

ONE BUTTON

You are only allowed **ONE BUTTON** as input. No WASD, no multiple arrow keys, **ONE BUTTON ONLY!** Need a separate jump and shoot button? Well too bad, it's just **ONE BUTTON ALLOWED.**

You are to create a game that **only reads from a single button for gameplay.** This means if you're reading whether the user has pressed left click, you are not allowed to read the input of right click, or space bar, or any other button.

You are however **allowed to read mouse position as well.** Perhaps you want to create a point and click game. Or maybe create a FPS with a really unusual control scheme. **Game controllers are not allowed** to be used, so your game must only work with keyboard and/or mouse.

An extra button will be allowed for purposes that are not gameplay altering. This includes opening pause menus or restarting the level. However, this can count as a negative point to your submission. As your game will be a Windows 10 compatible application, Alt-F4 and other key commands out of your control will be ignored but should not be used.

Use Unity Engine, Godot Engine, or any other free and publicly available framework or game engine. Use free existing templates and assets! However, your game must be enjoyable to play and provide a fresh experience.

You will be given 6 days to make your game, starting from:

20:00 on the 11th of February (Friday)

Ending on:

20:00 on the 17th of February (Thursday)

Realistically, if you're not new to game development or done game jams before, you should **only need 4 days** of that time, as the extra 2 days are provided for those who are new to game development and need time learning.

For everyone submitting to the game jam, you'll be provided with a "booth" during the showcase night event (in the room ElecEng G03 at UNSW Kensington from 6PM to 9PM Friday Week 1) where you'll be able to showcase your game and let passers by play it. Arrive 15 minutes early to set everything up. GDS will provide posters to allocate each submitter to a section of the room. Towards the end of the event (around 8:30PM) the judges will have decided on the winners and hand out prizes.

Criterion

This is purely for guidelines only and you are not guaranteed to receive an exact mark distribution.

Categories	Description	Marks
Cohesiveness	How well does your game work with the one button restriction?	10
Fun	Create a game with fun and engaging gameplay.	10
Creativity	Make something unique, that's never been done before!	10

Total out of 30 marks.

If there is more than 1 game with the same prize-eligible score, a manual review by the judges will be performed afterwards to determine which game is better. We are unable to provide multiple winners of the same reward tier.

Submission instructions

1. Create an itch.io account
2. Create your game! Then export it to a runnable form
3. Upload for project to itch. Don't forget to add description and screenshot a cover image for it
4. Go to the game jam page: [UNSW GDS Game Jam 2022T1](#)
5. Join the Jam
6. Press the big SUBMIT GAME button and your uploaded project to the submission list