

Game Jam Pitch

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Genres: Creation.

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Logline:

A young man enters a Game Jam to make his first game.

Outline:

1. At school / coding class.
2. Going home / Game Jam / going to sleep thinking about it.
3. Waking up to jamming.

MC: How do I make a game?

MC watching tutorials.

4. MC deciding on game. Theme is elements.
5. Auto Scrolling platformer shooter where the platforms have different effects on the character.
6. Mechanics of the elemental platforms.
7. Making the art.
8. Animation?
9. MC staring at screen not knowing how to "animate" water.

MC: What if I just added some particles and a splash sound effect? There – perfect.

10. Ignoring a message to hang out. Toiling away throughout the day.
11. Oh yeah it needs like sound effects and music and polish.
12. Oh, it needs to actually run.
13. Cutting it very close and being very tired. Going to sleep.
14. Game didn't win. In fact it only got a brief comment saying that it was a good entry for a first game.
15. The entire process was exhausting and every step along the way was frustrating.

MC: I really want to make another game.

MC transfers to game design course and enters another game jam.

(-15 page limit-)