

LULEÅ MAKER SPACE



**ARCTIC GAME
JAM**

APRIL 22 - 23, 2017

GET TOGETHER AND CREATE GAMES IN ONE WEEKEND IN HUNDREDS OF LOCATIONS WORLDWIDE.

facebook.com/arcticgamelab/

Ludum Dare 38

Ludum Dare

Ludum Dare 38 on the alpha website: ldjam.com
Posted by PoV (twitter: @mikekasprzak)
6 days ago | April 6th, 2017 8:06 am

Ludum Dare 38
Online Game Jam
April 21st-24th

Alpha testing on **LDJAM.COM**

Ludum Dare 38
is coming
April 21st-24th
Celebrating 15 YEARS of Ludum Dare

Livestreaming
hitbox / twitch / youtube
Click to Load

What is Ludum Dare

Sorry for the late post!





System Science



Game Blog



Game Jams

Christoffer Lundberg 2017

Game Jam



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Sorry for the late post!

Some of you have been following my low-key announcements, but it's time to go public.

We'll be using [ldjam.com](#) for Ludum Dare 38 (i.e. the new website).

I'm on the cusp of pushing out many key features to the new website (posts and comments). That and a slew of other key features (signing up for events, creating teams, editing your teams game, editing user pages, adding gatherings). These features are all directly related, so when the first one finally drops, the rest should become available soon after.

What you **can** (and should) do right now:

- Register an account (if you haven't registered on the new site yet, you **need** to do this)
- Login and Suggest Themes

NOTE: We will be migrating the data from this website later. Assuming everything goes according to plan (hehe), that should be around our August event.

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What is Ludum Dare?

We're one of the largest and longest running Game Jams in the world



Rules and Guide

What you need to know to take part in Ludum Dare. Tips and advice too



FAQ

Other things you might want to know



Join the Mailing List

Keep up-to-date on Ludum Dare events



Chat on IRC

Join #ludumdare on [irc.afternet.org](#)



/r/ludumdare

Whatever Redditing is, you go do that



[@ludumdare on Twitter](#)

Ludum Dare

Theme

48h

Work in new teams

Try other games

Ludum Dare 34

December 2015

- Online
- Had met few
- First Unity game

Två möten innan eventet

Wednesday

- skill set,
- Earlier projects,
- Platform

Två möten innan eventet

Wednesday

- skill set,
- Earlier projects,
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- **Team**
- Art/ level design
- music
- 3d modeller
- lead programmer + 2 friends
- programmer + friends

Två möten innan eventet

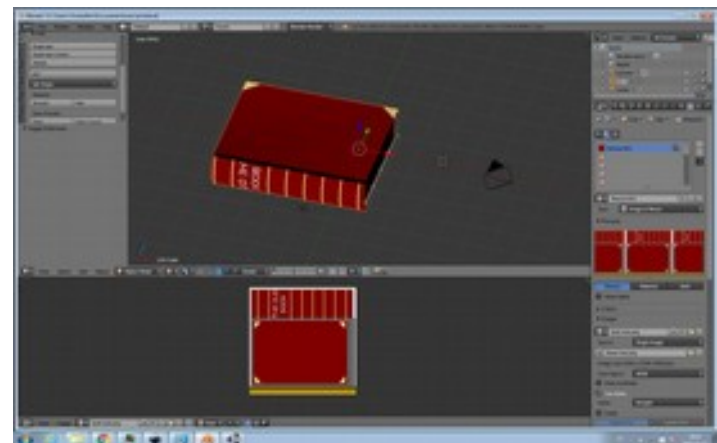
Wednesday

- skill set,
- Earlier projects,
- Platform

- **Team**
- Art/ level design
- music
- 3d modeller
- lead programmer + 2 friends
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Friday

- Draft projekt,
- Git set up
 - (git ignore,
 - don't use the same scene)



Lördag – 11:00 Spelidén

- Brinstroming alone 10 min,
- summaries for each other,
 - build on,
- Hard to pick the idea

Theme

Voting ends in 1 day, 4 hours, 38 minutes

<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	One use only	Red
<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Break It	
<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Lose abilities as you progress	
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Control the enviroment	Green
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Growing	Green
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	One massive enemy	Yellow
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Generations	Green
<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Death is not the end	Red
<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	You are many	
<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Only 3 Rules	
<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stick Together	
<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Strength in Numbers	Red
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Isolation	
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Two button controls	Green
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Colony	Yellow
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Four Elements	Yellow
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Unexplored	Green
<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Build your weapon	Red
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Nonviolent combat	Yellow
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Journey into the unknown	Green

Theme

Growing

&

Two Button

Control

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A Game that are:

Innovative &
risky

or

Iterative &
more safe

The game

- **Agario** with companies eating each other,
- Affiliates to protect
- Generate company names



The game

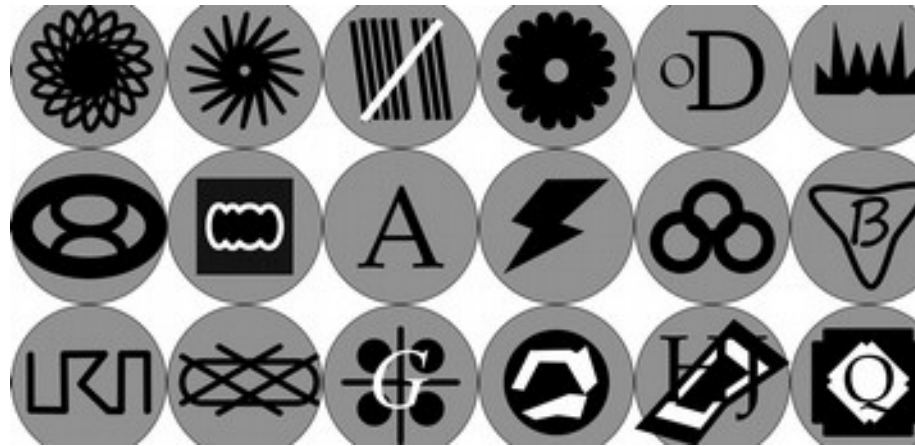
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Ball Street Journal

- Sub goals, and meetings every 3h
 - Saturday
 - 13:00,
 - 17:00,
 - 21:00
 - Sunday...?

- **Art:** balls + texturemask, iconer, background art, GUI and "the journal" start screen.

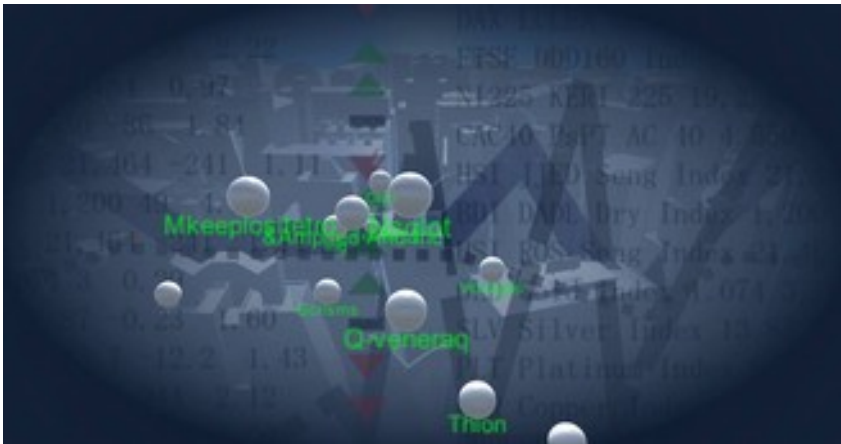


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- **3d modeller:** made the buildings in the background.
- **Music:** music and sound effects.
- **Lead programmer:** made, movement, AI och collision.
- **Co:** random generated company names.
- **Duo:** programmed the rest, putting the parts together, put in textures, tweaking the game play osv.

3 Problems

Good contrast or episk bakgrund?



3 Problems

Tweaking game play through AI
without lead programmer

3 Problem

We are done long before 03:00...

How did it turn out?



Jupi Plays Indie Games: ALL THE INDIE GAMES [Ludum Dare 34] [Part 42]



Jupiter_Hadley



How did it turn out?

- Scoring and giving feedback to other games.
- If you give feedback you get feedback back.
- We played ca 20 games.

Score

Theme	4.00
Audio	3.50
Humor	2.57
Graphics	3.27
Overall	3.18
Mood	3.00
Fun	2.95
Innovation	2.14

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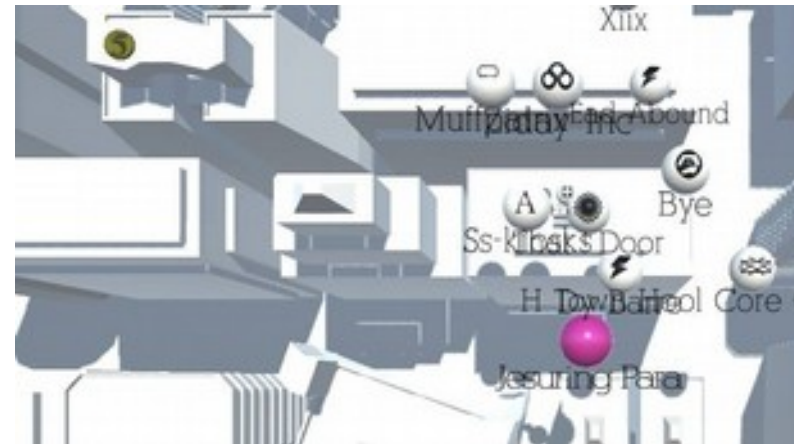
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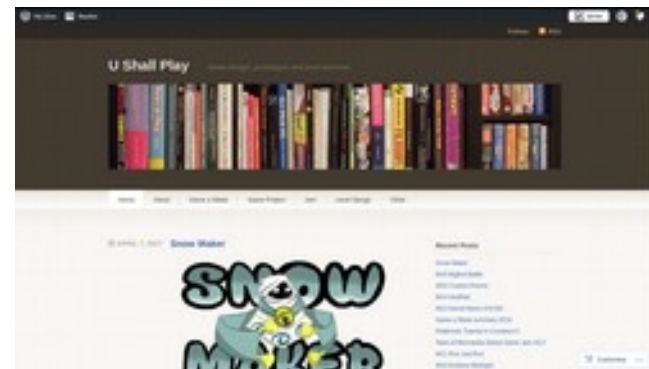
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- "Nice job on the audio and the buildings, and i really liked the metaphor!Gameplay is hard to control though and knowing which is possible to acquire is difficult."
- "The game is funny, but you have to, lets call it, grind a lot."

Ball Street Journals



Play Online



UshallPlay.wordpress.com/

And more game jam...

- LTU Lan Januari 2016 "**Emojis**"
- LD 35 April 2016 Luleå "**Shapeshift**"
- Sommar jam 2016 Skellefteå "**VR**"
- LD 36 Augusti 2016 Luleå "**Ancient Technology**"
- Piteå Oktober 2016 "**Simulator**"
- Boden November 2016 "**Woods**"
- LD37 December 2016 Luleå "**One Room**"
- Global Game Jam Januari 2017 Skellefteå "**Waves**"
- Boden April 2017 "**Snow**"
- LD 38 April 2017 Luleå "**???**"

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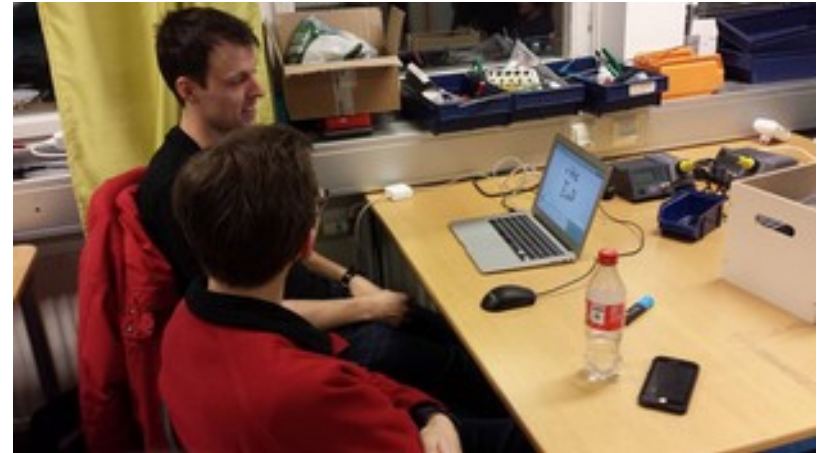
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- You have somthing playable in the end.

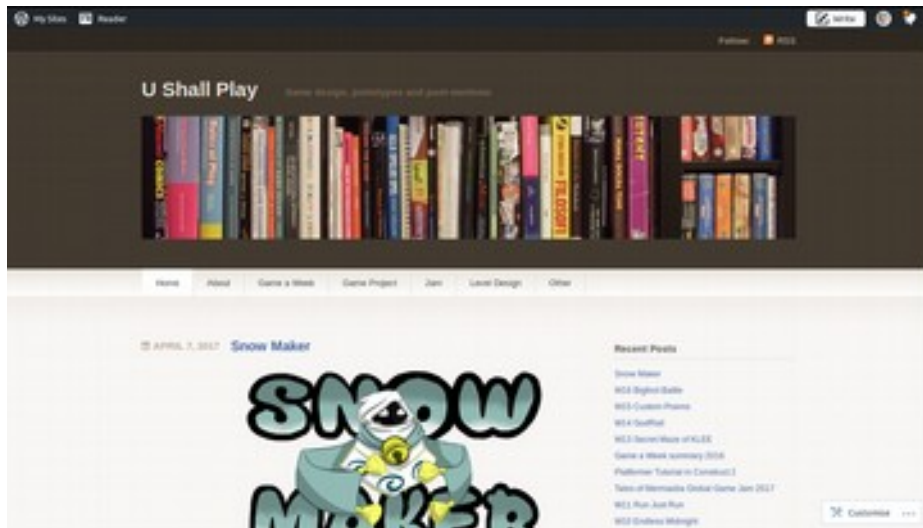


- Game meetups
- Tuesdays 18:30
- Bring your project
- Playtest
- Feedback



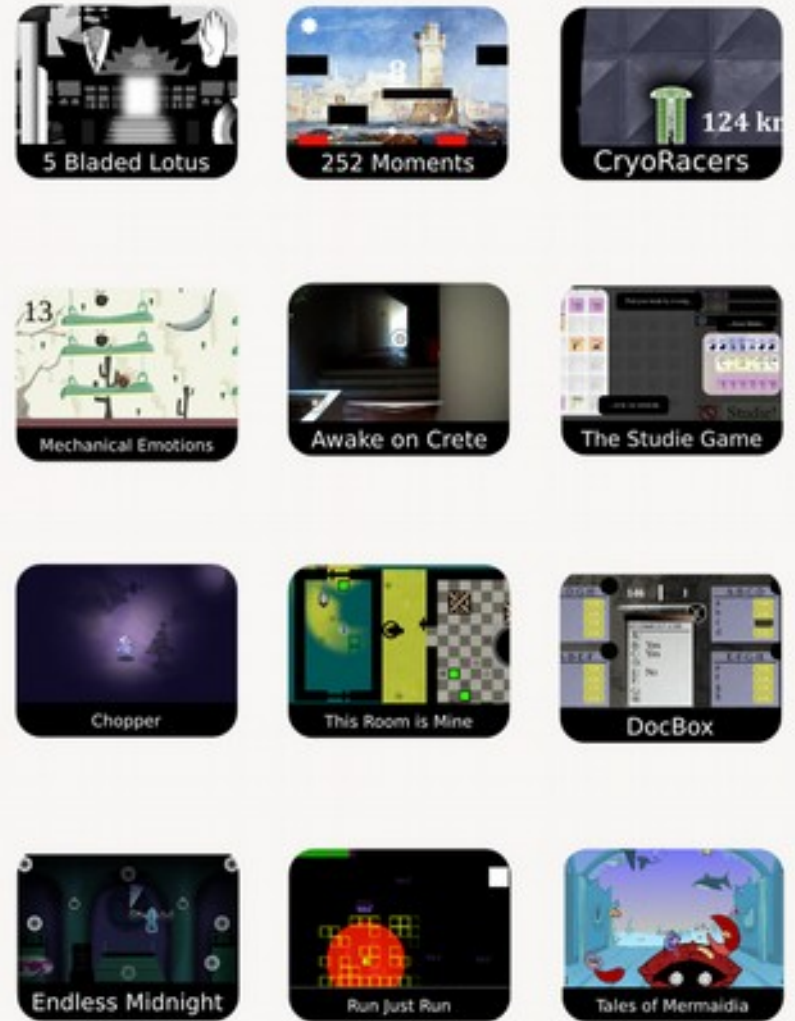
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Gameblog



Game a Week summary 2016

February 6, 2017



UshallPlay.wordpress.com/

- Event in Norrbotten

- Game jams
- Talks
- Workshops
- Help with game projects



- [Facebook.com/arcticgamelab](https://www.facebook.com/arcticgamelab)



Creative Park
Rådhusgatan 7
Close to the city park