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REGISTRATION https://tinyurl.com/thirstygamejam

15th–17th September 2017
Kuopio Classical High School

WATER WONDERLAB
GAME JAM

OUR
WATER-
CONSCIOUS
LAND

Suomi
Finland
100

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Vipuvoimaa
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2014–2020

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Euroopan aluekehitysrahasto

Welcome to Water Wonderlab Game Jam!

Time: September 15-17, 2017 starting at 5 pm (doors open at 4 pm)
**Location**: Classical High School, Opistotie 1, 70200 Kuopio.

You are about to take part in a game development happening - the Water Wonderlab Game Jam! Here are some notes on what to bring with you and how to prepare yourself for the weekend.

The City of Kuopio is providing us to create information and game fields to Seppo (www.seppo.io) so if developing a game from the scratch frightens you, this is an easy way to get started.

The Games for Health Finland provides you with amazing technology for extra challenge; eMotion Faros, mBody, LeapMotion, Kinect 2 –sensor, Myo-armband, HTC Vive, Hololens, Tobii etc. This is for all of you to test and develop in the Game Jam. Come with an open mind to wonder and to create new ideas how the data from these exceptional technologies could be utilized in an out-of-the-box way through games.

Arrival

The registration starts on Friday at 16:00 at Classical High School, Opistotie 1, 70200 Kuopio. When you arrive to the location, **check in at the Jam Info desk**. Parking is free.
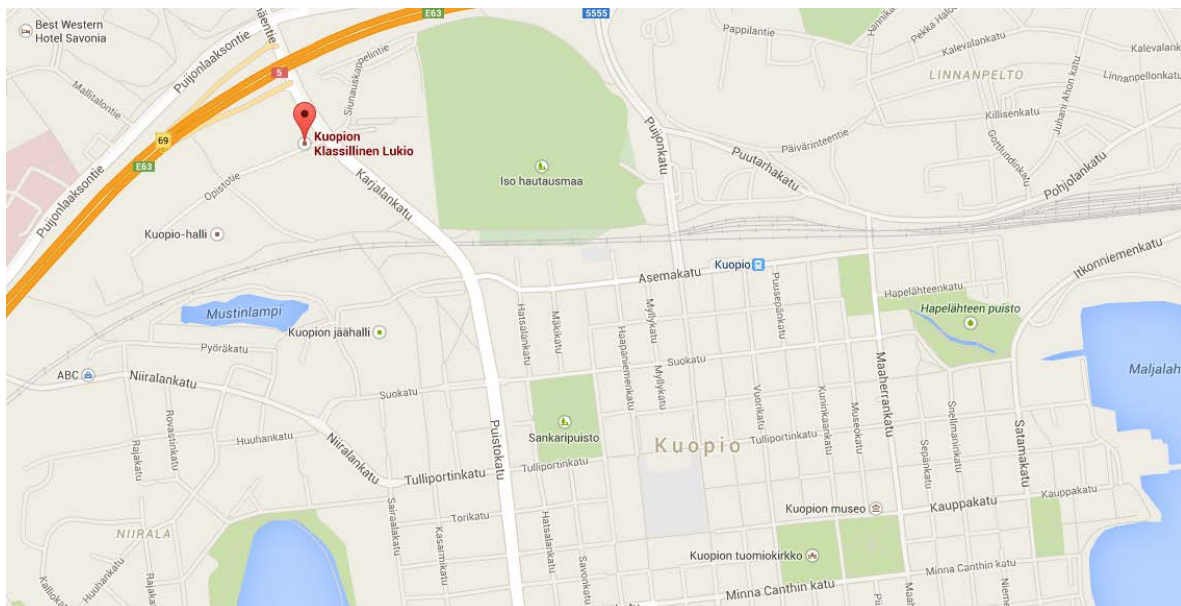
Schedule

The game jam kicks off at 17:00, and we wish that everyone would be present and checked in by that time. See the schedule below for more detailed information.

Friday

16:00	Registration opens
17:00	Opening words, general information
18:00 →	Get together - Group forming and Start jamming!
21:00	Share your ideas. What my team is planning to do?

Saturday

All day jamming!

Sunday

15:00	Time's up! Stop working! Each team prepares a gameplay video or a presentation.
16:30	Team presentations with gameplay videos! (5-10 min. per team!)
18:00	Closing ceremony

Take all your belongings and help with cleaning up!

Doors

Doors will be open during the event. However, all movement will be monitored on site. Be sure to wear your registration pass, just in case.

Payment & insurance

Water Wonderlab Game Jam is free of charge!

Notice, however, that Organizer does not cover participants insurances and cannot take responsibility of possible accidents or injuries that happen during the event.

What to bring with you?

First and foremost, bring your **own computer** with you. It can be a laptop or a desktop. We have space for both. If you have a desktop computer, be prepared for a wlan-connection. We will serve coffee and tea as well as some snacks (fruits, biscuits etc), but be prepared to bring some snacks and **money to buy food**.

We will provide electricity, place for your stuff and an internet connection (wlan connection only). If you have speakers, a microphone, scanner, a web camera etc., you can bring those as well as they may prove useful. If you have extra extension cords, you can bring your own to make sure we won't run out of plugs!

It is advised that you **install and try beforehand the programs** you anticipate you will need, as the installing process may take time. See the attached list of suggestions for some suitable software.

If you are planning to develop a **board game** during the event, you can prepare yourself by bringing some dice, cards, pawns and other similar stuff you may need. Remember however, that the board game designs will be uploaded as pdf files for everyone to print and play, so the accessories needed for the game should be something general and easily obtainable for everyone.

We will have two options: **you can come without a team as usual OR you can create your team beforehand.** Still, come without an idea, those will be formed on site. Anyhow, the group forming is equally programmed for both options.

If you are going to sleep on the site, it is advised to bring at least **a sleeping bag or some kind of a blanket**. Own sleeping mat is highly recommended. There are also facilities for taking a shower, so you might want to bring a towel too!

Beware the Cameraman!

To be able to share our greatest moments of joy, craze and agony with the rest of the world, we have a camera team circling the premises. You don't need to pose for the camera if you don't feel like it, but you might be seen on the background, so all the attendees will be asked to fill in a photo/filming permission on site.

If you need more information, feel free to contact me:

Tiina Arpola
tiina.arpola(at)savonia.fi

044 7856450

www.gamesforhealth.fi

RESOURCES FOR JAMMERS

Tools

Modeling - http://blender.org
Open Source Tool for Storytelling - http://twinery.org/
Openframeworks - C++ toolkit - http://www.openframeworks.cc/
Color Scheme Designer - http://colorschemedesigner.com/

Vector/Scalar Image & 2D Graphics

GIMP / FOSS Photoshop - http://gimp.org ,
Get Paint : http://www.getpaint.net/
2D Tile Map Editor - http://www.mapeditor.org/
Texture Packer - http://www.codeandweb.com/texturepacker
Color Oracle - Color blindness testing - http://colororacle.org
Inkscape - SVG Vector drawing tool- http://inkscape.org/
Aseprite - http://www.aseprite.org/
Pixlr - http://pixlr.com/editor/

Source Control

Mercurial SCM (software only) - http://mercurial.selenic.com
Git (software only) - http://git-scm.com
GitHub (software and hosting) - https://github.com
Bitbucket (mercurial and git, hosting only) - https://bitbucket.org
Sourcetree (nice visual gui software for git and mercurial): http://www.sourcetreeapp.com/
GitExtensions (similar to Sourcetree, but all FOSS): https://code.google.com/p/gitextensions/

IDEs

Eclipse - http://www.eclipse.org/
Visual Studio Express - http://www.visualstudio.com/products/visual-studio-express-vs
Monodevelop - http://monodevelop.com/
IntelliJ - http://www.jetbrains.com/idea/
Komodo Edit - http://www.activestate.com/komodo-edit

Engines

Unity 3D - http://unity3d.com

Unreal Developer Kit - http://unrealengine.com/udk
Cry Engine SDK - http://cryengine.com
Game Maker - http://yoyogames.com
GameSalad - http://gamesalad.com
Construct 2 - https://www.scirra.com/construct2
Stencyl - http://www.stencyl.com/
Ren'Py - http://www.renpy.org/
IRRLicht - http://irrlicht.sourceforge.net/
Project Anarchy - http://www.projectanarchy.com/
Love2D - https://**love2d**.org/

Sound

Irrklang - http://www.ambiera.com/irrklang/
Sound Effects - http://bfxr.net
Audacity - Audio / Recording / Music - http://audacity.sourceforge.net/
Procedural Music - http://abundant-music.com (Needs a Midi Renderer)
SynthFont - http://www.synthfont.com (Midi Renderer)
GXSCC - http://www.geocities.co.jp/SiliconValley-SanJose/8700/P/GsorigE.htm (Midi Renderer)
Chip Tune Creator - http://www.beepbox.co
Milkytracker - http://www.milkytracker.org

HTML5 / Javascript

Listing - http://html5gameengine.com/
Game Closure - http://www.gameclosure.com/
Canvas Engine - http://canvasengine.net/
List of HTML5 / Javascript engines http://html5gameengine.com/
CreateJS (HTML5/Javascript libraries - preloading, audio, canvas, tween) - http://createjs.com/#!/CreateJS
Box2D (javascript 2d physics library) - http://box2d-js.sourceforge.net/
Javascript 3D toolkit: http://jeromeetienne.github.io/tquery/
Phase - http://phaser.io/

Frameworks

XNA (C#) - http://www.microsoft.com/en-us/download/details.aspx?id=23714
MonoGame (Open source version of XNA, actively maintained) - http://monogame.net/
Processing (Java) - http://processing.org/
Ogre3D (3D rendering engine) - http://www.ogre3d.org/
OpenFL (Flash-like crossplatform API) - http://www.openfl.org/
Box2D (2d physics library) - http://box2d.org/
Flixel (Flash) - http://flixel.org/
SDL (cross platform API for C/C++) - http://www.libsdl.org/index.php

Assets

Everything - http://opengameart.org - most models in Blender format
3D Models - http://turboSquid.com   http://www.blendswap.com/
3D Models, Textures - https://www.assetstore.unity3d.com
Textures - http://www.cgtextures.com
Textures - http://www.openfootage.net
2D sprites and Flash backgrounds - http://glitchthegame.com/public-domain-game-art/
2D art: http://lunar.lostgarden.com/labels/free%20game%20graphics.html
2D art list - http://bit.ly/18avkmQ
Music (and graph paper!!) - http://incompetech.com
Music - http://www.newgrounds.com/audio
Sound Effects - http://freesfx.co.uk
Sound Effects - http://soundbible.com
Sound Effects - http://freesound.org/
The Open Bundle (Music, 2D assets) - http://open.commonly.cc/
Fonts - http://www.1001freefonts.com
Fonts - http://www.fontriver.com
Fonts - http://www.1001fonts.com
Fonts - http://www.fontsquirrel.com
Fonts - http://www.iconian.com

SDKs

Made with Marmalade: https://www.madewithmarmalade.com/
Appcelerator: http://www.appcelerator.com/developers/

Miscellaneous

Procedural terrain tool for Unity3D:
http://code.google.com/p/unityterraintoolkit/downloads/list
PixelProspector's gamedev big lists: http://www.pixelprospector.com/indie-resources/
Google Fonts - http://www.google.com/fonts
Da Font - http://dafont.com/

Board games

Board game tools - http://www.rptools.net/
FabLab tools - http://fab.cba.mit.edu/content/tools/

Task Management Tools

Trello was already mentioned as a project management tool, general bucket list, also good to collect screenshots, vote on features, do research

http://collabedit.com/ is a text editor / chat hybrid with simple syntax highlighting, easy to share http://mural.ly is a pinboard that connects to google drive and evernote

http://realtimeboard.com pinboard

http://www.mindmeister.com/ mindmapping

http://editorially.com is a versioned, collaborative markdown text editor that has nice export formats

http://fargo.io/ is a nice outliner / notepad

http://www.screenr.com/ web based screen recorder

http://jsfiddle.net/ for webprojects

http://www.lucidchart.com/ , http://cacoo.com/ for diagramming

not to forget the gists from github http://gist.github.com/

and http://www.zoho.com has a whole bunch of tools that are free for small teams