



# GGJ Envio de Jogo

Equipe da Global Game Jam

# Você precisa ser usuário do site da GGJ.



## Para enviar um jogo você precisa:

1. Ter uma conta da Global Game Jam;
2. Estar associado a uma sede do evento;
3. Estar logado em sua conta.

# Escolha um líder para o time

Apenas UMA pessoa de seu time precisa criar um projeto de jogo no nosso website.

Assim que ele tiver criado o projeto (veja o próximo slide) ele poderá adicionar todos os outros membros do time.

# Comece seu projeto cedo

Assim que você tiver um time e uma ideia, comece seu projeto de jogo no site da GGJ, no máximo até Sábado.

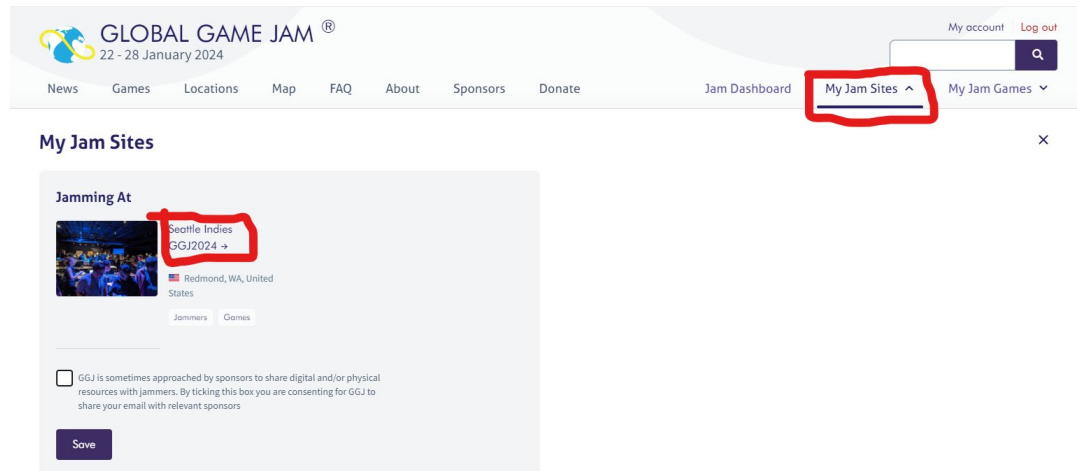
Forneça pelo menos o nome de seu projeto e descrição.

Crie o jogo.

Você pode concluir o resto antes do final do envio às 5 da tarde de Domingo.

# Navegue até o seu site

1. Clique em “My Jam Sites” na lateral superior direita
2. Selecione seu site na caixa de combinação.



The screenshot displays the top navigation bar of the Global Game Jam website. The header includes the logo, the text "GLOBAL GAME JAM®" and "22 - 28 January 2024", and links for "My account" and "Log out". The main navigation menu contains "News", "Games", "Locations", "Map", "FAQ", "About", "Sponsors", and "Donate". On the right side of the navigation bar, there are links for "Jam Dashboard", "My Jam Sites" (highlighted with a red box), and "My Jam Games". Below the navigation bar, the "My Jam Sites" section is visible, showing a dropdown menu with "Seattle Indies GGJ2024" selected (also highlighted with a red box). The selected site is located in "Redmond, WA, United States" and has tabs for "Jammers" and "Games". A checkbox for consent is present, and a "Save" button is at the bottom.

# Criar seu projeto de jogo

Na lateral superior esquerda clique em  
“Create Game”

The screenshot shows the website for Global Game Jam 2024, specifically for the Seattle Indies event. The header includes the logo, date (22-28 January 2024), and navigation links like News, Games, Locations, Map, FAQ, About, Sponsors, and Donate. There are also links for My account, Log out, and a search bar. The main content area features a 'Create Game' button highlighted with a red rectangle, a map of Seattle, and an announcement about a DigiPen Waiver. A 'Recently Joined' list is visible on the right side.

**GLOBAL GAME JAM**®  
22-28 January 2024

News Games Locations Map FAQ About Sponsors Donate Jam Dashboard My Jam Sites My Jam Games

Home > Jam Sites By Year > Jam Sites

**Create Game**  
[Leave Jam Site](#)

## Seattle Indies GGJ2024

View Jammers Games Announcements

### Announcements

**Please Read! You must fill out the DigiPen Waiver!!!**

Submitted by [arom](#) on 20 January 2024

In order to keep the community safe, DigiPen has created a waiver with terms and agreements regarding this event and use of our facility due to the non-typical event time (being overnight). Please read thoroughly and sign as soon as possible. If you are an external guest, it will prompt you to make an account.  
[See more](#)

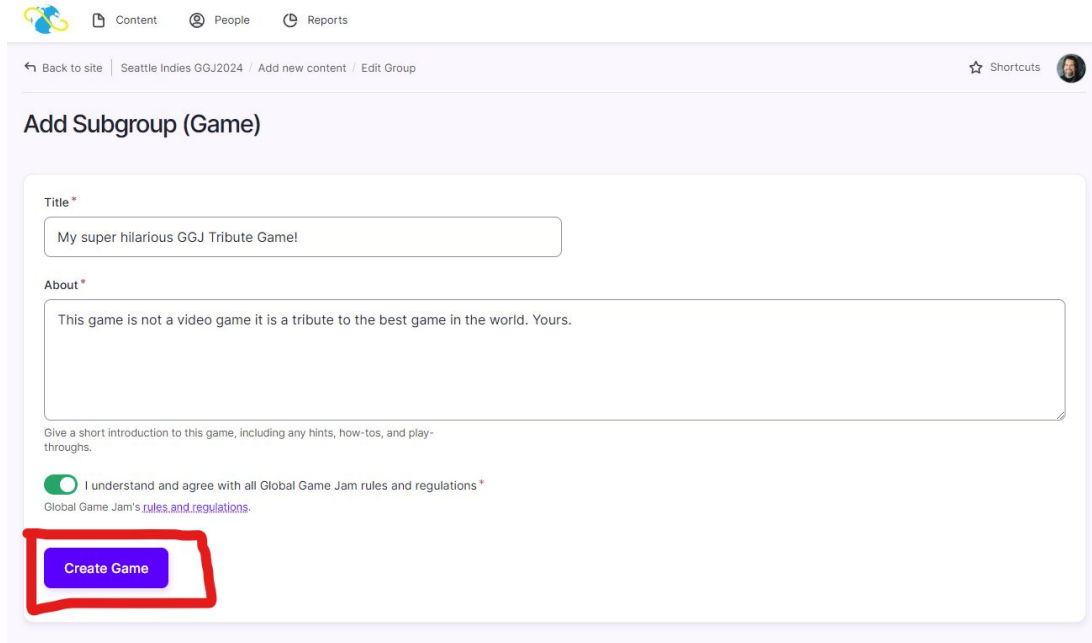
**Recently Joined**

- [profundity](#)
- [Exco](#)
- [deloachc](#)
- [SSAM](#)
- [JoyFiveAlive](#)
- [navazin](#)
- [aPaperFox](#)
- [TimC](#)
- [MTCooper](#)
- [jstein19](#)

Online Platform

# Forneça o título do jogo e a descrição

Forneça o título e descrição e clique em Create Game



The screenshot shows the 'Add Subgroup (Game)' form in the Global Game Jam interface. The form is titled 'Add Subgroup (Game)' and is located within a group page for 'Seattle Indies GGJ2024'. The form has two main input fields: 'Title\*' and 'About\*'. The 'Title\*' field contains the text 'My super hilarious GGJ Tribute Game!'. The 'About\*' field contains the text 'This game is not a video game it is a tribute to the best game in the world. Yours.'. Below the 'About\*' field, there is a note: 'Give a short introduction to this game, including any hints, how-tos, and play-throughs.'. At the bottom of the form, there is a checkbox labeled 'I understand and agree with all Global Game Jam rules and regulations\*' which is checked. Below the checkbox is a link to 'Global Game Jam's rules and regulations.'. At the very bottom of the form, there is a blue button labeled 'Create Game' which is highlighted with a red rectangle.

Content People Reports

Back to site | Seattle Indies GGJ2024 | Add new content | Edit Group Shortcuts

### Add Subgroup (Game)

Title\*

My super hilarious GGJ Tribute Game!

About\*

This game is not a video game it is a tribute to the best game in the world. Yours.

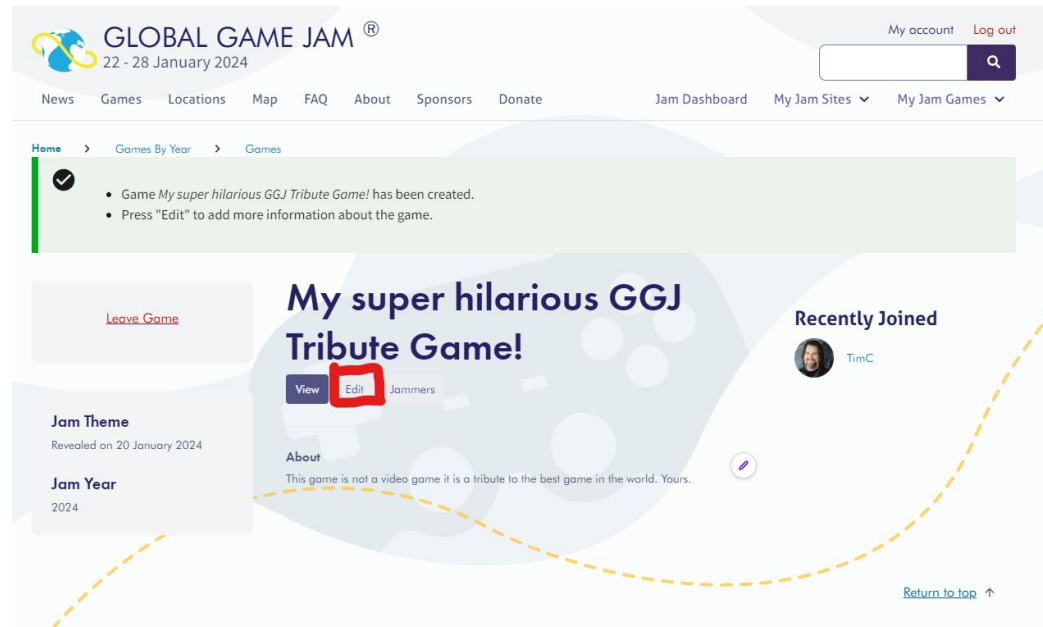
Give a short introduction to this game, including any hints, how-tos, and play-throughs.

I understand and agree with all Global Game Jam rules and regulations\*  
Global Game Jam's [rules and regulations](#).

Create Game

# Edite seu projeto

Quando você estiver pronto para adicionar arquivos, membros do time, screenshots e detalhes de seu jogo clique em Edit na sua página do jogo.



The screenshot shows the Global Game Jam website interface. At the top, the header includes the logo, the text "GLOBAL GAME JAM® 22 - 28 January 2024", and navigation links like "News", "Games", "Locations", "Map", "FAQ", "About", "Sponsors", "Donate", "Jam Dashboard", "My Jam Sites", and "My Jam Games". A search bar and "My account" / "Log out" links are also present.

The main content area features a breadcrumb trail: "Home > Games By Year > Games". Below this is a green notification box with a checkmark icon and the text: "Game My super hilarious GGJ Tribute Game! has been created. Press 'Edit' to add more information about the game." The "Edit" button in this notification is highlighted with a red square.

The game page itself is titled "My super hilarious GGJ Tribute Game!". It includes a "Leave Game" button, a "View" button, and an "Edit" button (highlighted with a red square). Below the title is an "About" section with the text: "This game is not a video game it is a tribute to the best game in the world. Yours." A "Recently Joined" section shows a profile for "TimC".

On the left side, there are sections for "Jam Theme" (Revealed on 20 January 2024) and "Jam Year" (2024). A dashed orange line curves across the bottom of the page, and a "Return to top" link is visible in the bottom right corner.

# Forneça detalhes básicos sobre seu jogo

Forneça um site (opcional) tags, diversificadores, plataformas que seu jogo é compatível com, idiomas usados dentro do jogo e quaisquer ferramentas e tecnologias usadas para fazer o jogo.

Edit *My super hilarious GGJ Tribute Game!*

View **Edit** Jammers

Title \*

My super hilarious GGJ Tribute Game!

**Basic Information \*** Media Game Files

Game Website

https://mycoolsite.com

- Add a URL for a website for or about your game.
- This must be an external URL such as <http://example.com>.

About \*

This game is not a video game it is a tribute to the best game in the world. Yours.

Give a short introduction to this game, including any hints, how-tos, and play-throughs.

Tags

Action x Adventure x Platformer x

Edit *My super hilarious GGJ Tribute Game!*

Show row weights

Languages

English

- None -

- None -

Language(s) used in the game. There is also an option for "Language Neutral".

Game Diversifiers

Impactful play - (Sponsored by dots.eco) x

Choose up to four diversifiers. Please remember that the diversifiers are meant as optional challenges for the experienced jammer. It is perfectly ok not to choose any diversifier, or choose fewer than four diversifiers. More [information and translations](#) are available.

Platforms

OUYA x MS Windows x Switch x

What is needed or must be installed to play your game?

Tools and Technologies

GameMaker (any product) x

Please check any you may have used in your game development.

# Forneça detalhes básicos sobre seu jogo

Vai até o fim da tela e clique em Save ou volte ao início e clique em Media ou Game Files para acessar essas seções.

Edit *My super hilarious GGJ Tribute Game!*

Please check any you may have used in your game development.

Technology Notes

Please specify other tools and technologies used that may not have been in the list above.

**URL alias**  
Automatic alias

Generate automatic URL alias  
Uncheck this to create a custom alias below.

URL alias

/games/2024/my-super-hilarious-ggj-tribute-game-0

Specify an alternative path by which this data can be accessed. For example, type "/about" when writing an about page.

**Save**

Edit *My super hilarious GGJ Tribute Game!*

View **Edit** Jammers

Title \*

My super hilarious GGJ Tribute Game!

Basic Information \* **Media** Game Files


Video Link

<https://www.youtube.com/@GlobalGameJam>

- Add a URL to a video of or about your game.
- This must be an external URL such as <https://example.com>.

Game Featured Image

[vicsnap-2024-01-18-14h37m06s772.png](#) (1.86 MB) **Remove**



Alternative text

Alternative text goes here

This text will be used by screen readers, search engines, or when the image cannot be loaded.

Title

Title of the image

The title is used as a tool tip when the user hovers the mouse over the image.

# Adicionar screenshots e arquivos de mídia no seu projeto de jogo

No topo da página do jogo clique na aba mídia. Adicione um link pro vídeo se você fez ou trailer ou vídeo de game play (recomendado). A Game Featured Image é a imagem que vai aparecer quando as pessoas estiverem navegando o site da GGJ para encontrar os jogos.

Edit *My super hilarious GGJ Tribute Game!*

View **Edit** Jammers

Title\*

My super hilarious GGJ Tribute Game!

Basic Information\* **Media** Game Files


Video Link

<https://www.youtube.com/@GlobalGameJam>

- Add a URL to a video of or about your game.
- This must be an external URL such as <http://example.com>.

Game Featured Image

[vicsnap-2024-01-18-14h37m06s772.png](#) (1.86 MB) [Remove](#)

 Alternative text

Alternative text goes here

This text will be used by screen readers, search engines, or when the image cannot be loaded.

Title

Title of the image

The title is used as a tool tip when the user hovers the mouse over the image.

# Adicionar screenshots e arquivos de mídia no seu projeto de jogo (cont)

## Coloque a foto de seu time (opcional)

Edit *My super hilarious GGJ Tribute Game!*

^ Game Team Picture

[20230822\\_1833260.jpg](#) (900.42 KB)

Remove



Alternative text

Alt text

This text will be used by screen readers, search engines, or when the image cannot be loaded.

Title

Title Text

The title is used as a tool tip when the user hovers the mouse over the image.

Add a photo of your team.

# Adicionar screenshots e arquivos de mídia no seu projeto de jogo (cont)

Adicionar screenshots para seu jogo que vão aparecer na página de seu jogo. Clique Save no fim da página ou role para adicionar mais.

Edit *My super hilarious GGJ Tribute Game!*


### Game Screenshot

Add screenshots or images of your game in action to give people a sense of what it's like to play your game.

[Show row weights](#)

File information Operations

127-1278676\_png-file-svg-icon-playstation-controller-png-transparent.png (88.54 KB) Remove

 Alternative text

Alt text

This text will be used by screen readers, search engines, or when the image cannot be loaded.

Title

Title text

The title is used as a tool tip when the user hovers the mouse over the image.

Add a new file

No file chosen

Maximum 5 files.  
2 MB limit.  
Allowed types: png gif jpg jpeg.  
Images must be larger than 383x272 pixels. Images larger than 2300x1633 pixels will be resized.

### URL alias

Automatic alias

Generate automatic URL alias  
Uncheck this to create a custom alias below.

URL alias

/games/2024/my-super-hilarious-ggj-tribute-game-0

Specify an alternative path by which this data can be accessed. For example, type "about" when writing an about page.

# Adicionar os arquivos do jogo no seu projeto de jogo

Clique na aba de Game Files na sua página do jogo e adicione o executável do jogo, arquivos fonte e instruções de instalação. Se tiver erros quando inserir, ignore.

Edit *My super hilarious GGJ Tribute Game!*

View **Edit** Jammers

Title \*

My super hilarious GGJ Tribute Game!

Basic Information \* [Media](#) [Game Files](#)

Game Executable

[Choose File](#) | No file chosen

One file only.  
5 GB limit.  
Allowed types: zip gz tar gz 7z bz.

Game Source Files

[Choose File](#) | No file chosen

One file only.  
5 GB limit.  
Allowed types: zip gz tar gz 7z bz.

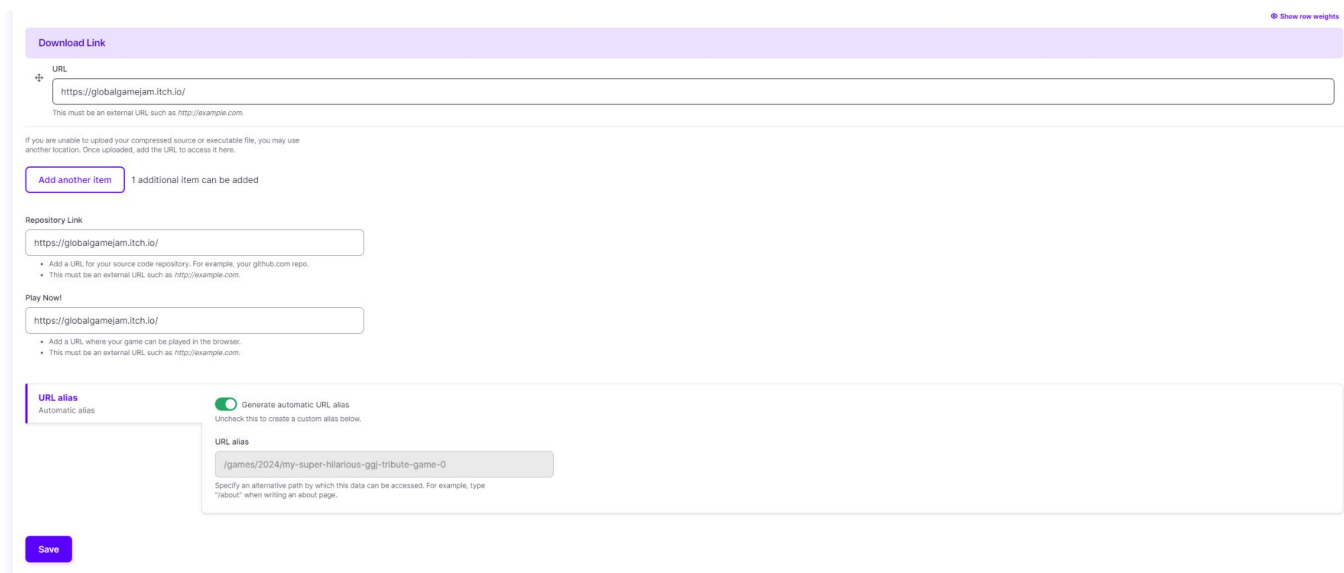
Installation Instructions

Extract the zip file to a directory on your PC and run mygggame.exe

What steps must be followed to install your game and play it?

# Adicionar links para a página de seu jogo

Opcionalmente coloque um link adicional de download, link para repositório, e links para Play Now para jogos Web. Clique Save quando estiver pronto.



**Download Link** Show raw weights

URL  
  
This must be an external URL, such as <http://example.com>.

If you are unable to upload your compressed source or executable file, you may use another location. Once uploaded, add the URL to access it here.

[Add another item](#) 1 additional item can be added

**Repository Link**

- Add a URL for your source code repository. For example, your github.com repo.
- This must be an external URL, such as <http://example.com>.

**Play Now!**

- Add a URL where your game can be played in the browser.
- This must be an external URL, such as <http://example.com>.

**URL alias**  
Automatic alias

Generate automatic URL alias  
Uncheck this to create a custom alias below.

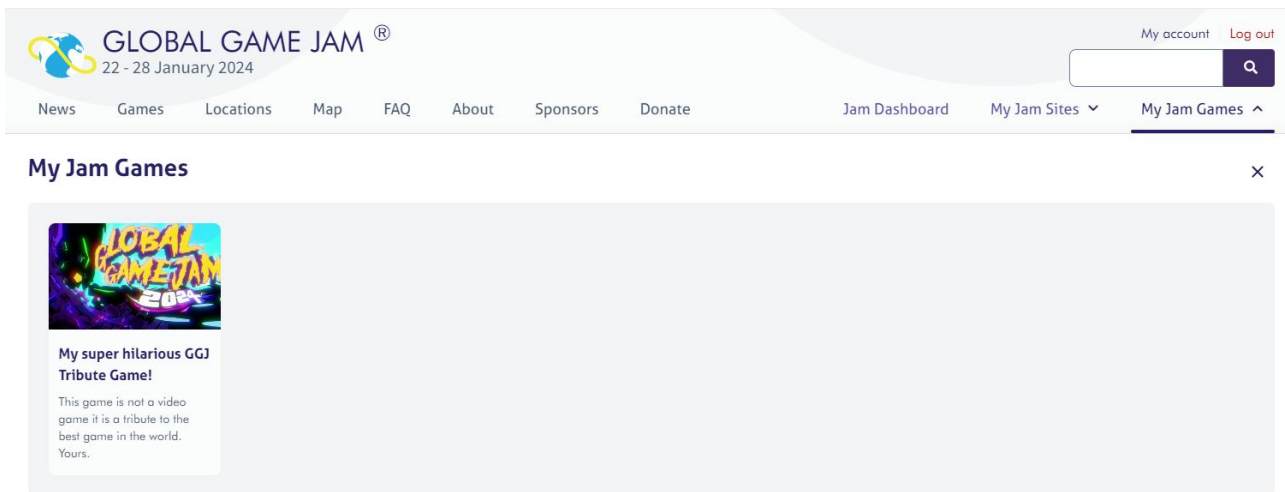
URL alias

Specify an alternative path by which this data can be accessed. For example, type "about" when writing an about page.

[Save](#)

# Encontre sua página do jogo

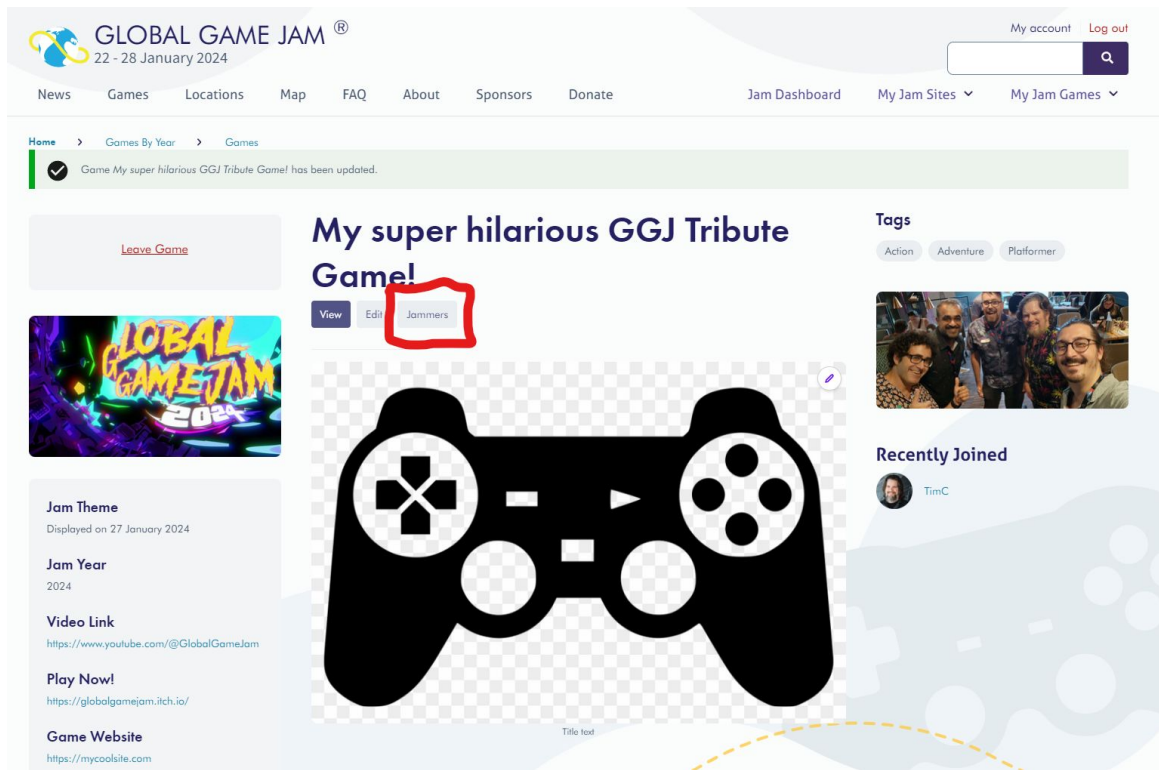
Para encontrar a sua página do jogo de volta, clique em My Jam Games e clique em seu jogo.



The screenshot shows the top navigation bar of the Global Game Jam website. The header includes the logo for 'GLOBAL GAME JAM' with the dates '22 - 28 January 2024'. On the right side of the header, there are links for 'My account' and 'Log out', a search bar, and a navigation menu with items: 'News', 'Games', 'Locations', 'Map', 'FAQ', 'About', 'Sponsors', 'Donate', 'Jam Dashboard', 'My Jam Sites', and 'My Jam Games' (which is highlighted with a red underline). Below the navigation bar, the 'My Jam Games' section is displayed, featuring a close button (X) in the top right corner. The main content area shows a game entry with a colorful thumbnail image of the 'GLOBAL GAME JAM 2024' logo. The text below the thumbnail reads: 'My super hilarious GGJ Tribute Game! This game is not a video game it is a tribute to the best game in the world. Yours.'

# Adicionar membros ao time

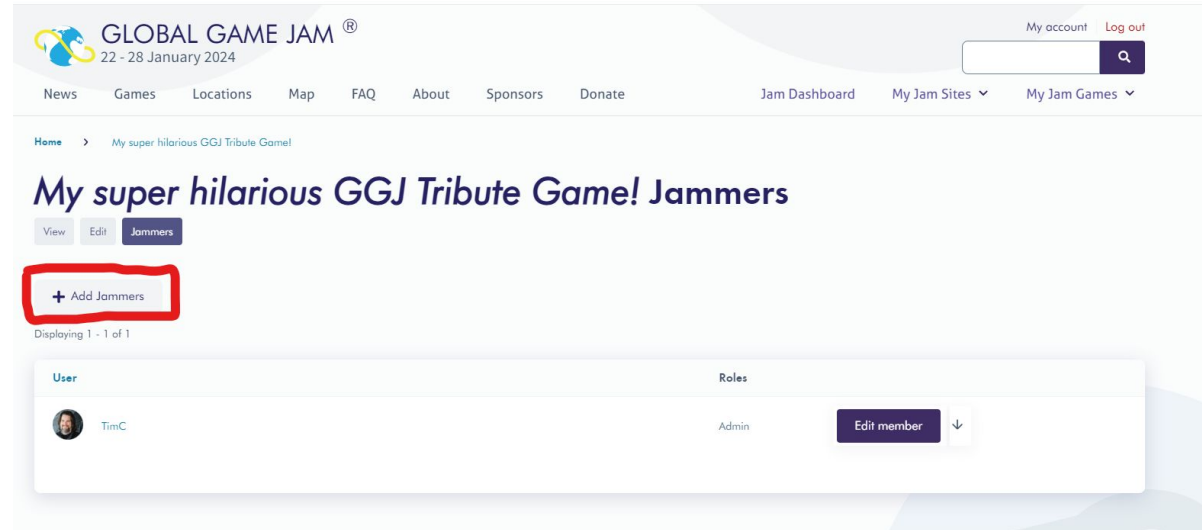
Clique em “Jammers” no topo da sua página de jogo.




The screenshot shows the Global Game Jam website interface. At the top, the logo for 'GLOBAL GAME JAM' is displayed with the dates '22 - 28 January 2024'. Navigation links include News, Games, Locations, Map, FAQ, About, Sponsors, and Donate. User options for 'My account' and 'Log out' are in the top right. A search bar is also present. Below the navigation, a breadcrumb trail shows 'Home > Games By Year > Games'. A notification states 'Game My super hilarious GGJ Tribute Game! has been updated.' The main content area features a 'Leave Game' button, a game thumbnail for 'GLOBAL GAME JAM 2024', and a 'Jam Theme' section with details like 'Displayed on 27 January 2024', 'Jam Year 2024', 'Video Link', 'Play Now!', and 'Game Website'. The game title 'My super hilarious GGJ Tribute Game!' is prominently displayed, with a 'View' button, an 'Edit' button, and a 'Jammers' button highlighted with a red box. A large black and white controller icon is overlaid on the page. On the right, there are 'Tags' (Action, Adventure, Platformer), a photo of a group of people, and a 'Recently Joined' section featuring a user named 'TimC'.

# Adicionar membros ao time

Clique “+ Add Jammers”



The screenshot shows the Global Game Jam website interface. At the top, there is a navigation bar with the logo and text 'GLOBAL GAME JAM® 22 - 28 January 2024'. On the right side of the navigation bar, there are links for 'My account' and 'Log out', along with a search bar. Below the navigation bar, there is a secondary menu with links for 'News', 'Games', 'Locations', 'Map', 'FAQ', 'About', 'Sponsors', 'Donate', 'Jam Dashboard', 'My Jam Sites', and 'My Jam Games'. The main content area displays the title 'My super hilarious GGJ Tribute Game! Jammers' and three buttons: 'View', 'Edit', and 'Jammers'. A red box highlights the '+ Add Jammers' button. Below this, there is a table showing the current members of the jam.

User	Roles
 TimC	Admin <a href="#">Edit member</a> <a href="#">↓</a>

# Adicionar membros ao time

Forneça o nome de usuário do membro do time.

Clique no checkbox “Admin” se você quiser que eles também possam administrar a página do jogo. Clique no campo de contribuições e adicione os papéis que o time contribuiu. (repita slides respectivos para adicionar mais membros ao time)

## Add Group membership

User \*

arcym (79173)

The user you want to make a member

Roles

Admin

Contribution \*

Game Design x Game Development x Programming x

Please select jammer's contributions in the game

Save

# Enviando seus arquivos do jogo

Todas as submissões da GGJ precisam enviar seus jogos (mesmo que não estejam completos), incluindo todos os assets e código-fonte na licença CC.

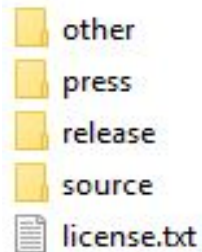
Você precisa colocar em um arquivo zip.

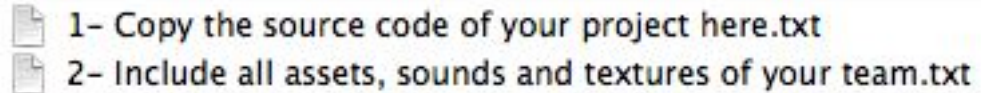
Faça o download do modelo aqui:

[http://ggj.s3.amazonaws.com/GGJ\\_directory\\_structure.zip](http://ggj.s3.amazonaws.com/GGJ_directory_structure.zip)

# Estrutura de diretórios do arquivo zi

Sua pasta principal deve ter um arquivo de licença e 4 sub-pastas: source, release, press, and other.



- 
- A thumbnail image of a file explorer window showing two text files. The first file is named '1- Copy the source code of your project here.txt' and the second is named '2- Include all assets, sounds and textures of your team.txt'. Both files are represented by white document icons.

# sub-pasta: source

Este é para o código-fonte, tipo C ou C++ e assets sonoros, música e arte.

- Não inclua engines ou ferramentas;
- Não inclua a pasta de seu projeto Unity ou GameMaker.
- Escreva um README explicando como usar seu código para executar o jogo.
- Para jogos não-digitais, suas instruções PDF devem ir aqui.
- Teste para ter certeza que tudo está ok!

## sub-pasta: release

É para a versão executável de seu jogo:

Se possível, inclua múltiplas versões para diferentes arquiteturas (tipo Mac OS X, Windows e APK).

Inclua um README que explique qual OS ou ambiente é necessário para executar o jogo.

# sub-pasta: imprensa

Aqui vão screenshots e vídeos sobre seu jogo.

- Inclua pelo menos 1 screenshot 1024x768.
- Se tiver links para vídeos no YouTube ou outros recursos online, coloque em um arquivo texto aqui.

# sub-pasta: outros

Qualquer outra coisa que quiser! Por exemplo:

- Mais licenças
- Créditos
- Informação de contato

**LEMBRE-SE...**

**TODOS OS JAMMERS  
PRECISAM SUBMETER O  
FONTE NESSE FORMATO!**

GGJ se reserva ao direito de remover  
submissões que estejam incompletas.

# Como faço para comprimir algo?

Para Mac OS X+ : Selecione a pasta, então clique em Arquivo > Comprimir.

No Windows 8.1+ : Selecione o arquivo ou pasta, clique em Share e então clique em Zip.

No Windows 7: Botão direito no arquivo ou pasta, vá em Send to, clique em "Compressed (zipped) folder"

Versões do Windows mais velhas: Utilizar um utilitário como o WinZip.

# Mas eu fiz um jogo para browser!

Está tudo bem!

Você ainda precisa enviar toda fonte, screenshots e vídeos, mas deixe a pasta “release” vazia e coloque um link na seguinte seção da aba “edit” para a página do seu jogo.

## RESOURCES

**Play now!**

Add a URL where your game can be played in the browser.

# E se eu fiz um jogo físico/de tabuleiro

Excelente!

Nós temos algumas instruções separadas para esses casos aqui (em inglês):

<https://bit.ly/3RA9i5o>

# Você tem alguma pergunta?

Se você tiver alguma dúvida sobre como criar o projeto de jogo ou tiver problemas durante o upload, por favor, informe seu organizador ou nos contate:

Email: [help@globalgamejam.org](mailto:help@globalgamejam.org)