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Intro

33 Games in 100 Days

We will be releasing one game every 3 days starting September 15th. If we can keep it up until Christmas Eve that would make exactly 33 games!

Everyone is welcome to pitch, lead or contribute to any game. You're welcome to ask for assistance on a game that you have already started developing, too. If you got stuck and don't know how to proceed or are missing contributors like visual artists or music composers for example.

We are trying to plan for games that take about 2 weeks to develop and are currently trying to build up a queue of finished games before the 15th, so that we have a small buffer and don't need to worry every single day about finishing some game in a hurry.

Optimally, we would like to have 10 teams working on their current projects at any time in order to have enough content throughput.

If you are new to our Server or actively participating for the first time:

Our games will be free and open-source. This is all just hobby stuff, no one is paid. Don't hesitate to ask us anything in the **?** channels - or anywhere really. Our server structure is overwhelming and we don't expect you to "just get it".

Remember: we are always looking for more active contributors, so we will be eager to help you help us! Don't miss out on getting involved in our friendly and creative community..

You can also type ***"/help .."*** and look at the channels at the top, like ***"#timeline-and-tasks"*** to find out more.

Rules

Rules

1. The game should be uploaded to a Repository on our organisation's [Github](#) page - at least once it's finished. Under the MIT License (see asset license below). If you are already working on a game and have an existing Repository we can make an exception. But make sure the assets produced by us reside in a directory with the correct license (See 3.)
2. Publish the game on an itch.io page we provide through our 100Devs account. You and the other contributors will be made admins of that page so that the game will show up in all your portfolios. If your game already has an itch.io page we will make an exception and you can post it as a submission to our *33 Games in 100 Days Jam* on release. In addition, it would be nice if you made the contributors admins on your itch.io page so the game will be added to their portfolios but there are obviously security concerns with this approach and we fully understand if you aren't prepared to do that
3. Put our contributors assets into src/assets/ (CC BY-NC-SA 4.0 License). No other content (such as .gd, .tres, .tscn) should be located anywhere under that folder path, in order to keep the licensing clear with MIT for code, data, etc. and CC BY-NC-SA for art/audio/etc. It's not always a hard rule and there can be exceptions for larger pieces of story/written content which can be stored in .tres, .json, .csv, etc. in the src/assets/ folder as needed, as well any data (tres) files that contain art-related info such as shader materials
4. If you have to use external assets, please put them in a separate folder from src/assets/. It's best to use public domain/royalty-free assets with no attribution required, so you don't have to keep track of all licenses and attribution links.([Free sfx on Pixabay](#)). We've used src/external as a folder for these in the past and would recommend doing the same
5. Use our Discord Servers commands and channels to create and coordinate the game (more below)

You are allowed to:

6. Use any programming language, as long as the game is made with Godot. If you have an existing game that wasn't made with Godot and porting it is not practical we can make an exception
7. Recycle unfinished/abandoned projects of yours - maybe our contributors can help add the missing pieces
8. Work on the entire game by yourself

Recommendations:

9. Make it compatible for Web Exports, it will increase the probability of players trying it out
10. Develop the game under our Github Repository from the beginning - it's easier for other Programmers to help out and find bugs

Game Workflow

Game Workflow

Use the [Game Ideas Discord Forum](#) to pitch a game by creating a new thread - even if it's something you yourself don't want to develop. We would love to see a huge pool of ideas to pick from.

You can provide a description of the game mechanics, concept art, a story or audio. You don't have to be a programmer to become the Design Lead for a project.

Obviously, if the pitch is more than 1 or 2 sentences it's more likely to get potential contributors interested.

You can indicate through Forum Labels which roles are still needed (Programmer, 2D Artist, etc..). When you have a plan and the critical roles are filled - usually one programmer and one artists are enough to start but depending on your scope you may need more - you can use our Discord Bot to create the game - if you're unclear about when to do this best to ask in one of the **?** channels:

Type `/create_game Game Name` in your Thread to trigger the game creation process. This will lock your pitch thread, provide you with a new Discord Channel (they are more flexible) to coordinate and also automatically create a Github Repository.

You are now the owner (Lead Designer) of that project. See [Bot commands](#) for more information about all the `/game ...`-commands.

Artist Workflow

Artists workflow

(2d/3d/voice artists, composers, sound designers, writers)

You can always browse [the Game Ideas Forum](#) on Discord and offer your services or just help out with some concept ideas. Idea pitchers will add tags to their threads to indicate which roles still need to be filled.

You are also very welcome to pitch your own game ideas and offer some of your concept art, music or writing as inspiration. We even have artists who are Lead Designers for their games, no need to be a programmer for that or have any prior experience in leading an actual team for that.

We also offer a ping-on-demand system where you can opt-in, and opt-out at any time too, via the [#roles channel](#). At the bottom you can select in which role you want to be pinged each time a contributor of that role is requested by a game in development. If you don't want to get pinged you still can find recent requests [in this channel](#).

As a third option we introduced this [help needed forum](#).

Make sure to register as a contributor ([Bot commands](#)) on our server so it's easier to add you to our game credits.

Bot commands

Bot commands

(we have a `#bot-commands` channel if you are unsure about triggering a command in a public channel. But the bot responses are mostly just visible to you, and if not they'll probably only work in game channels)

- **`/create_game Game Name`** to turn your game idea pitch forum thread into a work-in-progress game, new channel and Github Repository. This will make you the Lead Designer
- **`/game info`** to see all available information about a game. You have to call it from a work-in-progress game's channel (*100 Games In Progress* Section in Discords side bar)
- **`/game setdescription`** (**Lead Designers only**) add a description to your game info. It's important for contributors who you request assets from to have an idea what your game's theme is
- **`/game build`** (**Contributors only**) triggers a release build from the Github Repository. A web build will be automatically deployed on the game's itch.io page, if available, as well
- **`/game requestitchio`** (**Contributors only**) requests admin access to the games itch.io page. It is required so the game shows up in your portfolio. Make sure to check "Display as contributor" in the game's admin setting on that page as well
- **`/contributors register`** registers yourself as a contributor on our Server. Everybody should do this and fill out information, like the name under which you want to be credited in game credits + optional links to your itch.io and alternative homepage
- **`/contributors add`** (**Lead Designers only**) adds a contributor to your game. You can pick the Discord name and the Role from a list. You can add the same contributor multiple times in different roles to your game. You probably want to add yourself as a contributor to your own game as well, unless you're not contributing anything other than leading it. You will always be automatically on top of the credits as Lead Designer
- **`/contributors export`** outputs a text field that can be used for your game's credit page, with the contributors sorted by category and their proper credit names used

- “***/contributors request***” choose a category of contributor that you need to help out with your game

FAQ

I can't access the Github links..

You need to request an invite to our Github organization [here](#). You will receive an email once the invite is sent and need to follow the link there. Invites will usually be sent within 12 hours.

Who chooses which game pitches will be worked on?

If the critical roles are filled you can turn it into a game-in-progress via [/create_game](#). Be aware that potential contributors will assume that games in progress have their roles filled, so turning it into game-in-progress too early, before all critical roles are filled, is not recommended.

Usually Music and SFX contributions are requested during the development phase though, and if your game doesn't need them as some kind of core mechanic then it's fine to start developing it without having those roles filled yet.

Will you finish my work-in-progress game?

We can't guarantee that individual contributors are interested in it. But if they are and it meets our criteria ([Rules](#)) and there's still enough work to be done and not just the last 5% left for us to finish up, then there's a good chance.