

GGJ South Africa – FAQ

Q: What kind of dev environments/tools will be available?

The following will be provided on the desktop machines at the venue:

- Game Maker (not full)
- XNA
- OpenGL/GLUT
- Java and Java3D
- Visual Studio (C#, VB, C++),
- Python (+ PyGame/PTK),
- Eclipse,
- DevC++
- Ogre
- Box2D (available on root of c:)
- OpenAL, SDL,
- Audacity for audio
- Blender
- GIMP
- PSP
- MS New paint.net

People can, however, develop on any platform which is generally available and not limited by copyright/DRM issues: your game needs to be accessible to any interested person with a reasonable hardware setup.

Q: Will Internet Access be provided?

Each participant will be issued with a temporary account on the lab system, and this will enable them to access the net. Please note, however, that there are a limited number of machines available so while each group is guaranteed a machine, each individual may not be, if attendance numbers are higher than expected. Wireless access can also be arranged for those with laptops.

Q: Are there any kind of rules on what software can be used?

Participants should only use software to which there is easy public access; this includes all open source software, Flash, Java, Visual Studio (C++), Unreal and the Source engine (as they come with many bought games), Unity, etc. This will make it easier for others to download the code, change it, and build a new executable of the game at a later point.

Q: Are there any kind of rules of what hardware can be used?

The GGJ is totally hardware agnostic: you could develop for a PSP if you wished, as long as others can download and play your creation without needing to pay money.

Q: What quality of games should we expect to see?

From the organizers:

|

It's less than 48 hours. Don't expect quality. Don't expect finished games. Don't even expect games. Expect about a 90% failure rate. Assure the participants that no one expects them to make a viable AAA title in a weekend :-)

Q: Will you be using Campus computers or will participants be asked to bring their own?

A fixed number of workstations will be available for the Game Jam. However, people are free to bring their own laptops/computers too. This will allow team members to work independently without worrying about running out of machines. It should be possible to arrange wireless access for laptops, although this will require knowledge of machine MAC address etc.

Q: Will there be a place to sleep?

The lab has some empty space which will be set aside for those who wish to nap – we suggest you bring a sleeping bag and pillow if you plan to sleep at the venue.

Q: Will food be provided?

Three meals (well, “sustenance”!) a day will be provided – along with facilities to make tea/coffee. There will be some Halaal food, but we need an accurate indication of people’s preferences to get this right. The work space is a lab, so attendees are asked not to eat/drink around the lab machines.

Q: How long will the competition last? When does it start?

The pre-competition events have yet to be formalized: however, we expect that teams will be formed and work/planning started by 8PM at the latest on the first night. Since the hand-in is Sunday 3PM this means that you do not really have 48 hours, and since you need to sleep (and eat – please!) you should plan your time accordingly.

Q: Will submissions be judged and prizes awarded for the best game?

We have obtained some sponsorship and prizes for the best team and runners up. A panel of judges will look at each submission and choose what they consider the “best” (most creative, interesting , etc) game. Each team will have an opportunity to demo their game to the other participants and the judges.

Q: What must handed by the participants?

From the organizers:

This will be formalized at the event, but basically

- 1. All source code and assets*
- 2. An executable*
- 3. The license agreement*

Rule 1 can be bent at the discretion of the local organizers. However, this should only be done in exceptional cases, such as if people are using a proprietary SDK where the agreement says that no API calls can be revealed; this is the case with some major hardware platform.

Q: What participation agreements should people sign to protect all team members and get media release?

From the organizers:

<http://www.globalgamejam.org/info.html> says that participants are happy with having their work shown in events. The participants will also have to upload a license agreement along with their files when handing in their games.

Q: Do participants often arrive with pre-formed teams?

Some people do, but we strongly discourage this. For one thing, it's more of a learning experience if you work with people you don't know. For another, pre-formed teams are often friends who all have the same skill set, which means they may be missing some critical skills (imagine a "team" of artist friends, where none of them knows how to program). We do not plan to penalize anyone if they insist on working with a specific team of people, but we highly suggest that teams be formed on-site.

Q: Are teams allowed to purchase art, sound, code, etc. from online, rather than building it themselves?

Generally, participants shouldn't want to; game jams are about the experience of building something, not buying. That said, participants should also keep in mind that their game will be released under Creative Commons, so they MUST own the IP rights to everything they submit (or it must be public domain or similar).

Q: Do you suggest participants limit themselves to 2d games?

Participants are free to try whatever they want. In our experience, it's better to stick to 2d, because the programming complexities of 3d take up a lot of time without adding that much gameplay (unless the team is already very skilled and familiar with 3d games, and they have some existing toolkit that simplifies things). Generally, we would encourage 2d games.