



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/arcticgameclub/

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!





Systemvetenskap



Spelblog



Game Jams

Christoffer Lundberg 2017

Game Jam



Ludum Dare 38 on the alpha website: ldjam.com

Posted by PoV (twitter: @mikekasprzak)

6 days ago | April 4th, 2017 8:06 am



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.

Ludum Dare 38

is coming

April 21st-24th

Celebrating 15 YEARS of Ludum Dare



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](https://twitter.com/ludumdare)

Ludum Dare

Tema

48h

Jobba i ett nytt team

Testa andras spel

Ludum Dare 34

December 2015

- Helt online
- Kände få sedan innan
 - Första unity spelet

Två möten innan eventet

Onsdag

- skill set,
- tidigare spel,
- Platform

Två möten innan eventet

Onsdag

- skill set,
- tidigare spel,
- Platform

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

Två möten innan eventet

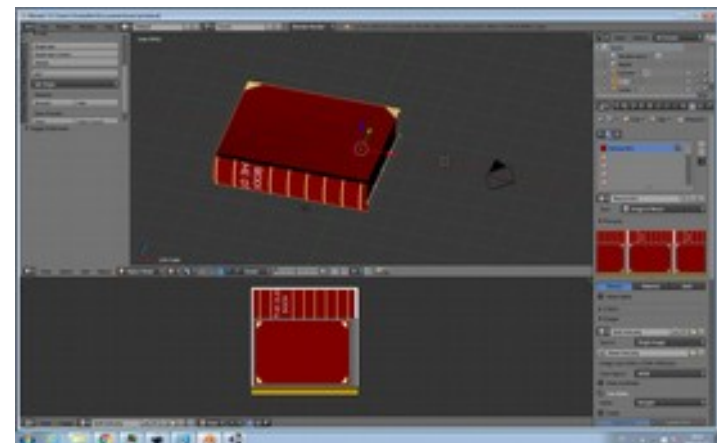
Onsdag

- skill set,
- tidigare spel,
- Platform

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

Fredag

- Test projekt,
- sätter upp git
 - (git ignore,
 - var ej i samma scen)



Lördag – 11:00 Spelidén

- Brinstroming själv 10 min,
 - summera till andra,
 - bygga vidare,
 - svårt att välj en idé

Tema

Voting ends in 1 day, 4 hours, 38 minutes

<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	One use only	
<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	
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Growing	
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	One massive enemy	
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Generations	
<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Death is not the end	
<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	
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Isolation	
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Two button controls	
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Colony	
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Four Elements	
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Unexplored	
<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Build your weapon	
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Nonviolent combat	
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Journey into the unknown	

Tema

Growing

&

Two Button Control

Voting ends in 1 day, 4 hours, 38 minutes

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

Ska spelet vara:

Innovativt och
riskfyllt

eller

iteration som är
mer säker ?

Spelet

- **Agario** fast med företag som äter varandra,
- dotterbolat att skydda
- Generera företagsnamn



Spelet

- **Agario** fast med företag som äter varandra,
- dotterbolat att skydda
- Generera företagsnamn



Ball Street Journal

- Delmål, och möten efter ca 3h
 - Lördag
 - 13:00,
 - 17:00,
 - 21:00
 - Söndag...?

- **Art:** bollar + texturemask, iconer, bakgrundsgrafik, GUI och "the journal" startskärm.

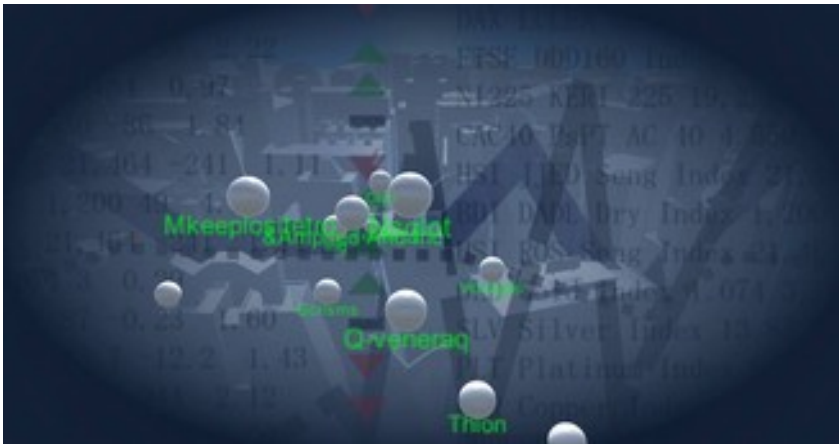


- **Art:** bollar + texturemask, iconer, bakgrundsgrafik, GUI och "the journal" startskärm.
- **3d modeller:** gjorde skyskrapor för bakgrunden.
- **Music:** musik och sound effects.

- **Art:** bollar + texturemask, iconer, bakgrundsgrafik, GUI och "the journal" startskärm.
- **3d modeller:** gjorde skyskrapor för bakgrunden.
- **Music:** musik och sound effects.
- **Lead programmer:** gjorde, movment, AI och kollision.
- **Co:** random genererade företagsnamn.
- **Duo:** programmerar resterande, sätta ihop delar, lägga in texturer, tweeka game play osv.

3 Problem

Tydlig kontrast eller episk bakgrund?



3 Problem

Tweaka game play genom AI
utan lead programmer

3 Problem

vi är klara långt innan 03:00...

Hur blev spelet?



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



Jupiter_Hadley



Hur blev spelet?

- Poängsättning och ger feedback till andras spel.
- Den som ger feedback får feedback tillbaka.
- Vi spelade ca 20 spel på 2 personer.

Poäng

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

Feedback

- "Graphics are great but appear to be kinda half-done? (lots of white) [...] Movement felt fun but collision detection was a bit weird."

Feedback

- "Graphics are great but appear to be kinda half-done? (lots of white) [...] Movement felt fun but collision detection was a bit weird."
- "I liked the audio especially the background noises added to the mood, liked that the credits were scattered around the city. Gameplay was a bit too simple for me."

Feedback

- "Graphics are great but appear to be kinda half-done? (lots of white) [...] Movement felt fun but collision detection was a bit weird."
- "I liked the audio especially the background noises added to the mood, liked that the credits were scattered around the city. Gameplay was a bit too simple for me."
- "Nice single player agar.io clone :) Definitely works in this context!"

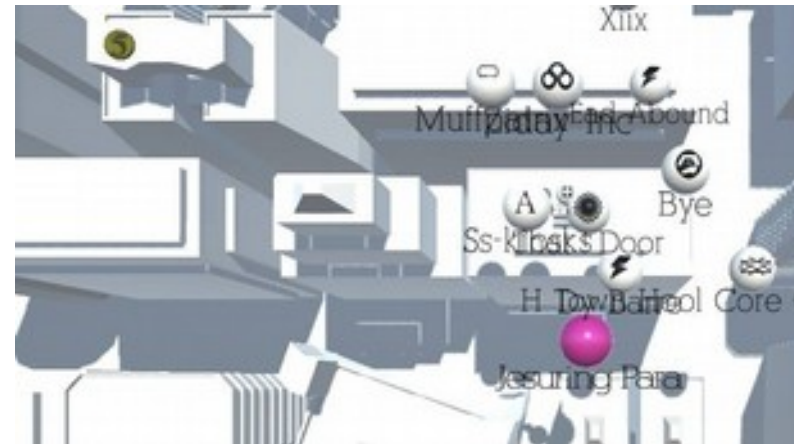
Feedback

- "Graphics are great but appear to be kinda half-done? (lots of white) [...] Movement felt fun but collision detection was a bit weird."
- "I liked the audio especially the background noises added to the mood, liked that the credits were scattered around the city. Gameplay was a bit too simple for me."
- "Nice single player agar.io clone :) Definitely works in this context!"
- "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."

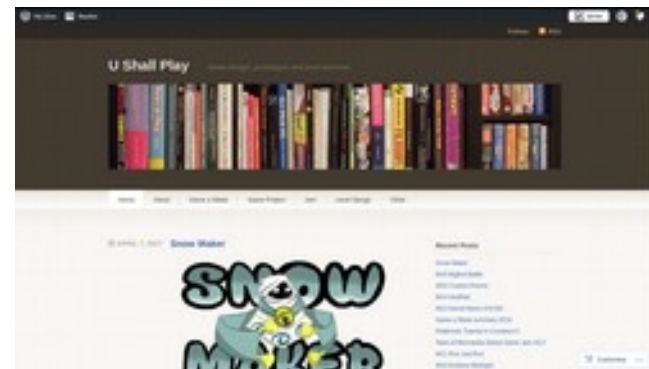
Feedback

- "Graphics are great but appear to be kinda half-done? (lots of white) [...] Movement felt fun but collision detection was a bit weird."
- "I liked the audio especially the background noises added to the mood, liked that the credits were scattered around the city. Gameplay was a bit too simple for me."
- "Nice single player agar.io clone :) Definitely works in this context!"
- "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/

Fler 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 "**???**"

Varför jag gillar game jams?

- Utan game jams är det lätt att få idéer men svårt att göra klart dem.

Varför jag gillar game jams?

- Utan game jams är det lätt att få idéer men svårt att göra klart dem.
- Tidsbegränsning, Inget "senare"

Varför jag gillar game jams?

- Utan game jams är det lätt att få idéer men svårt att göra klart dem.
- Tidsbegränsning, Inget "senare"
- Behöver inte boka möten, folk är på game jammet.

Varför jag gillar game jams?

- Utan game jams är det lätt att få idéer men svårt att göra klart dem.
- Tidsbegränsning, Inget "senare"
- Behöver inte boka möten, folk är på game jammet.
- Testa nya verktyg, nya arbetssätt, med nya personer

Varför jag gillar game jams?

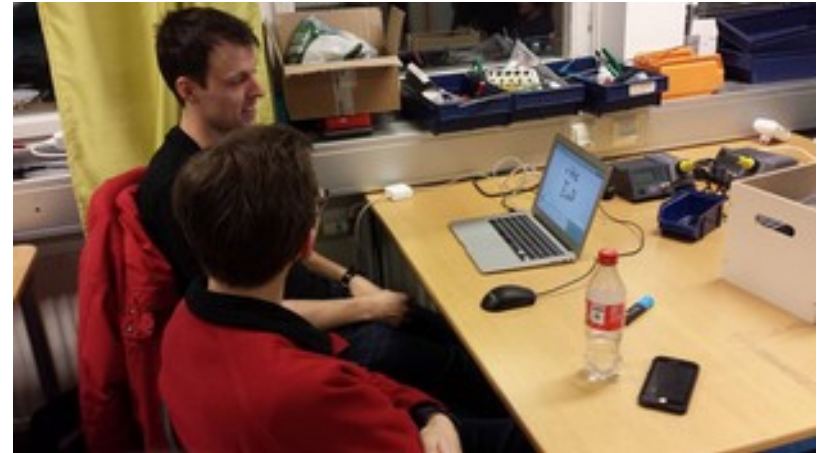
- Utan game jams är det lätt att få idéer men svårt att göra klart dem.
- Tidsbegränsning, Inget "senare"
- Behöver inte boka möten, folk är på game jamet.
- Testa nya verktyg, nya arbetssätt, med nya personer
- Testa andras spel och få feedback

Varför jag gillar game jams?

- Utan game jams är det lätt att få idéer men svårt att göra klart dem.
- Tidsbegränsning, Inget "senare"
- Behöver inte boka möten, folk är på game jamet.
- Testa nya verktyg, nya arbetssätt, med nya personer
- Testa andras spel och få feedback
- Spelbart i slutet av eventet.

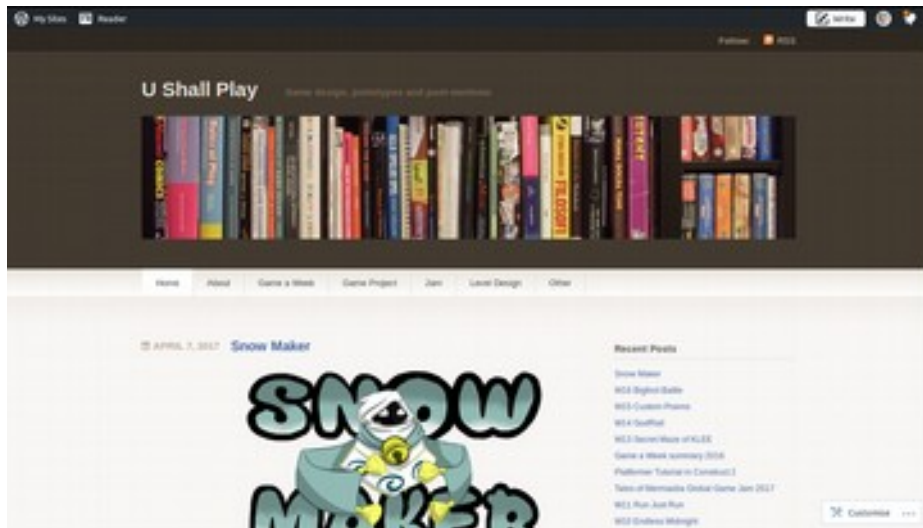


- "Spelstuga"
- Tisdagar 18:30
- Jobba med projekt
- Speltest
- Feedback



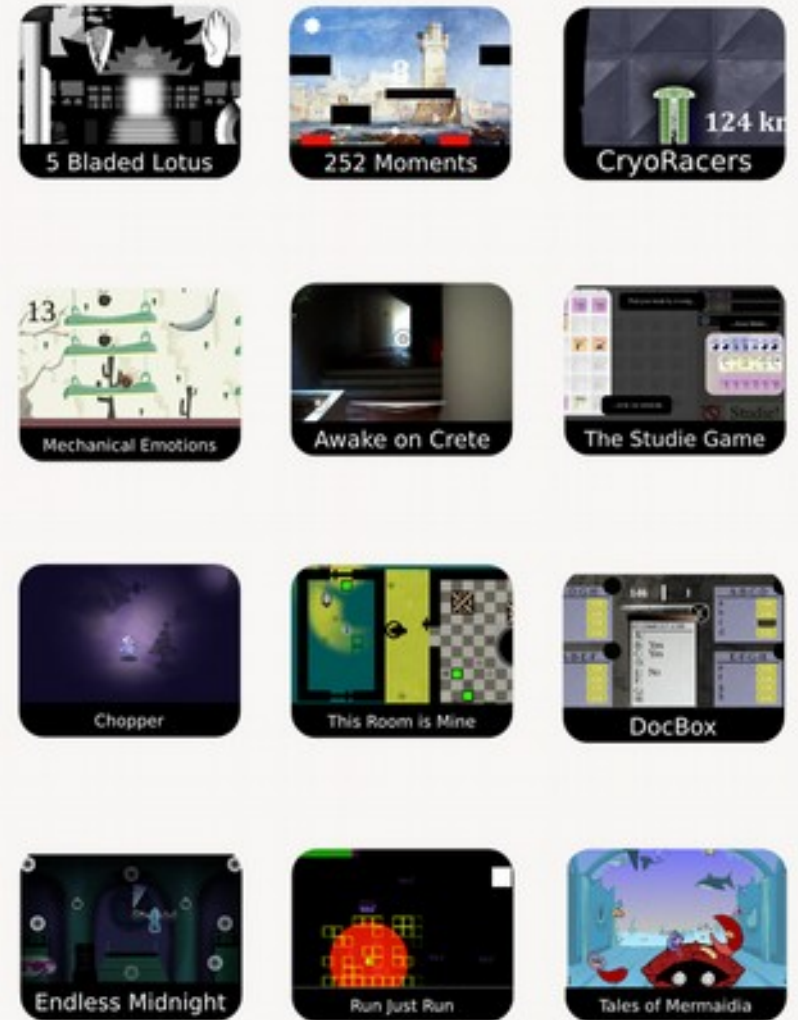
facebook.com/luleamakerspace/

Spelblog



Game a Week summary 2016

February 6, 2017



UshallPlay.wordpress.com/

- Event i Norrbotten
 - Game jams
 - Föreläsningar
 - Workshops
 - Hjälper med spelprojekt



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



Creative Park
Rådhusgatan 7
Nära stadsparken