

Faculty of Mathematics and Physics
Charles University
21st April 2017

#GAMEDEV CUNICZ



Game Jam

Ludum Dare 38

Real Life Site Information
Program

Ludum Dare 38

is coming

April 21st-24th

Celebrating 15 YEARS of Ludum Dare

Last LD37 Site

Some photos



Links

Quick reminder



Ludum Dare Webpage

<http://ludumdare.com/compo/>

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 from 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* 😊)
- Carry your LudumDare38 badge (you will receive one on site for free) with you.

Thank You and Have Fun GameDeving!



Questions?

Ludum Dare 38 / Site Specific



Contact me!

gemrot@gamedev.cuni.cz

+420 724 508 170

