Dare to Ludum Dare

How does a game jam work?

blinry
Hackover 2017
"Game Jam"
"Ludum Dare"
This Talk
T - 14 days

ldjam.com
T - 14 days

Ludum Dare 38
April 21st-24th, 2017

Theme Suggestion Round

Your suggestion
Submit

You have 0 suggestion(s) left

My Suggestions

square grid
×
time travel
×
frogs
×
Ludum Dare 38
April 21st-24th, 2017

Theme Slaughter Round

Would this be a good Theme?

Hot

If inappropriate or offensive, you can Flag it.

Themes Slaughtered: 600
### T - 4 days

**Theme Voting Round**

<table>
<thead>
<tr>
<th>Round</th>
<th>Round 2</th>
<th>Round 3</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>On / Off</td>
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<td></td>
<td>Everything has a Cost</td>
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<td>Save Yourself, Not the World</td>
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<td>You are the Bad Guy</td>
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<td></td>
<td>Connections</td>
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<td></td>
<td>Two Colors</td>
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<td></td>
<td>Limited Energy</td>
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<tr>
<td></td>
<td>Evolve</td>
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</tbody>
</table>
T - 1 day

Final Voting
T - 1 day

Food & Sleep & Tech
Hi there! LÖVE is an *awesome* framework you can use to make 2D games in Lua. It's free, open-source, and works on Windows, Mac OS X, Linux, Android and iOS.

**Download LÖVE 0.10.2**

- Windows XP+ 32-bit installer
  - 32-bit zipped
  - 64-bit installer
  - 64-bit zipped
- Mac OS X 10.7+
  - 64-bit zipped
- Ubuntu 14.04 - 17.04
  - PPA
  - 32-bit: liblove · love · dbg
  - 64-bit: liblove · love · dbg
  - ARM: liblove · love · dbg
- Other downloads
  - Android — Play Store
  - Android APK
  - Linux source
  - iOS source
  - Other source
  - Other versions

**Open Source**

LÖVE is licensed under the liberal zlib/libpng license. This means that:

**Community**

If you get stuck, many friendly people are ready to help you at the forums. Be warned, however, that it sometimes gets too friendly.
The Theme for Ludum Dare 37 is: One room
#LDJAM
Indirect interaction
Guardian
Construction/destruction (sheep)
Preparation – Set it up, let it go
Infection
Random
Light and darkness
Growth
Swarms
Moon/anti-text
Build the level you play
Chain reaction
Weird/unexpected/surprise
Minimalist

The tower
Roads
Advancing wall of doom
Caverns
Exploration
Islands
Enemies as weapons
Discovery
It’s dangerous to go alone!
Take this!
Escape
Alone (kitten challenge)
Tiny world
Evolution
You are the villain (goat)

Minimalism (potato)
10 seconds
You only get one
Beneath the surface
Connected Worlds
Entire Game on One Screen
An Unconventional Weapon
You are the Monster
Growing/two button controls
Shapeshift
Ancient Technology
One Room
A Small World
Running out of Power
T-0
(01:00 UTC)
Jam Rules
Compo Rules
ONE ROOM

- Room gets smaller and smaller
- Furniture planning
- Empty room
- Student desk
- Prison cell
- Escape games
- Chatroom
- Panic room
- Bruker
- Mushroom

- Car: Plane: Tank
- Vehicle interior
- One-room movies
- Hotel room, waiting room, classroom
- Bedroom, bathroom - a kid's/child's room, changing room, engine room, control room, server room, clean room
- Rear window view in fur rope
- Clean: Doo on

get all furniture in: house requisitions
A-bund :0
Tanuki room

Restriction: No four pieces touching at a point.
Interior design

- Door: Must be free
- Recycle bin: Must be free from the door
- Bed: Must be free
- Window: Low else less light
- Free or table (or must have table?)
2 x ☐ ☐

Fun! :D

14 spaces
- 10
- 1
\[ \frac{3}{3} \]

7 users

7 users

left

brushing door
Brainstorming
Scope
Game Design
Sound Effects
Pickup_Ford_62__DoorOpen
1962 Ford pickup Truck Door Open
door pickup truck exterior opening

Fill Cup of Tea (Pickup)
This is the sound of filling a cup with tea.
Recording: The sound was recorded using a
pickup (Schertler Basik ...
Pouring Cup Tea Pour Water Pickup Fill

licenses
- Attribution (659)
- Attribution Noncommercial (23)
- Creative Commons 0 (388)
- Sampling+ (28)

tags
- 8bit
- acoustic bass
- clean
- coil
- double effect
- electric
- electronic
- fx game
- gamesound
- guitar
- instrument
- multisample
- nintendo noise
- pick-up
- pickup
- plucked retro
- sfx
- shoot sound
- sound
effect
- sounddesign
- soundeffect
- standup stereo
- upright
<table>
<thead>
<tr>
<th>Feels</th>
<th>Tempo</th>
<th>Genre</th>
<th>Length</th>
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<td>Soundtrack</td>
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<td>90 bpm</td>
<td>Electronica</td>
<td>2:40</td>
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<tr>
<td></td>
<td>75 bpm</td>
<td>Soundtrack</td>
<td>3:15</td>
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<tr>
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<td>105 bpm</td>
<td>Electronica</td>
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<td>95 bpm</td>
<td>Electronica</td>
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<tr>
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<td>98 bpm</td>
<td>Pop</td>
<td>4:45</td>
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<td>Soundtrack</td>
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<td></td>
<td>54 bpm</td>
<td>World</td>
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</tr>
<tr>
<td></td>
<td>54 bpm</td>
<td>World</td>
<td>6:53</td>
</tr>
</tbody>
</table>
T + 2 days

Playtesting
WAS IST DAS FÜR 1 ROOM?

made in 48 hours
for Ludum Dare 37

by Leslie Wöhler
Moritz Mühlhausen
and Sebastian Morr

Click to start!
Ten Little Letters

Authors
Visit your userpage to add authors.

NOTE: You can only add friends (users that follow each other).

Description
A minimalist letter guessing game. Made in 24 hours by a sick [blinry](https://twitter.com/blinry). Enjoy! :)

Made with [LOVE](https://love2d.org/). The sounds were generated with [bfxr](http://www.bfxr.net/), the intro music was created with [SunVox](http://www.warmplace.ru/soft/sunvox/). The font is "Montserrat" by Julieta Ulanovsky.

To run the Linux and macOS versions, install LOVE 10.2.

Event

NOTE: You MUST click this before you will be able to Publish. Please refer to the rules. If you don't know what to pick, pick the Jam.

Voting Category Opt-outs

- Do not rate me in Graphics
- Do not rate me in Audio
- Do not rate me in Humor
- Do not rate me in Mood
Recommended Size: 640x512 (i.e. 5:4 aspect ratio). Other sizes will be scaled and cropped to fit. Animated GIFs will not work here.

Links

| Windows     | https://github.com/blinry/ten-little-letters/releases/download/v1.0.3/ten-little-letters-
| Linux       | https://github.com/blinry/ten-little-letters/releases/download/v1.0.3/ten-little-letters.l
| macOS       | https://github.com/blinry/ten-little-letters/releases/download/v1.0.3/ten-little-letters.l
| Source code | https://github.com/blinry/ten-little-letters |
T + 3 days

Featured Event  All Events

All  Jam  Compo  Unfinished

Smart  Classic  Danger  Zero  Feedback  Grade

Smart: This is the modern balancing filter. It balances the list using a combination of votes and the karma given to feedback. You start seeing diminishing returns after 50 ratings, but you can make up for it by leaving quality feedback.

Ludum Dare 39  JAM  Ludum Dare 39  COMPO  Ludum Dare 39  JAM

Kingin’It  Lightcap  Super Charged

Ludum Dare 39  JAM  Ludum Dare 39  JAM  Ludum Dare 39  COMPO

R.I.P. Steve  Super Charged

Coming Up
December 1st - Ludum Dare 40
December 29th - Results

Support Us
Idjam.com is a free, open source service run by Mike Kasprzak (@pou). If you like it, please support Mike on Patreon or PayPal.
Other inquiries, contact: Mike.

If you want to help with the code, the Source Code is available on: GitHub.
Colm Eccles (@colm-eccles)
opposed 4 months ago

Wow this game is really great and I enjoyed it a lot! The game feels very polished with the cute art style, sound effects and music complimenting each other really nicely. The game mechanics are pretty fun, I enjoyed the ‘flow’ mechanic and thought it was an interesting game element that sometimes worked against you and other times worked with you. The humor and dialogue was well done and a nice touch. I also thought the challenge progression was well done, as you get used to the mechanics and the map it would up to challenge. Really great job!

Kinjin (@kinjin)
opposed 4 months ago

Gosh, I missed your game that take place in the human body like mine and a few other.

Great execution!
LD37 (One Room)

Search results (2383 entries)

Event
LD37 (One Room)

Restrict games
All platforms
Compo Jam Both

Search [?] 
Keyword or user ID
Clear

ELECTION WAR
by agordeevw
| Unknown
Balance: 157
(133p given - 6p rec.)
Details...

VR Block Buster
by jerwil
Jam | Win Android Web
Balance: 136
(86p given - 21p rec.)
Details...
Was ist das für 1 Room?
by blinry, for LD37 (One Room)
LDJam Smart balance:
Feedback Friends balance: 96
Feedback Friends: 2

Comments given [?]
14 comments, 36 points (2.6p/c)

to columhiggins (2p)
2016-12-14 17:27:00
I like the personal, interview-like style of this piece! :) Didn't really enjoy the interpretations, though, because from my point of view, this stuff is rather arbitrary. But it must have been a lot of work to record all the 16 different permutations, so points for effort!

Comments received
19 comments, 35 points

g12345 (2p)
2016-12-30 23:30:00
A really nice puzzle game.

Cerno_b (2p)
2016-12-29 18:26:00
Awesome game. I wanted to do something similar to your idea but I would never have pulled it off so well.

Mentions
@blinry
2016-12-13 16:03:00
This came up when I searched for "stanley" – I knew someone would do this! :D It's unfortunate you didn't have time to finish it! If you indeed should finish it next year, you're welcome to notify me, I'd like to play the complete thing! :) I'm @blinry on Twitter, as well.

So, feedback! AMAZING graphics! :O Did you create all assets yourselves? How do you display the room is amazing! On my first try, I went the stubborn route, (SPOILERS) only to be trapped :D On my second attempt, I played until the room...
Ludum Dare 37: Playthroughs Episode 3
<table>
<thead>
<tr>
<th>#</th>
<th>Category</th>
<th>Score</th>
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<tbody>
<tr>
<td>#8</td>
<td>Fun(Jam)</td>
<td>4.29</td>
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<tr>
<td>#23</td>
<td>Theme(Jam)</td>
<td>4.43</td>
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<tr>
<td>#35</td>
<td>Overall(Jam)</td>
<td>4.14</td>
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<tr>
<td>#45</td>
<td>Innovation(Jam)</td>
<td>4.10</td>
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<tr>
<td>#101</td>
<td>Humor(Jam)</td>
<td>3.67</td>
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<tr>
<td>#340</td>
<td>Graphics(Jam)</td>
<td>3.73</td>
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<tr>
<td>#394</td>
<td>Mood(Jam)</td>
<td>3.35</td>
</tr>
</tbody>
</table>
YOU'RE A FLOOR LAMP NOW

Made in 48 hours for Ludum Dare 35 by Sebastian Morr

@blinry / morr.cc
20000 Pixels
Into The Sea

made in 72 hours
for Ludum Dare 36
by Leslie Wöhler
and Sebastian Morr

Click to start!
A Bloody Small World

made in 72 hours for Ludum Dare 38
by blinry, Invitus, Pecca, and winniehell
Ten Little Letters

Made in 24 hours for Ludum Dare 39 by Sebastian Morr

@blinry/morr.cc
Ludum Dare 40:
2nd to 4th December 2017
Sebastian Morr
@blinry
morr.cc

Slides: morr.cc/dare-to-ludum-dare/