



THE FALMOUTH
CHALLENGES

Brief for Challenge 4

The 'Phoenix Jam' Challenge



Challenge 4: The 'Phoenix Jam' Challenge

BRIEF

This brief has been set by the Games Academy.

What's a Game Jam?

A Game Jam is a time-limited contest where teams use tools to make games around a set theme. These events are often used in the industry to spur creativity, try working on totally new ideas or break the monotony of a longer project. Whole indie games, such as Surgeon Simulator and World of Goo, have sometimes come out of game jam ideas. Examples of Game Jams are the [Global Game Jam](#) or [Ludum Dare](#).

What's the challenge about?

The challenge is to make games using what you have to hand, in terms of technology and tools, but also skills and expertise. Small games can be made around the 'phoenix' theme and [hosted on our itch.io site](#). Remember, a Game isn't just a digital videogame – a board game is also completely viable to make. If you make a board game then you'll be putting in the files and rules used to play it, and any supporting material you can like videos. (The phrase "print and play" is sometimes used to describe this. The idea is that players will have all they need if they simply print out your materials!)

Optional constraint – Keep it positive – No losing state, no punishment, no death. Motivate your players strictly through rewards and encouragement.

Optional constraint (for Expert developers) - Wind things back – Work to a screen resolution of 320x200 (or 640 x 480?) use bitmaps with no more than 256 colours, or 3d with no advanced shaders (diffuse maps only) and a visible poly count of no more than 666 polys per model.

What if I've never made a game before?

This is the ideal moment to start! Game Jams are how game studios often explore new tools or novel ways of making games. Think about what skills you already have alongside a passion for games and then either use one of the tools we highlight below to see how they fit with game development, or seek out a team which needs them!

How can I get involved?

Dig into the resources highlighted in this Challenge brief and start getting to grips with some of the tools we recommend. They are all free and generally have low system requirements!

Resources and recommended tools:

Accessible, free tools for those who have never made a game before:

- [Twine](#) - A great tool for making simple, multi-path stories. Difficulty Rating 1/5
- [GameSalad](#) - A 2D drag-and-drop game engine with physics. Well-regarded in education. Difficulty Rating 2/5
- [Bitsy Game Engine](#) - A simple game creation tool for making adventure games. Includes tools for level editing, sprite and animation. Difficulty Rating 2/5
- [Ren'py](#) - Super if you are a team with a writer and a 2D artist, even better if you have a musician as well – this tool is used to make a lot of Dating Simulators and Virtual Novels. Difficulty Rating 3/5

Tools for those familiar with game dev, programming or real-time technologies (e.g. fashion designers, animators, interior designers, etc.):

- [Unity](#) (possibly with the '[Fungus](#)' plugin as an alternative to Renpy or Twine). This could be particularly interesting to designers, programmers and artists. Difficulty Rating 4/5
- [Unreal](#) – a great and very capable engine – but requires a pretty good computer to run it. Blueprint scripting is an especially good way for novice coders to create gameplay logic using flowcharts. Difficulty Rating 5/5
- [Godot](#) – free alternative game engine for 2d and 3d work Difficulty Rating 4/5
- [Inform7](#) – a worldbuilding tool in the form of a natural-English declarative programming language for making parser-based text adventures. Difficulty rating 3/5.

Further resources on tools:

- [Ludum Dare Jammer Resources](#)
- [Global Game Jam Resources Page](#)

DEADLINE

Tuesday 30 June 2020, 23:59 BST

HOW TO SUBMIT

The submission form can be found [HERE](#).

Finally, [host your game on the jam site](#) and see it get rated!

ELIGIBILITY & PRIZES

The Challenge has two prize categories:

- a) Falmouth University applicants/placeholders with a valid 7-digit Student ID (you can find your Student ID in an email sent to you by applicantsservices@falmouth.ac.uk);
- b) Year 12 students, or those in their first year of further education or equivalent, studying at a school, sixth form or college, who are aged 16 or over on 1 June 2020.

The judging panel will select one winning entry and one runner up for each of these categories. The winner in each category will receive Amazon vouchers to the value of £500 and the runner up in each category will receive Amazon vouchers to the value of £250.

Q&A SESSIONS

If you have any questions about any of the challenges, or simply need a little inspiration or guidance, then join us for one of our online Q&As. You can find out more about how best to approach the challenge and what we are looking for, as well as getting some insider hints and tips.

Just register using the links below:

- [Tuesday 9 June 2020, 10.00-11.00 BST](#)
Ask us anything about the Challenges
- [Tuesday 16 June 2020, 17.00-18.00 BST](#)
Get help and tips from our current students
- [Tuesday 23 June 2020, 13.00-14.00 BST](#)
Ask us anything about the Challenges

TERMS & CONDITIONS

View the Terms & Conditions for this Challenge [HERE](#).