

Dare to Ludum Dare

How does a game jam work?

blinry

Hackover 2017



"Game Jam"

Geoff Howland

Mike Kasprzak



"Ludum Dare"

April

August

December

3

This Talk

T - 14 days

Idjam.com

T - 14 days

Ludum Dare

ON NOW: Ludum Dare 38 📩 [Theme Suggestions](#) are open

🏆 Ludum Dare 38

🕒 April 21st-24th, 2017

Theme Suggestion Round

You have **0** suggestion(s) left

My Suggestions

square grid

time travel

frogs

X
X
X

T - 10 days

Ludum Dare 38

🕒 April 21st-24th, 2017

Theme Slaughter Round

Would this be a good Theme?

Hot

YES ✓

NO ✕

If inappropriate or offensive, you can [Flag](#) it.

Themes Slaughtered: 600

Would this be a good Theme?

You are the Bad Guy

YES ✓

NO ✗

Good

Would this be a good Theme?

Cookies

YES ✓

YES ✓

Would this be a good Theme?

Fun

YES ✓

NO ✗

Would this be a good Theme?

28

YES ✓

NO ✗

Would this be a good Theme?

propaganda

YES ✓

NO ✗

Would this be a good Theme?

Justice

YES ✓

NO ✗

Would this be a good Theme?

The New LD Site Tries to Kill You

YES ✓

NO ✗

Would this be a good Theme?

Please... Please... No! ...

YES ✓

NO ✗

T - 4 days

Theme Voting Round

Round 1

Round 2

Round 3

Round 2

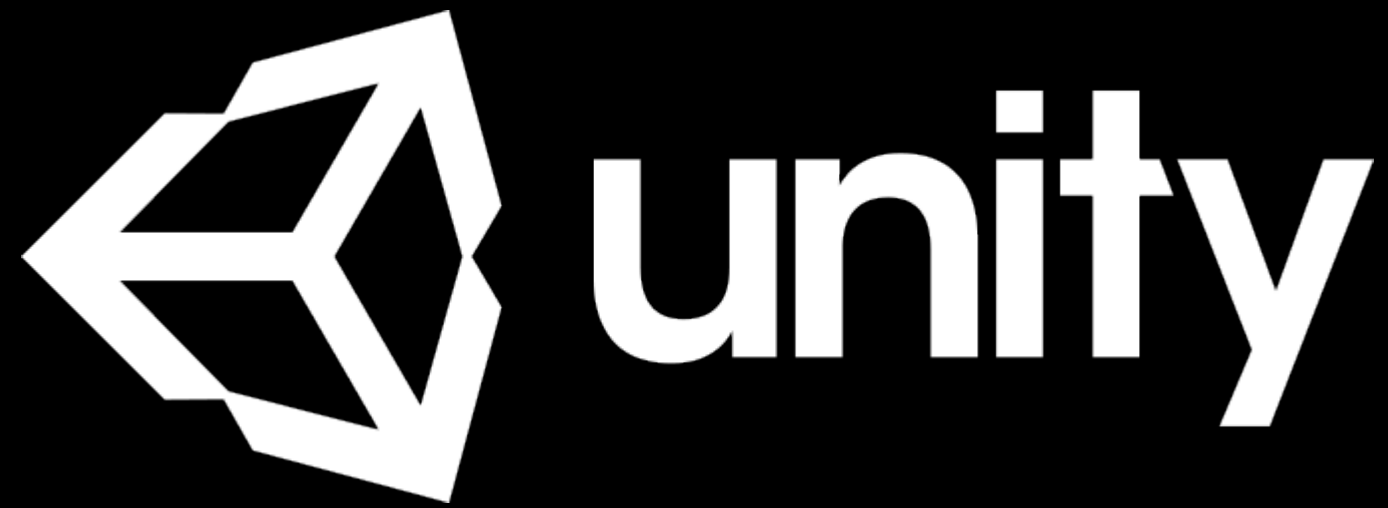
- | | | | |
|----|---|----|------------------------------|
| -1 | 0 | +1 | On / Off |
| -1 | 0 | +1 | Everything has a Cost |
| -1 | 0 | +1 | Save Yourself, Not the World |
| -1 | 0 | +1 | You are the Bad Guy |
| -1 | 0 | +1 | Connections |
| -1 | 0 | +1 | Two Colors |
| -1 | 0 | +1 | Limited Energy |
| -1 | 0 | +1 | Evolve |

T - 1 day

Final Voting

T - 1 day

Food & Sleep & Tech



LÖVE ♥

Wiki

forum

bugs



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 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.

T-0



Ludum Dare
@ludumdare

Following



The Theme for Ludum Dare 37 is: One room
[#LDJAM](#)



Indirect interaction	The tower	Minimalism (potato)
Guardian	Roads	10 seconds
Construction/destruction (sheep)	Advancing wall of doom	You only get one
Preparation – Set it up, let it go	Caverns	Beneath the surface
Infection	Exploration	Connected Worlds
Random	Islands	Entire Game on One Screen
Light and darkness	Enemies as weapons	An Unconventional Weapon
Growth	Discovery	You are the Monster
Swarms	It's dangerous to go alone!	Growing/two button controls
Moon/anti-text	Take this!	Shapeshift
Build the level you play	Escape	Ancient Technology
Chain reaction	Alone (kitten challenge)	One Room
Weird/unexpected/surprise	Tiny world	A Small World
Minimalist	Evolution	Running out of Power
	You are the villain (goat)	

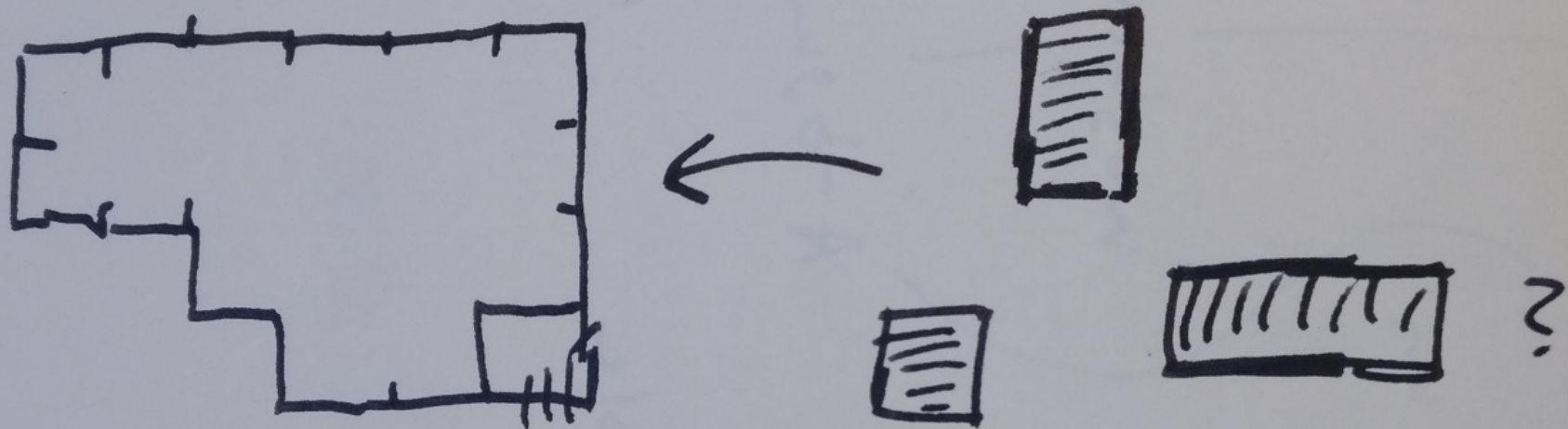
T-0

(01:00 UTC)

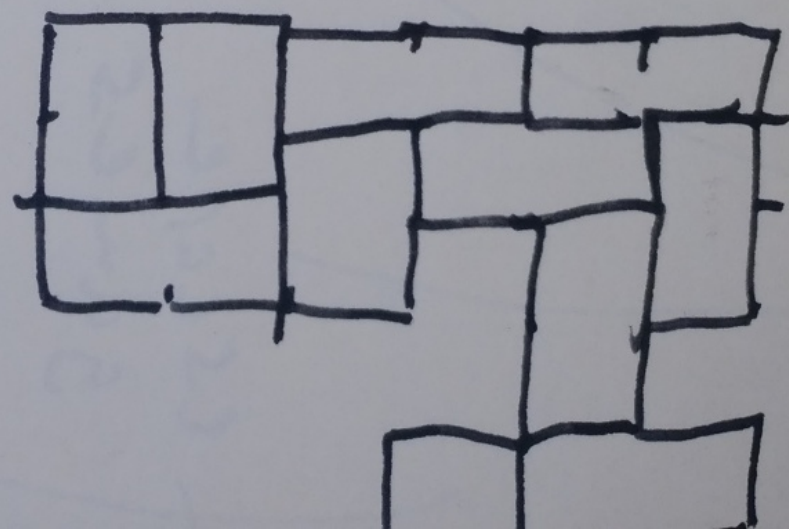
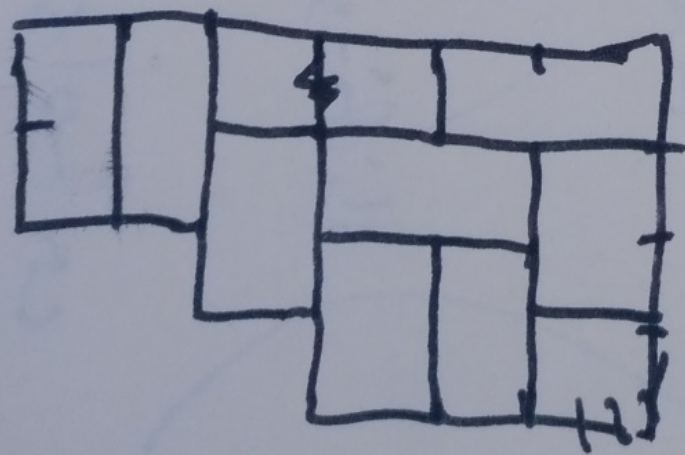
Jam Rules

Compo Rules

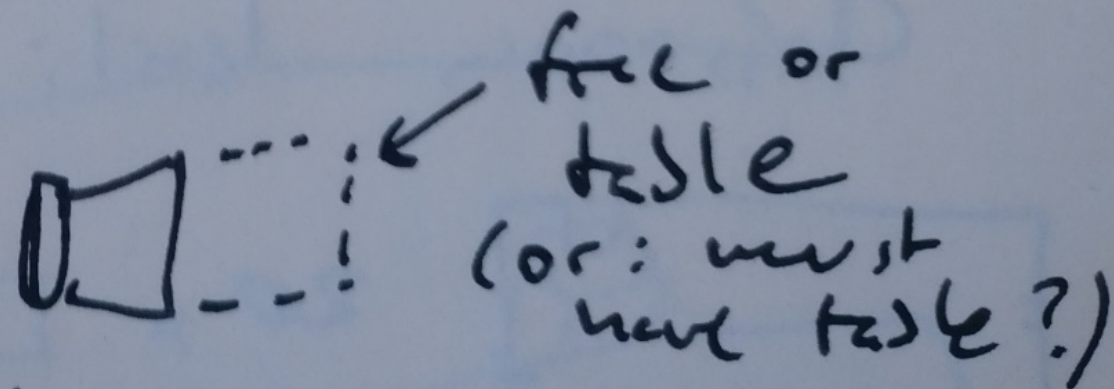
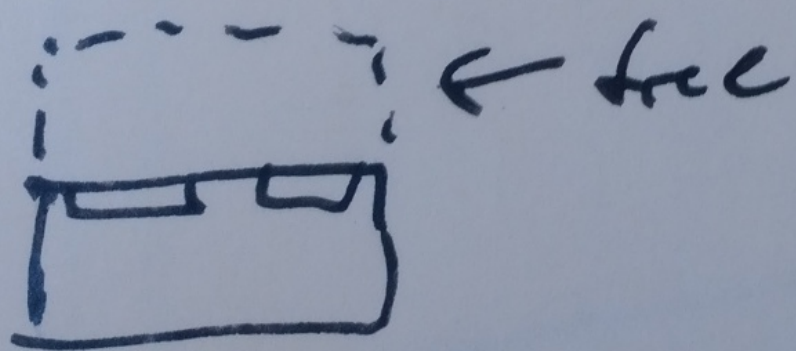
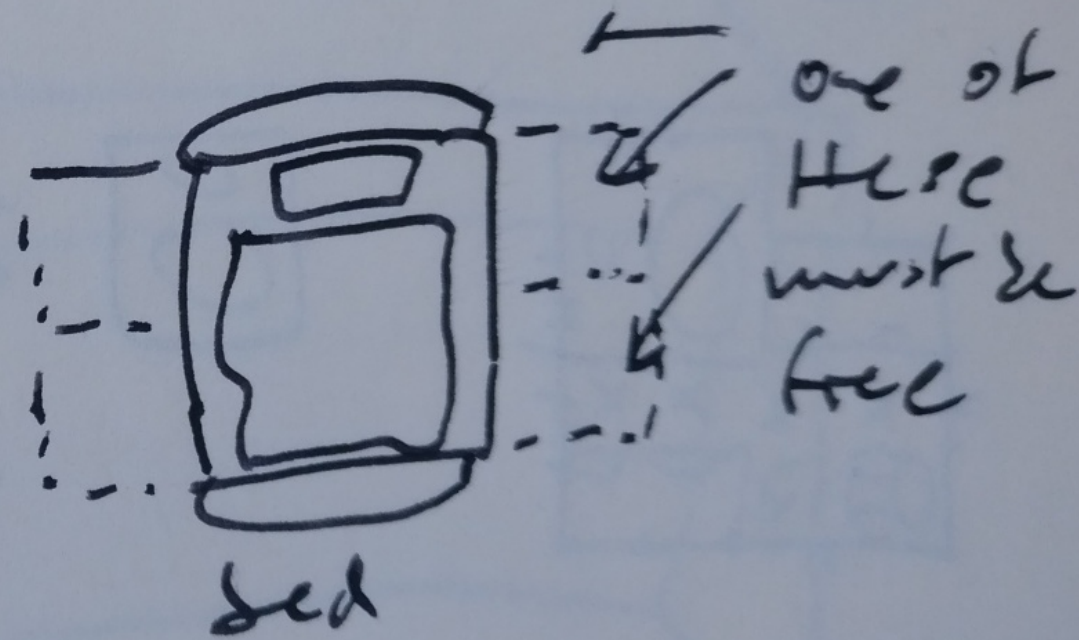
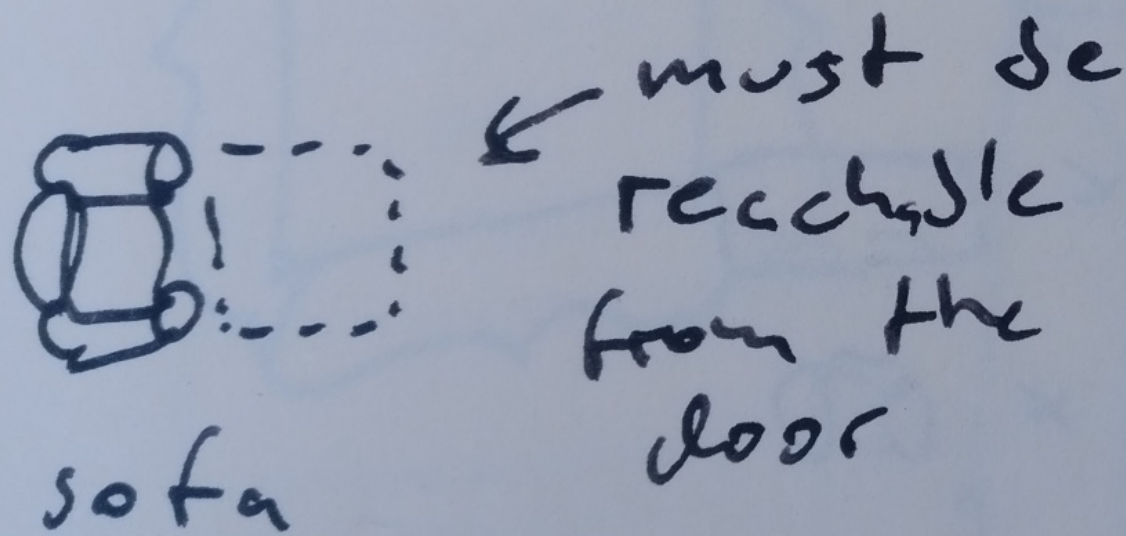
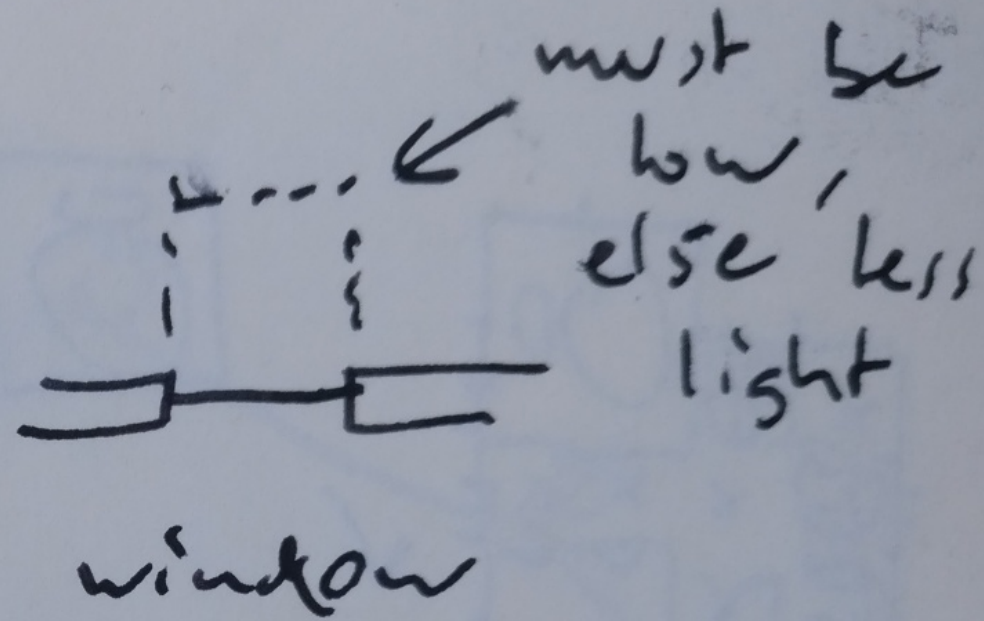
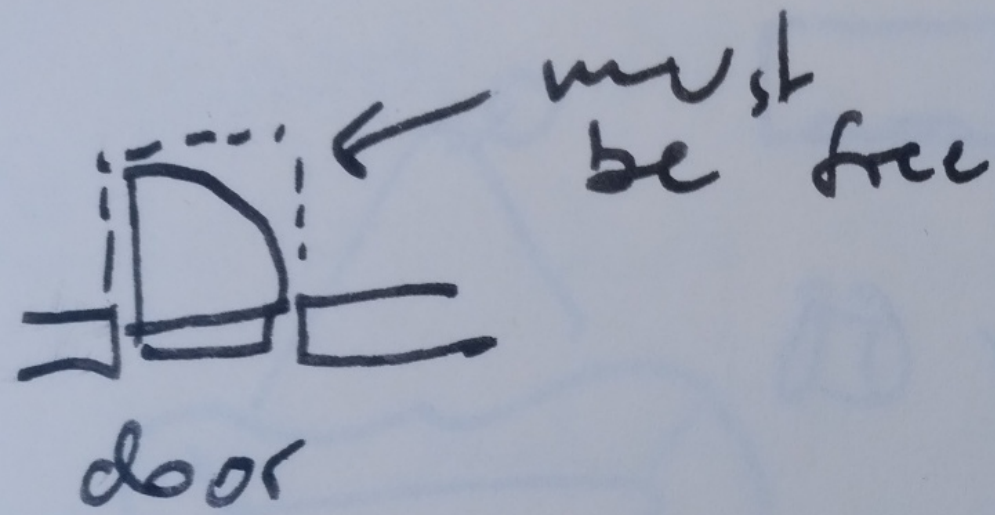
Tatami room

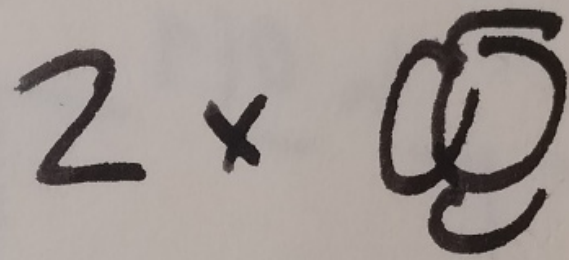
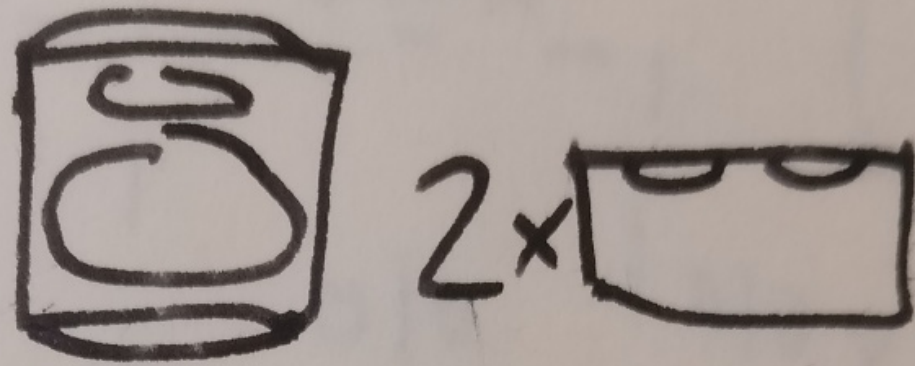
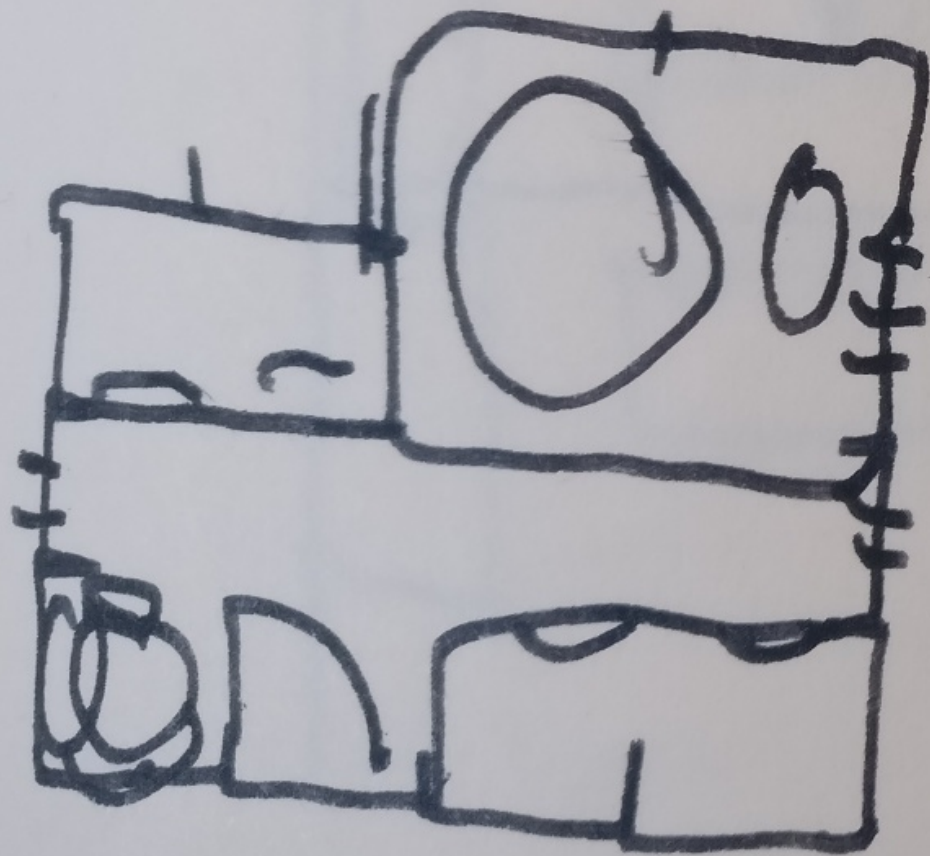
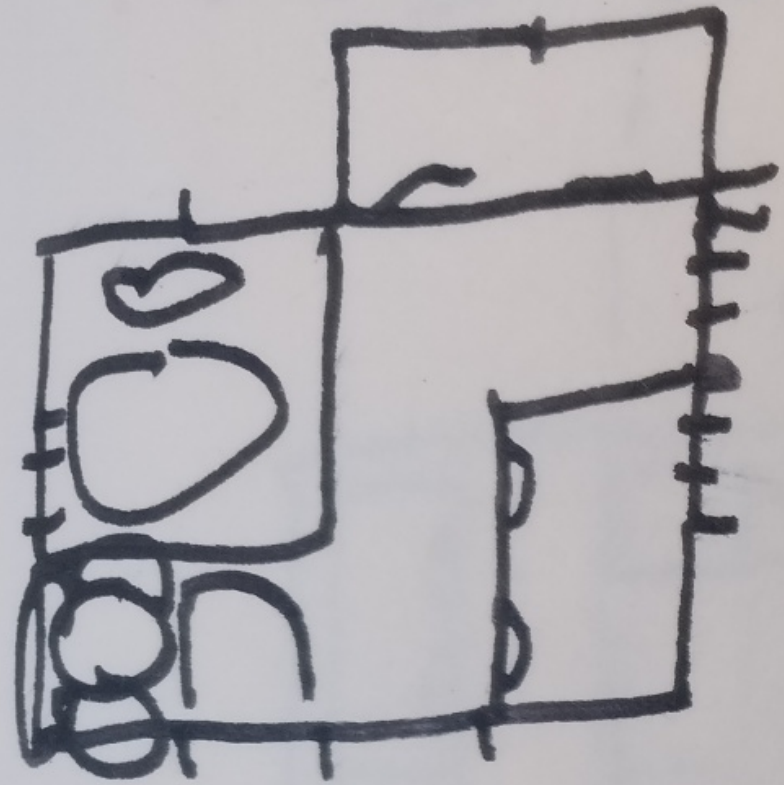


Restriction: No four pieces touching at a point \neq

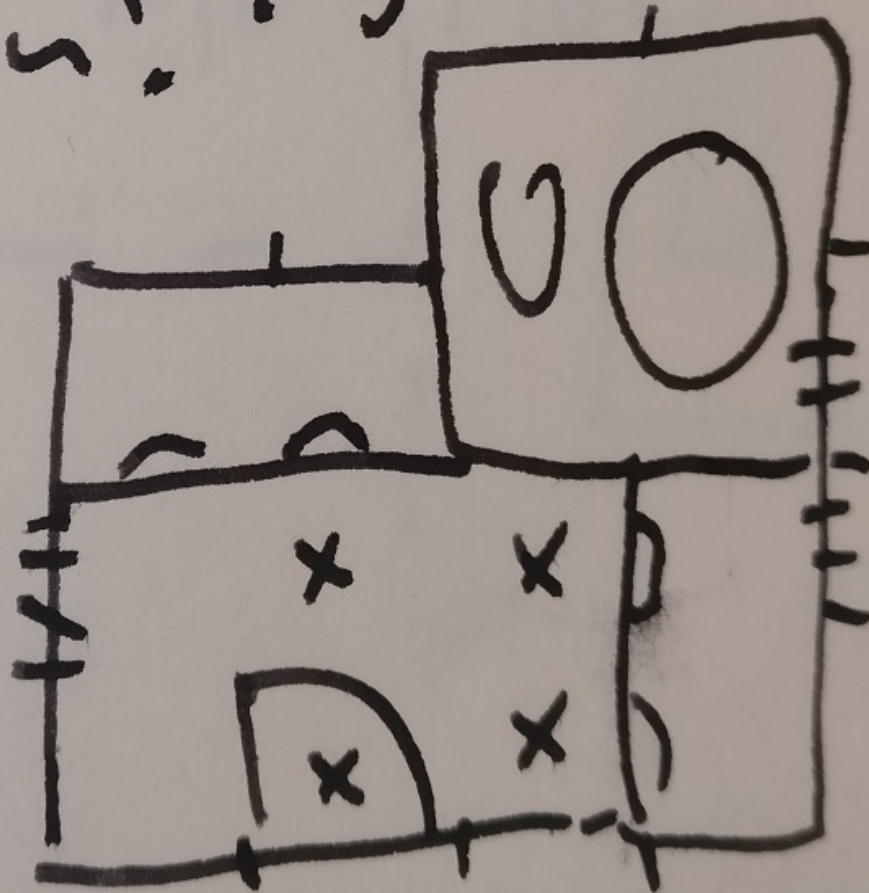


Interior design





Unit :- D



14
- 10
- 1

3

Spacer
brush
door
left

7 users

.x.
.x.
.x.g
|x|

Brainstorming

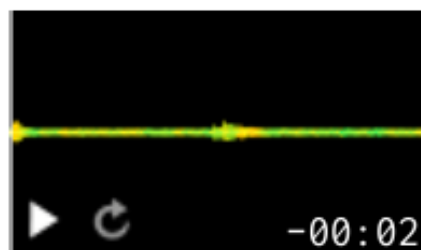
Scope

Game Design

Sound Effects

[Sounds](#)[Forums](#)[People](#)[Help](#)

Automatic by relevance ▾

[Show advanced search options](#)[previous](#) [next](#) **1** [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) ... [18](#) | 1098 sounds

Pickup_Ford_62__DoorOpen.★★★★★

1962 Ford **pickup** Truck Door Open

[door](#) [pickup](#) [truck](#) [exterior](#) [opening](#)

rambler52

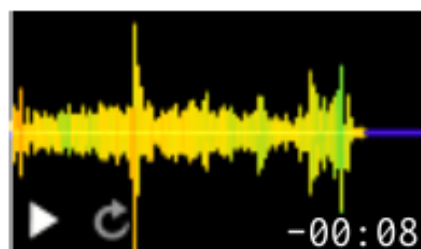
January 5th,
2016

228 downloads

1 comment



➕ [6 more results](#) in the same pack "Pickup Truck"



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](#)

DrZoom

April 27th, 2013

74 downloads

0 comments



➕ [28 more results](#) in the same pack "Pickup Sounds"

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- [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

Pickup/Coin

Laser/Shoot

Explosion

Powerup

Hit/Hurt

Jump

Blip/Select

Randomize

Mutation

Create New Sound

Apply Synth

Revert Synth

Duplicate Synth

Jump X

Explosion X

Explosion2 X

Explosion3 X

Laser_Shoot X

Laser_Shoot2 X

Laser_Shoot3 X

Pickup_Coin X

Pickup_Coin2 X

Pickup_Coin3 X

Synth Mixer

Triangle

Sin

Square

Saw

Breaker

Tan

Whistle

White

Pink

Attack Time

Sustain Time

Punch

Decay Time

Compression

Frequency

Frequency Cutoff

Frequency Slide

Delta Slide

Vibrato Depth

Vibrato Speed

Harmonics

Harmonics Falloff

Pitch Jump Repeat Speed

Pitch Jump Amount 1

Pitch Jump Onset 1

Pitch Jump Amount 2

Pitch Jump Onset 2

Square Duty

Duty Sweep

Repeat Speed

Flanger Offset

Flanger Sweep

Low-pass Filter Cutoff



Play On Change

Play

Master Volume

Export Wav

Load from Disk

Save to Disk

Copy

Paste

Copy Link

About

[Expand All](#)[Collapse All](#)[Download all of the music on this site at once!](#)[Reset Search](#)[Feels ▾](#)

- [Action](#)
- [Aggressive](#)
- [Bouncy](#)
- [Bright](#)
- [Calming](#)
- [Dark](#)
- [Driving](#)
- [Eerie](#)

[Tempo ▾](#)[Genre ▾](#)[Length ▾](#)

I	<input type="checkbox"/>	Action	95 bpm	Soundtrack	3:37
J	<input type="checkbox"/>	Aggressive	90 bpm	Electronica	2:40
T	<input type="checkbox"/>	Bouncy	75 bpm	Soundtrack	3:15
B	<input type="checkbox"/>	Bright	105 bpm	Electronica	3:42
Z	<input type="checkbox"/>	Calming	90 bpm	Jazz	3:33
R	<input type="checkbox"/>	Dark	95 bpm	Electronica	3:26
A	<input type="checkbox"/>	Driving	98 bpm	Pop	4:45
C	<input type="checkbox"/>	Eerie	102 bpm	Soundtrack	1:20
S	<input type="checkbox"/>		54 bpm	World	6:36
S	<input type="checkbox"/>		54 bpm	World	6:53



Search bar with 'GO' button and dropdown arrow

Curators

Genres

Charts

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Electronic

Genres > Electronic

- Ambient Electronic
- Breakcore - Hard
- Dubstep
- Glitch
- Techno
- Trip-Hop

Grid of genre buttons:

- Blues
- Classical
- Country
- Electronic
- Experimental
- Folk
- Hip-Hop
- Instrumental
- International
- Jazz
- Old-Time / Historic
- Pop
- Rock
- Soul-RnB
- Spoken



- Drum & Bass
- Minimal Electronic

Sort options: Artist, Track, Album, Genre, Date Added

Artist	Track	Album	Genre	
Nctrnm	Lipid	Lipid - Single	Lo-Fi, Noise, Glitch, Trip-Hop, Dar	+ ↓
Will Faber	Leaf Layer Roll Chord Keeper	Electricity- Solo Guitar	Electronic, Experimental, Improv	+ ↓
Will Faber	Blown Wind Merge	Electricity- Solo Guitar	Electronic, Experimental, Improv	+ ↓

window frame





1px Pixel-perfect

249°38.20

#8f563b





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ACTIVE FORUM TOPICS - (VIEW MORE)

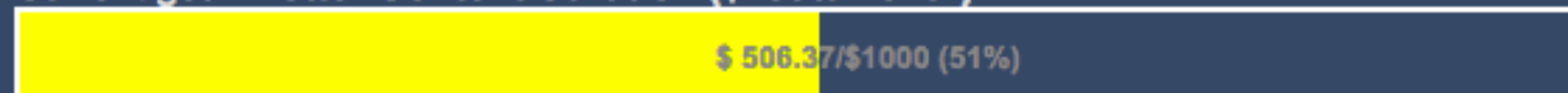
- [Weekly Challenge: Science! \(due Jan. 29th\)](#) 6 hours 44 min ago by Min
- [Programmer looking for a project](#) 8 hours 59 min ago by trentSteel
- [Looking for programer for RPG game.](#) 13 hours 22 min ago by Tyrantcomics
- [Is this art from you field is broken](#) 15 hours 51 min ago by MedicineStorm
- [Svg not possible in preview](#) 16 hours 48 min ago by Rainbow Design
- [Building a Library of Images for Everyone](#) 17 hours 52 min ago by Chromaeleon
- [Monstropolis \(WIP\)](#) 21 hours 32 min ago by chasersgaming
- [Change Default For Tags Search](#) 22 hours 23 min ago by MedicineStorm

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Final goal: \$2000/month

Current goal: **Better Content Curation (\$1000/month)**



Last updated Thu, 26 Jan 2017 09:56:34 -0500. For current progress, see our [Patreon page](#).

POPULAR THIS WEEK - (VIEW MORE)



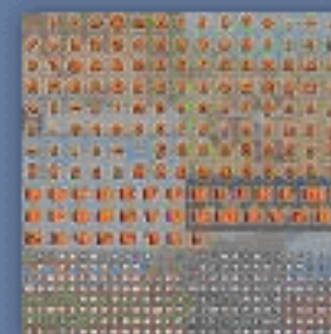
SUPERPOWERS ...



SUPERPOWERS ...



SUPERPOWERS ...



RPG TERRAINS



MAID



8x8 ENEMIES A...



TINY TREESET



CARTOON TILES...



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!](#)



Title

Ten Little Letters

T + 3 days

18/80

Authors

Visit [your userpage](#) to add authors.

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

Description

![screenshot-2017-07-29_22:16:59.png](///raw/84/z/5e73.png)

![t112.png](///raw/84/z/5e7a.png)

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

Made with [LÖVE](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 LÖVE 10.2.

 **Upload.** Supports  **Markdown** and **:emoji_codes:**

490/8192

Event

 **Jam**

 **Compo**

 **Unfinished**

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**

Images

Cover Image

///content/84/z/5342.png

 Upload



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-1.0.3-windows.exe>

Linux

<https://github.com/blinry/ten-little-letters/releases/download/v1.0.3/ten-little-letters.1.0.3-linux.tar.gz>

macOS

<https://github.com/blinry/ten-little-letters/releases/download/v1.0.3/ten-little-letters.1.0.3-macos.tar.gz>

Source code

<https://github.com/blinry/ten-little-letters>





T + 3 days

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- [Games](#)**
- [Events](#)

[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.

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21

Coming Up

December 1st - Ludum Dare 40 🏆
 December 29th - Results 🗳️

LIVE 388

HerrDekay

Bisschen Gamedev! Ab 18 Uhr: A Hat in Time! :D

[More Live Streams](#)

Support Us

ldjam.com is a free, open source service run by Mike Kasprzak (@pov). 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](#).

Ludum Dare 39 **JAM**

Kingin' It! inspired by Josh and Sam Albani, for Ludum Dare 39

Ludum Dare 39 **COMPO**

Lightcap

Ludum Dare 39 **JAM**

Super Charged

Ludum Dare 39 **JAM**

Ludum Dare 39 **JAM**

R.I.P. STEVE

Ludum Dare 39 **COMPO**

Colm Eccles (@colm-eccles)
posted 4 months ago



Colm Eccles (@colm-eccles)

posted 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!

♥ 1



Kinjin (@kinjin)

posted 4 months ago

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

Great execution !

♥ 0



Preview

Edit

Publish

|type a comment here

Upload. Supports Markdown and :emoji_codes:

0/4096



Ludum Dare

FEEDBACK FRIENDS

A community-made game browser

[Help](#) | [About this site](#) | [Back to Idjam.com](#)

Your username [\[?\]](#)

blinry

Your entry: **Was ist das für 1 Room?**

Event

LD37 (One Room) ▾

Restrict games

All platforms ▾

Compo

Jam

Both

Search [\[?\]](#)

Keyword or user ID

Clear

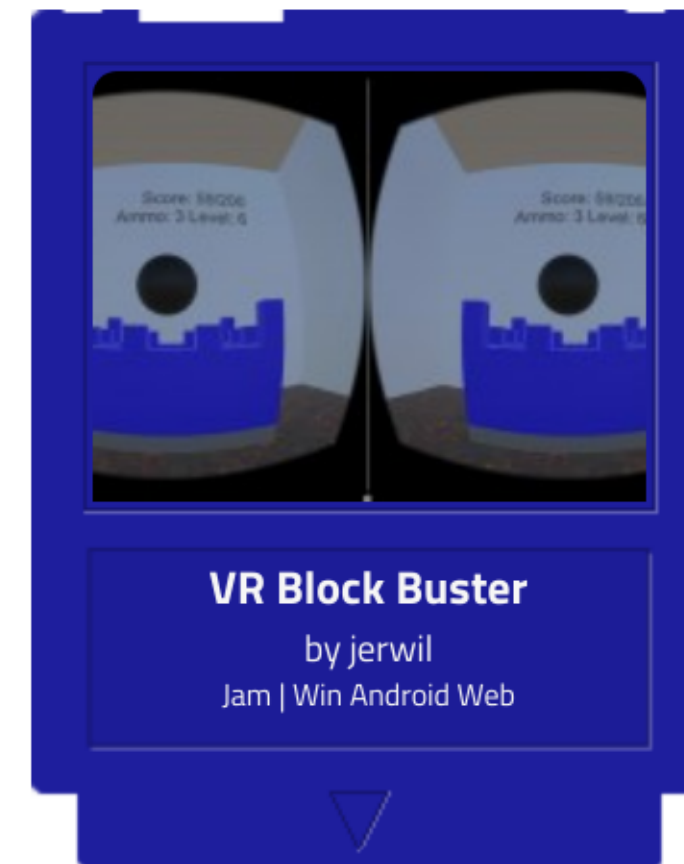
LD37 (One Room)

Search results *(2383 entries)*



Balance: 157
(133p given - 6p rec.)

[Details...](#)



Balance: 136
(86p given - 21p rec.)

[Details...](#)



Was ist das für 1 Room? [Back](#)

by *blinry*, for *LD37 (One Room)*

LDJam Smart balance:
Feedback Friends balance: 96
Feedback Friends: 2

Obvious_San

Moritz

Force refresh

Last time scraped
2017-04-12 09:58:20

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!

[Entry page](#)

to Ango (3p) 2016-12-14 17:14:00

We found the graphics style so adorable in your blog post that we had to play this! Cool little experience! I believed the little guy when I met him and figured this was the end of the game. Or is there more to it?

Comments received

19 comments, 35 points

g12345 (2p) 2016-12-30 23:30:00

A really nice puzzle game.

Other than the fact that i have to press m (mute) every time i switch to another screen, and that there is no save option, i like the game a lot.

Didn't have the time to finish it yet but i've passed halfway point.

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.

The puzzles are really tough and I tried for over an hour but I just can't finish levels 13 and 15.

Mentions

@blinry

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 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

The image shows a video player interface for a Ludum Dare event. The background is a dark, space-themed scene with several small, glowing cubes or objects floating in the void. The text 'Ludum Dare' is prominently displayed in the center, with 'Ludum' in orange and 'Dare' in yellow. Below it, the number '37' is written in a large, blue, stylized font. At the bottom of the video frame, there is a control bar with a play button, a volume icon, a progress bar showing '0:08 / 58:56', and icons for closed captions, HD quality, and full screen.

Ludum Dare 37

Ludum Dare 37: Playthroughs Episode 3

T + 3 weeks

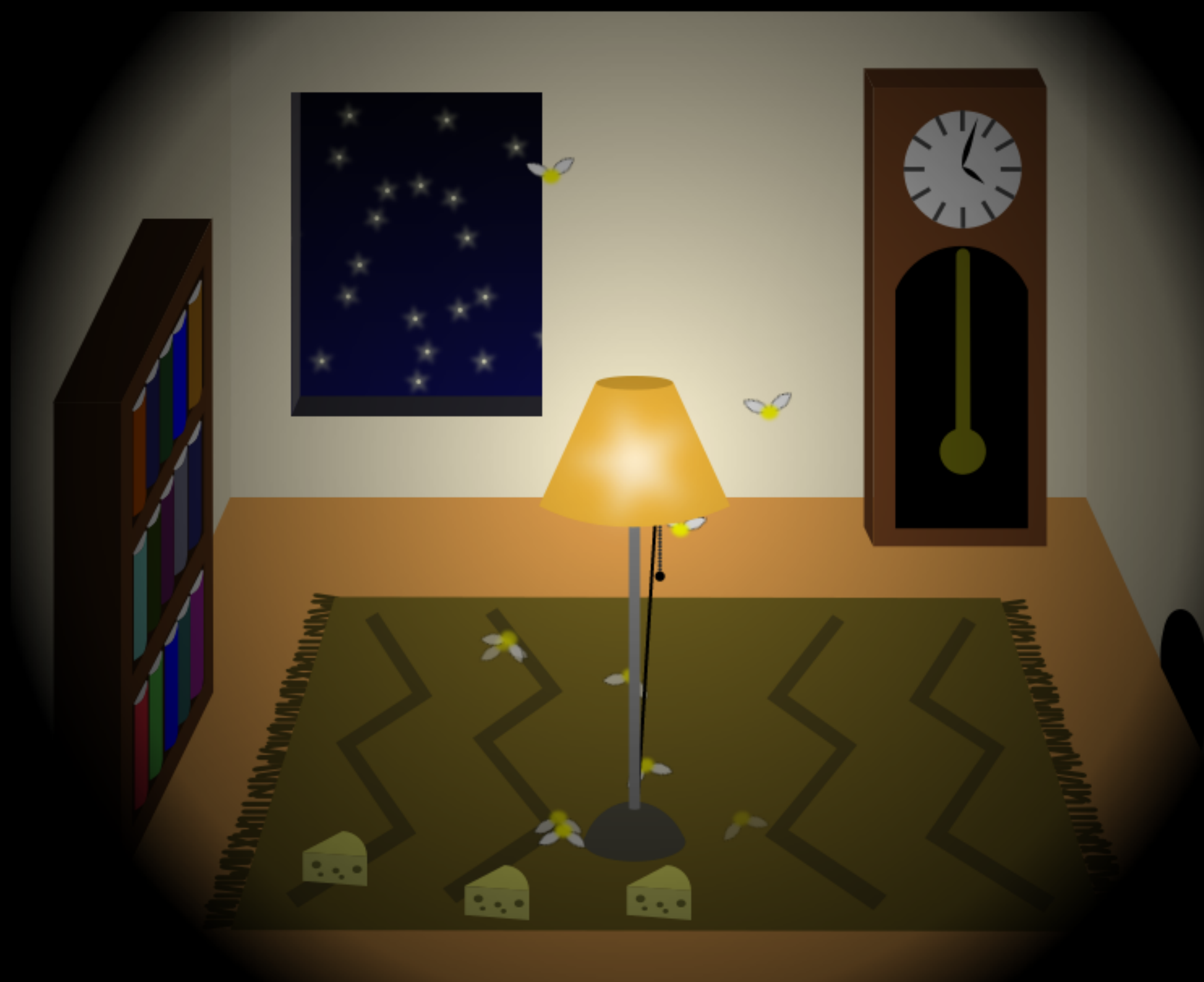
#8	Fun(Jam)	4.29
#23	Theme(Jam)	4.43
#35	Overall(Jam)	4.14
#45	Innovation(Jam)	4.10
#101	Humor(Jam)	3.67
#340	Graphics(Jam)	3.73
#394	Mood(Jam)	3.35



YOU'RE A FLOOR LAMP NOW

Made in 48 hours
for Ludum Dare 35
by Sebastian Morr

[@blinry](#) / [morr.cc](#)



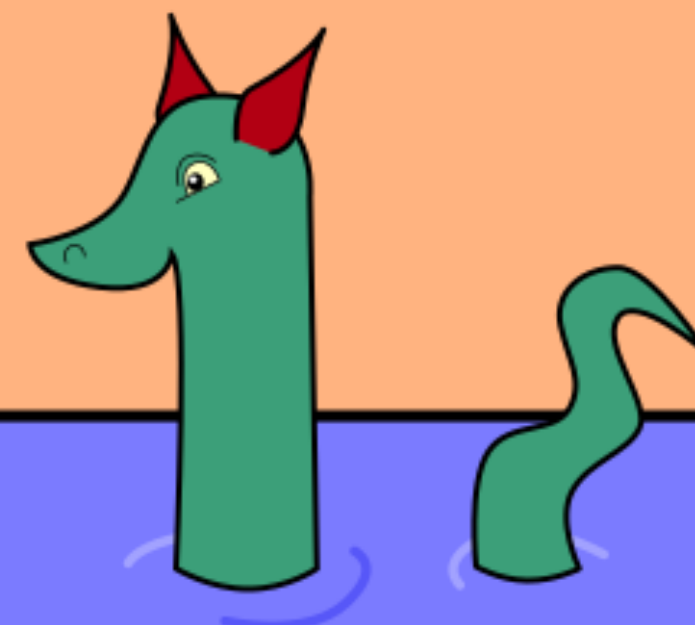
0 pixels/s

200000 Pixels Into The Sea

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

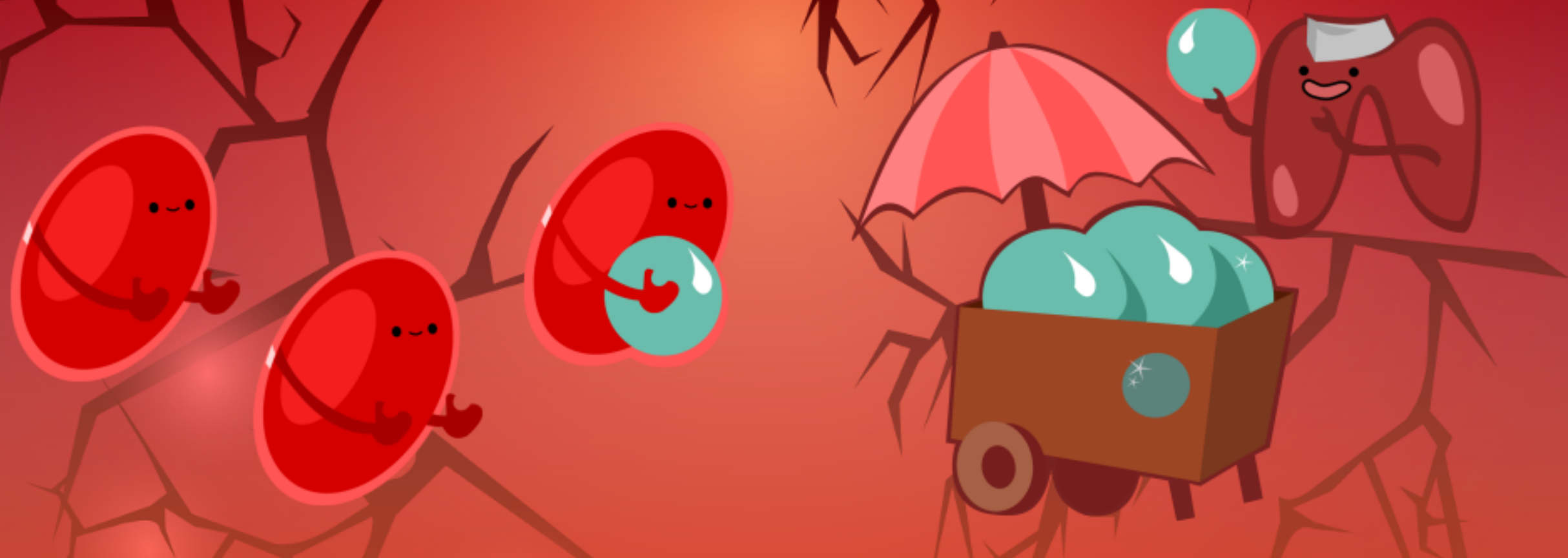


Click to start!



A Bloody Small World

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

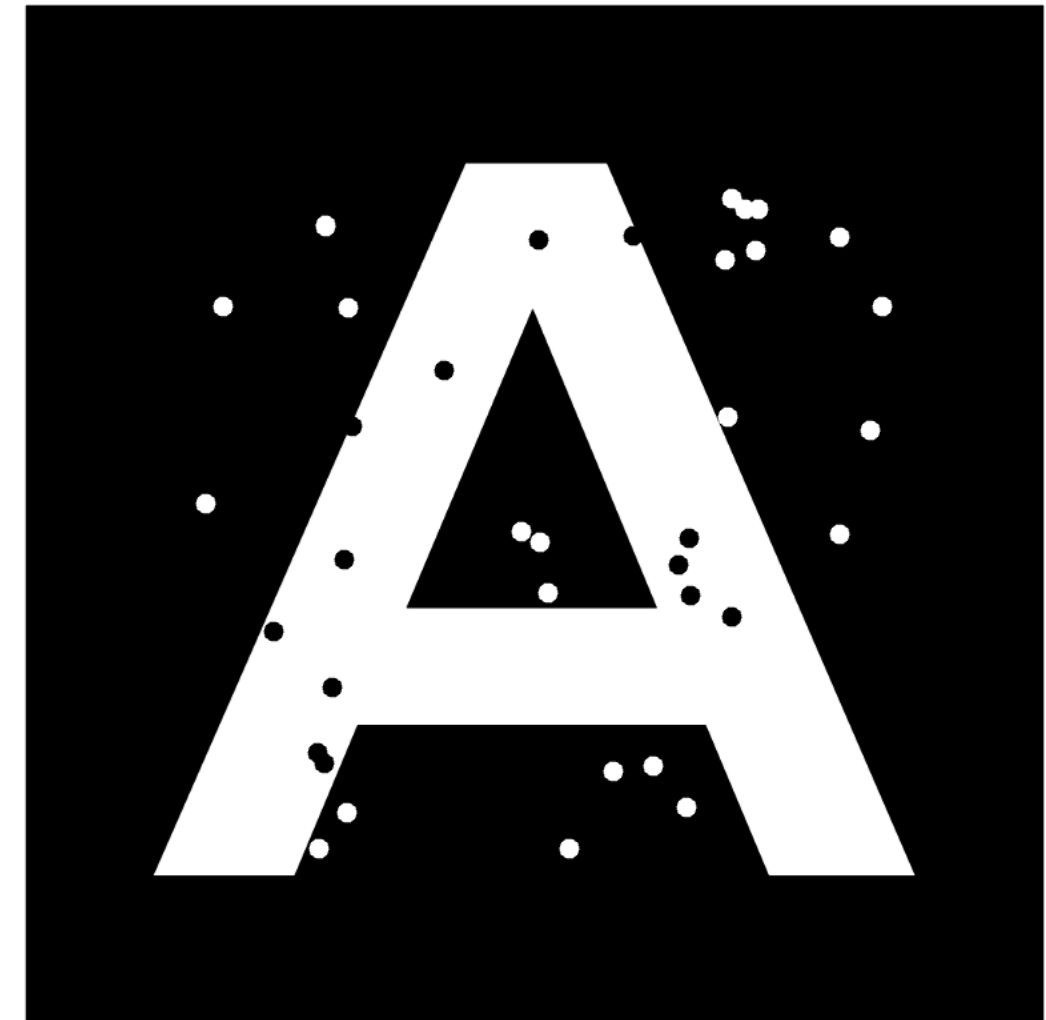


Ten Little Letters

Made in 24 hours
for Ludum Dare 39
by Sebastian Morr

@blinry / morr.cc

Ten Little Letters: OI



I

Ludum Dare 40:

2nd to 4th December 2017

Sebastian Morr

@blinry



morr.cc

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