

00:00-18:00 Coding 15:00-16:00 Coordinated Playtesting

Show what you've got to other jamers on site!
16:00-20:00 Coding
20:00-21:00 Presentation time!
21:00-22:00 Site is closing...



Program Outline [site closed, just LD schedule]



24.4.2017 Monday

00:00-02:00 **Coding** 02:00-03:00 **Finishing THE COMPO**

THE COMPO (singles) is about to finish!

03:00-04:00 THE COMPO Submission Hour

• You have to submit your COMPO work for good!

04:00-07:00 **Coding** 07:00-08:00 **The End At least here...** 08:00-24:00 **Coding Somewhere**



Program Outline [site closed, just LD schedule]



25.4.2017 Tuesday

00:00-02:00 Coding 02:00-03:00 Finishing THE JAM

THE JAM (teams) is about to finish!

03:00-04:00 THE JAM Submission Hour

 You have to submit your JAM work for good!



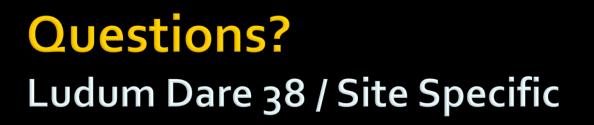
We kindly ask you



- Not to wander around the building please.
- Not to be too noisy. (It's okey to scream heureka ^(C))
- Carry your LudumDare38 badge (you will receive one on site for free) with you.

Thank You and Have Fun GameDeving!







Contact me! <u>gemrot@gamedev.cuni.cz</u> +420 724 508 170



