

Sn✂mJam 2022



Friday April 1st, 6pm - Sunday April 3rd, 6pm (EST)

Discord (<https://discord.gg/jlQhPWrwR2>)

Itch.io (<https://itch.io/jam/sn0mjam-2022>)

- ★ Team size limited to **1-3 participants**
 - Teams can be registered on this spreadsheet:
https://docs.google.com/spreadsheets/d/1gBViq6pdKWMHCmEOF9TPUFzIQ5J_dzywhTNAwMTPi7M/edit?usp=sharing
- ★ Use any software as long as the final file can be run as **a Windows application or in browser**
- ★ Use any pre-existing/royalty-free assets, as long as the majority of the game was created during the jam
- ★ Theme and bonus challenges will be announced at jam start
- ★ Feel free to invite any friends/family to the Discord/itch.io, but please do not post these links to the general public (i.e. public Twitter account)
- ★ Anything you create is your intellectual property to promote/develop/sell after the jam

	FRIDAY	SATURDAY	SUNDAY
10:00 AM		Watch 'n' Learn (10AM-11AM)	Watch 'n' Learn (10AM-11AM)
4:00 PM		Bug Hunting (4PM-6PM)	Project submission (4PM-6PM)
6:00 PM	Theme reveal (6PM)		
8:00 PM	Roundtable Brainstorming (8PM-9PM)		

Any questions/concerns/suggestions can be directed to Ness (ness#1337) on Discord.