



# Summer Game Jam

07.-09. Juli 2017

# Video Game Demake

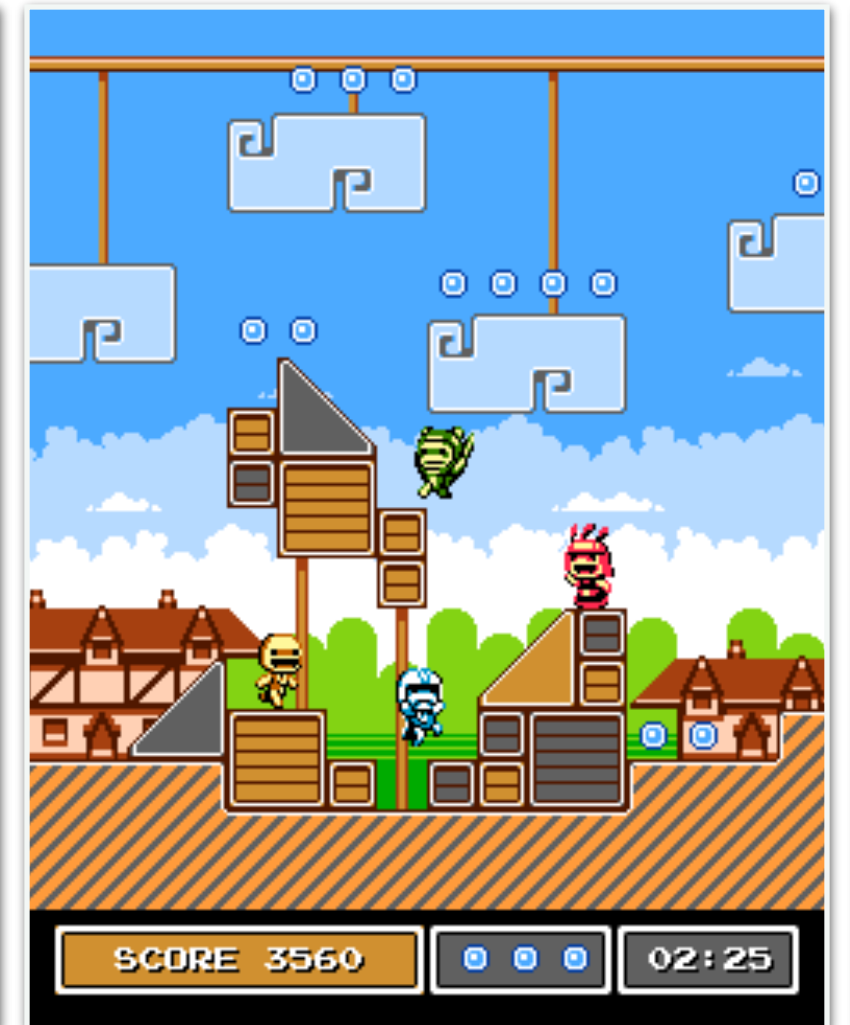
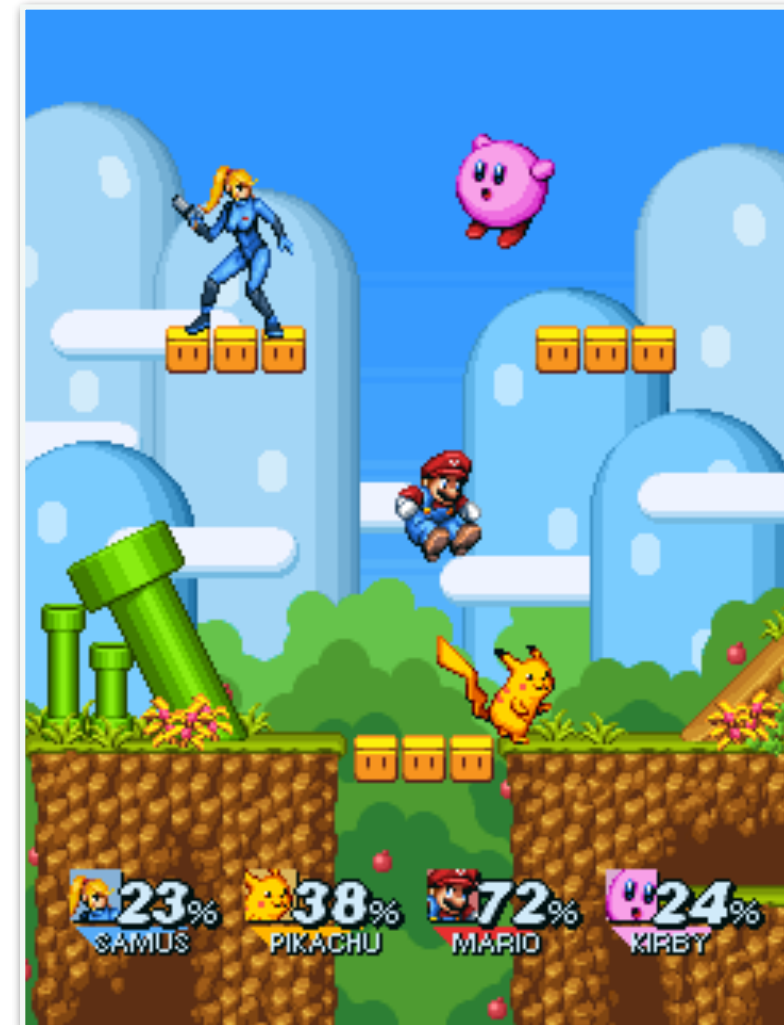
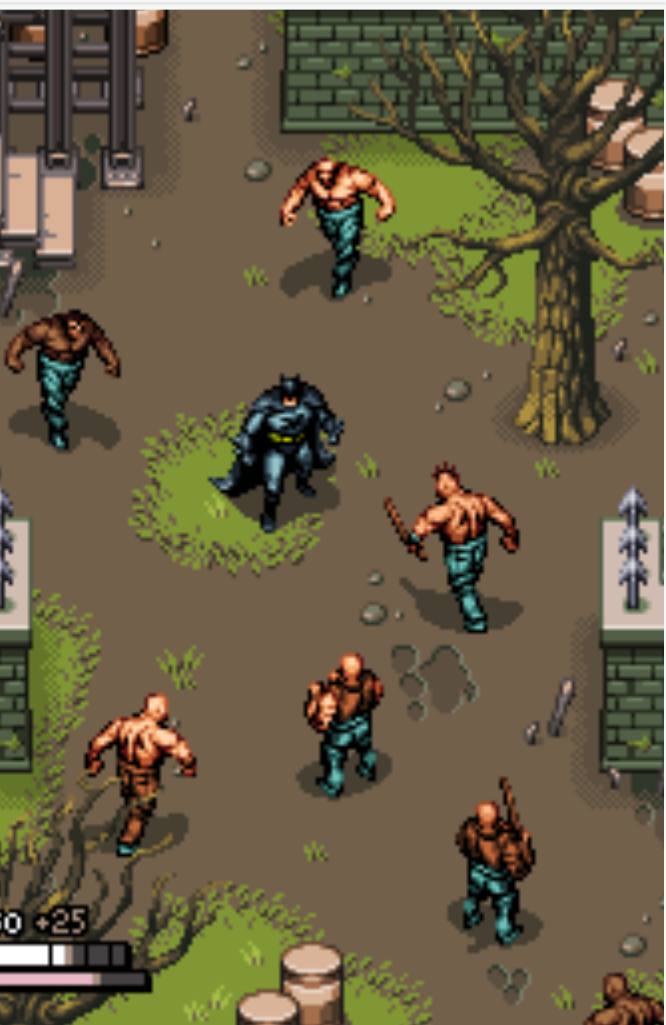
<http://tvtropes.org/pmwiki/pmwiki.php/Main/VideogameDemade>



# Demake Art

<http://kotaku.com/5601850/22-high-caliber-demakes-of-modern-favorites/>

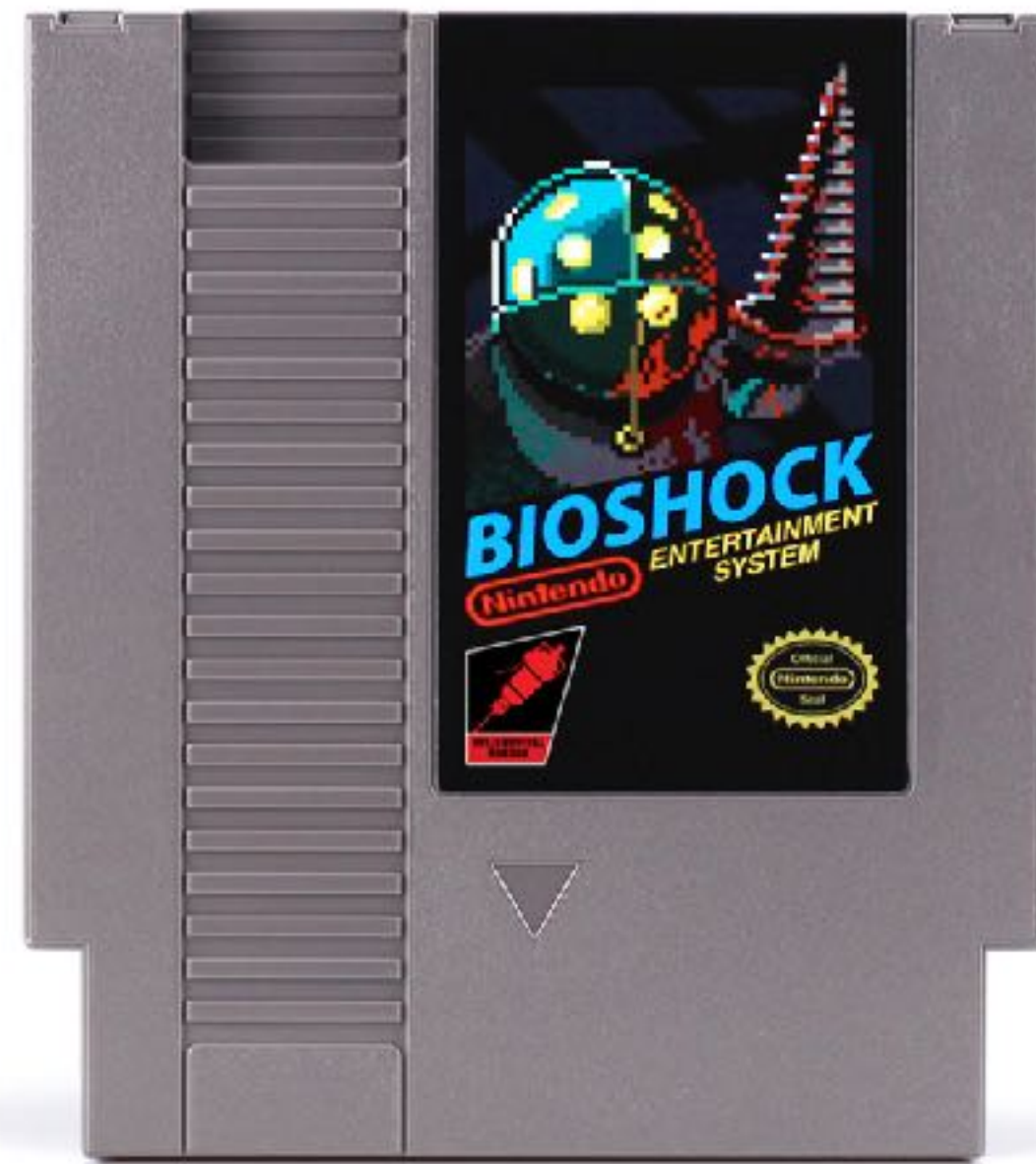
<http://cheezburger.com/47365>





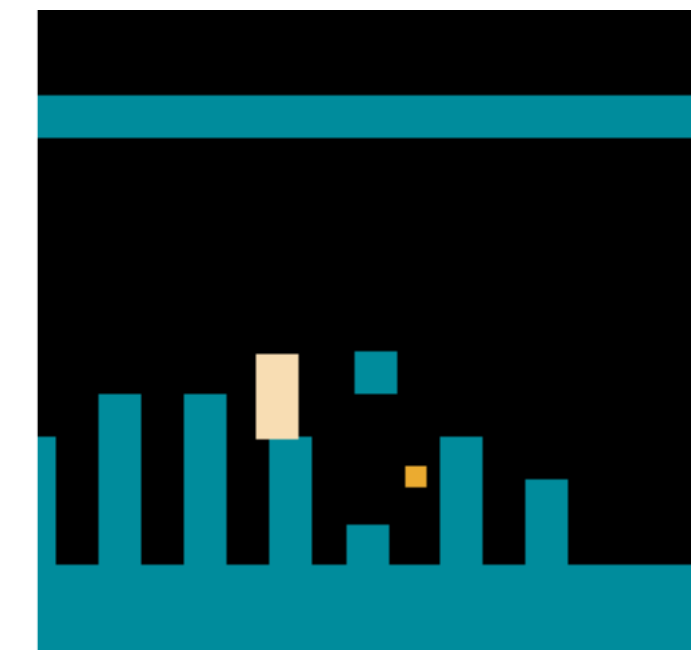
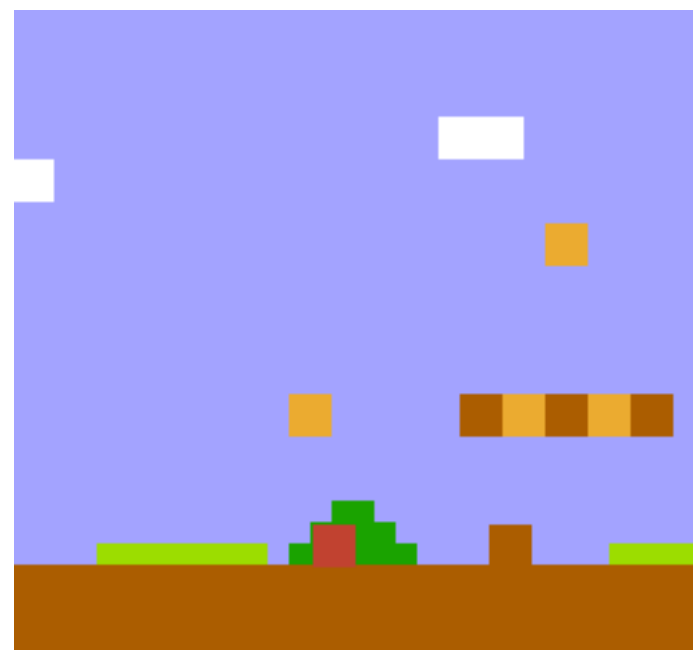
# Fake Cover Art

<http://www.leblogdukitsch.com/geekkitsch/retrogaming/gamekitsch-le-projet-72-pins/>

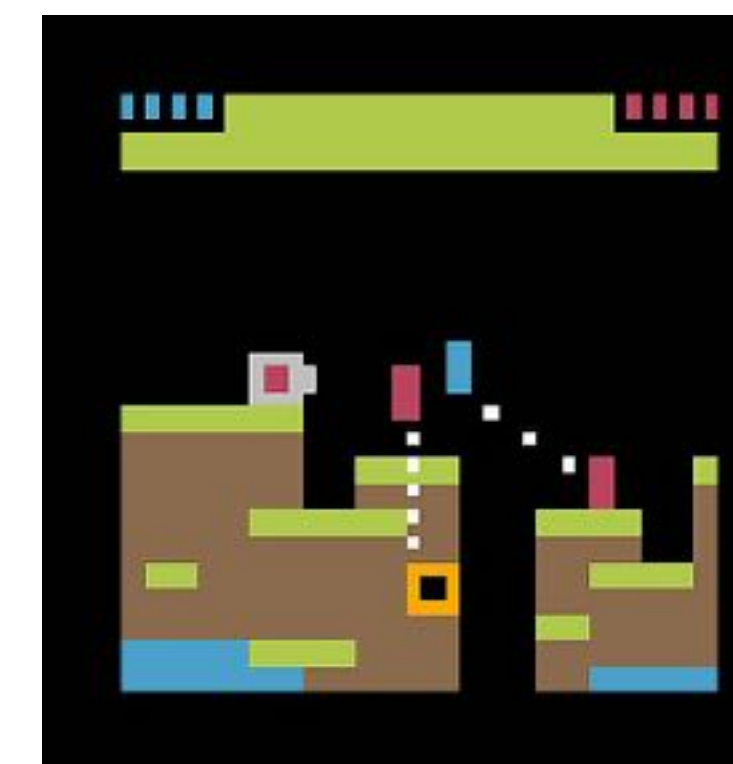
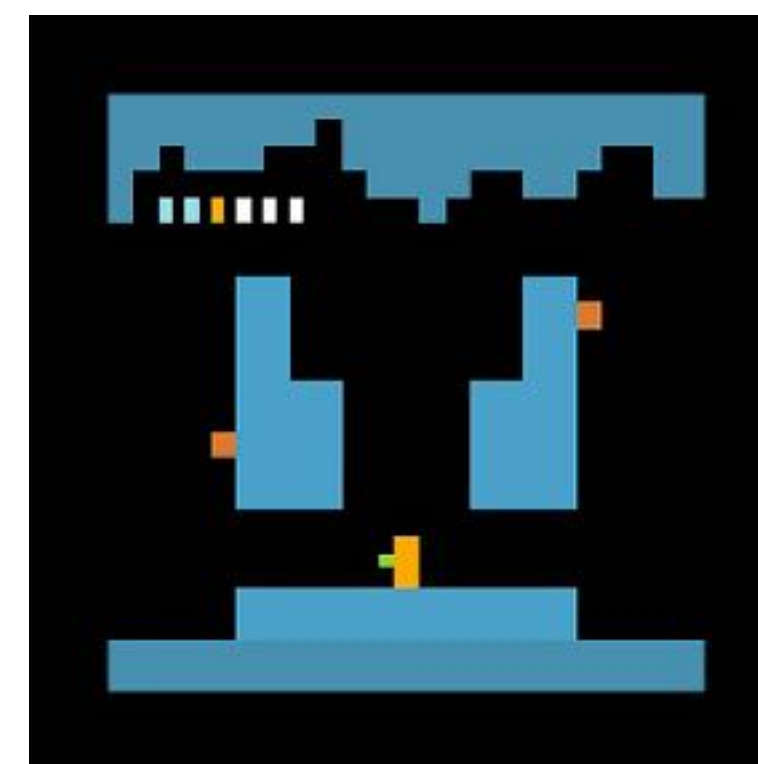
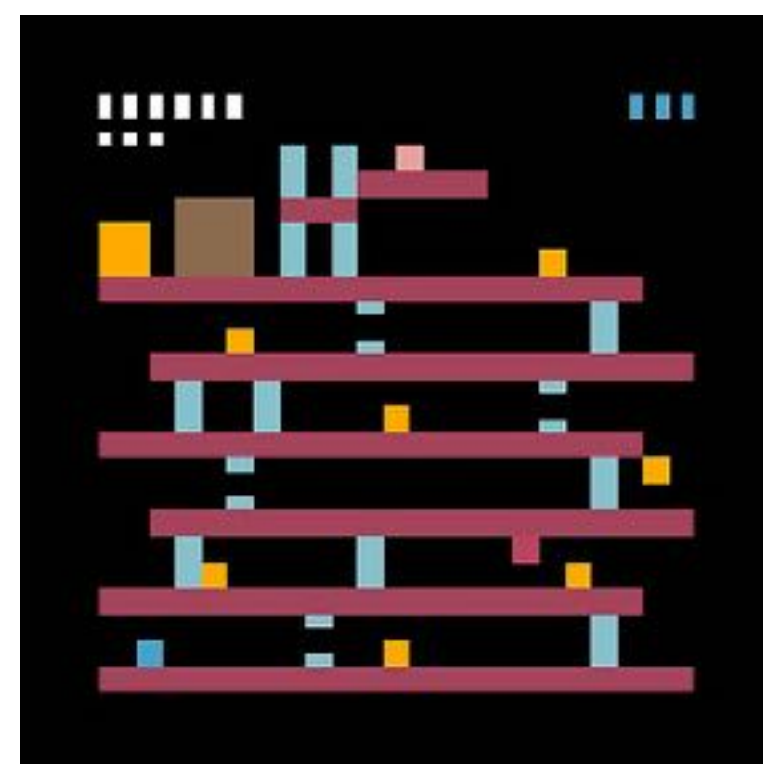
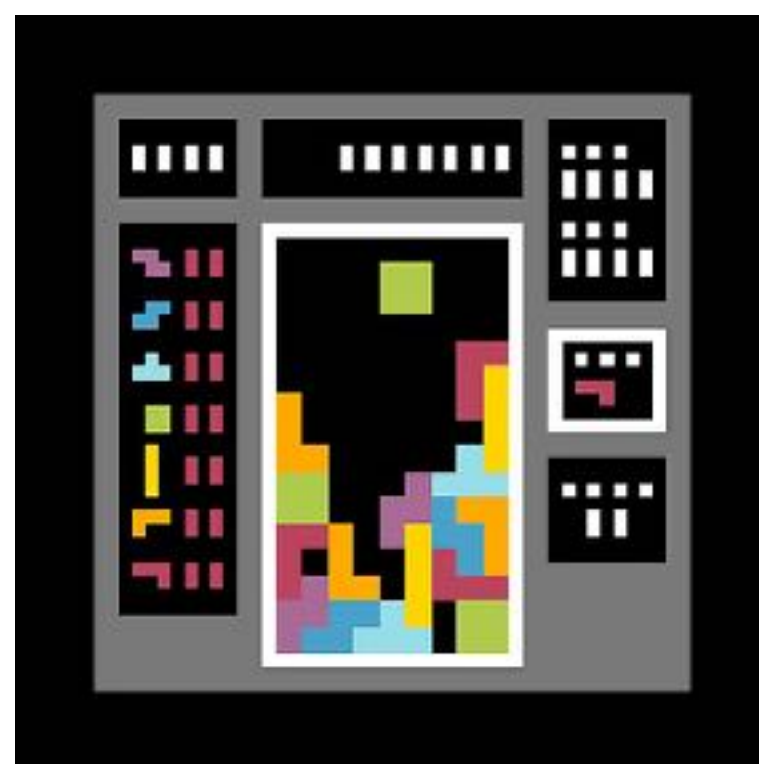




# Minimalismus



<https://www.youtube.com/watch?v=VSIL4n1dIJA>



<http://www.lostateminator.com/2013/01/20/minimalist-nintendo-game-posters/>







PLAYER 1

117

Team Fortress Arcade



**Borderlands** wasn't always the slick, handsome bastard of a game it is today!

Go old skool and play the 1989 16-bit original to see how it all began.

I can't believe how young I look!



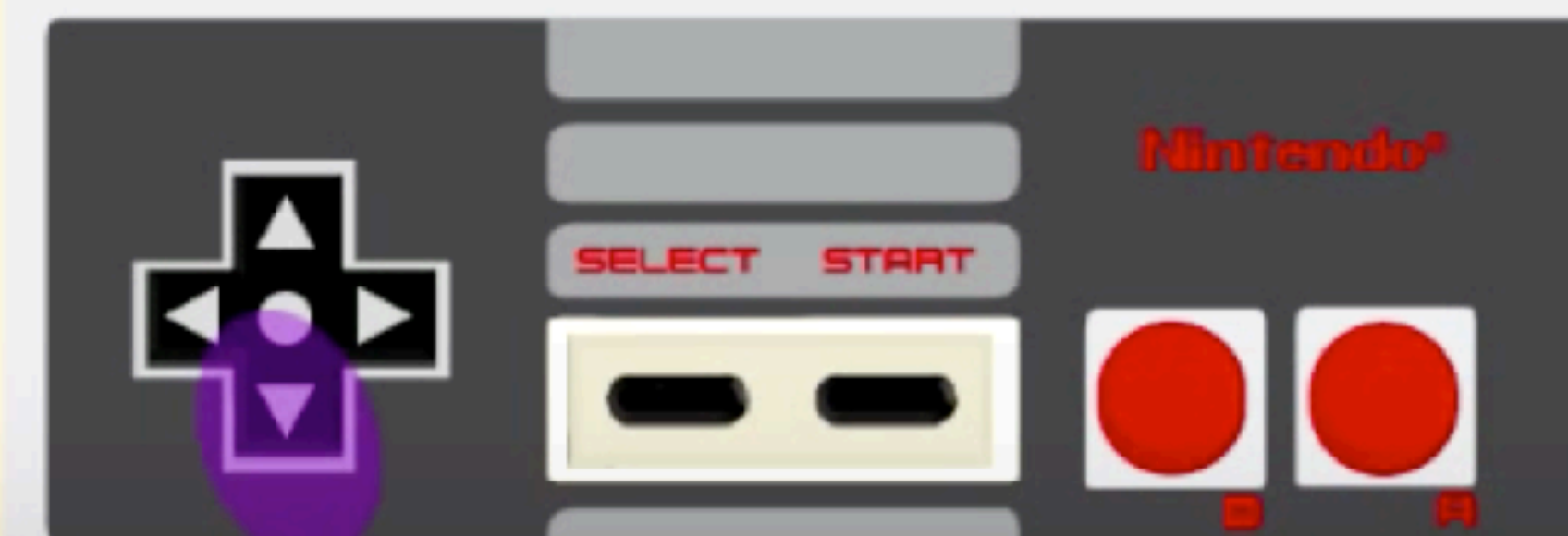
The Border Lands





## The Last of Us on NES

<https://www.youtube.com/watch?v=xl8UAQEphf0>





# Wolfenstein 1-D



<https://www.youtube.com/watch?v=QSvECzuaYn0>



## Deity Of Hostility

A text-based super-masterpeice by Alex Austin

Revision 2

So there's some dude on this cliff, he says some stuff about being abandoned by the Deities, then he totally jumps off while some lady narrator says some other stuff about how this dude has a case of the Mondays or something. Oh yeah there was some dramatic music also. But wait! That was in the future.

Now you're on this boat and there's some beasts, you have some harsh words for those beasts. <type "attack" to attack>

>attack

You kill all the beasts with some weird flaming whip thing, you get some awesome combos too. Now some door on the ship opens up and some more beasts pop out.

>attack

You kill all those beasts too, one of them hits you but you get the health back. There's a big heavy door in front of you. <type "open door" to open the door>

>open door

You open the door and drop down into the room, there's a chest in the room, looks hard to open though. <type "open chest" to open the chest>

>



# Thema

# Demake



# Modifier



# Classical Controller



<http://www.instructables.com/id/Turn-an-N64-Controller-into-a-USB-Gamepad-using-an/>



# 8-Bit

<http://www.siggraph.org/publications/newsletter/v32n2/contributions/collins.html>

Machine	CPU	RAM	ROM	Resolution
Atari 800	6502	48K	8K	320 × 192
BBC Model B	6502	32K	32K	640 × 256
Commodore 64	6510	64K	20K	320 × 200
Dragon 32	6809	32K	16K	256 × 192
Jupiter Ace	Z80A	3K	8K	512 × 368
Lynx	Z80A	48K	16K	248 × 256
Oric 1	6502A	48K	16K	200 × 240
TI 99/4A	9900	48K	16K	256 × 192
VIC-20	6502	5K	16K	no hires mode
ZX-81	Z80	1K	8K	64 × 48
ZX Spectrum	Z80	48K	16K	256 × 192

Bildschirm-Auflösung  
Farbtiefe  
Sprites  
Sound



8-bit computer games: a) Encounter, b) Tornado Low Level, c) Elite, d) Lords of Midnight, e) Stunt Car Racer, f) The Hobbit, g) Ant Attack, h) KnightLore, and i) Head over Heels.



# Pixel Art



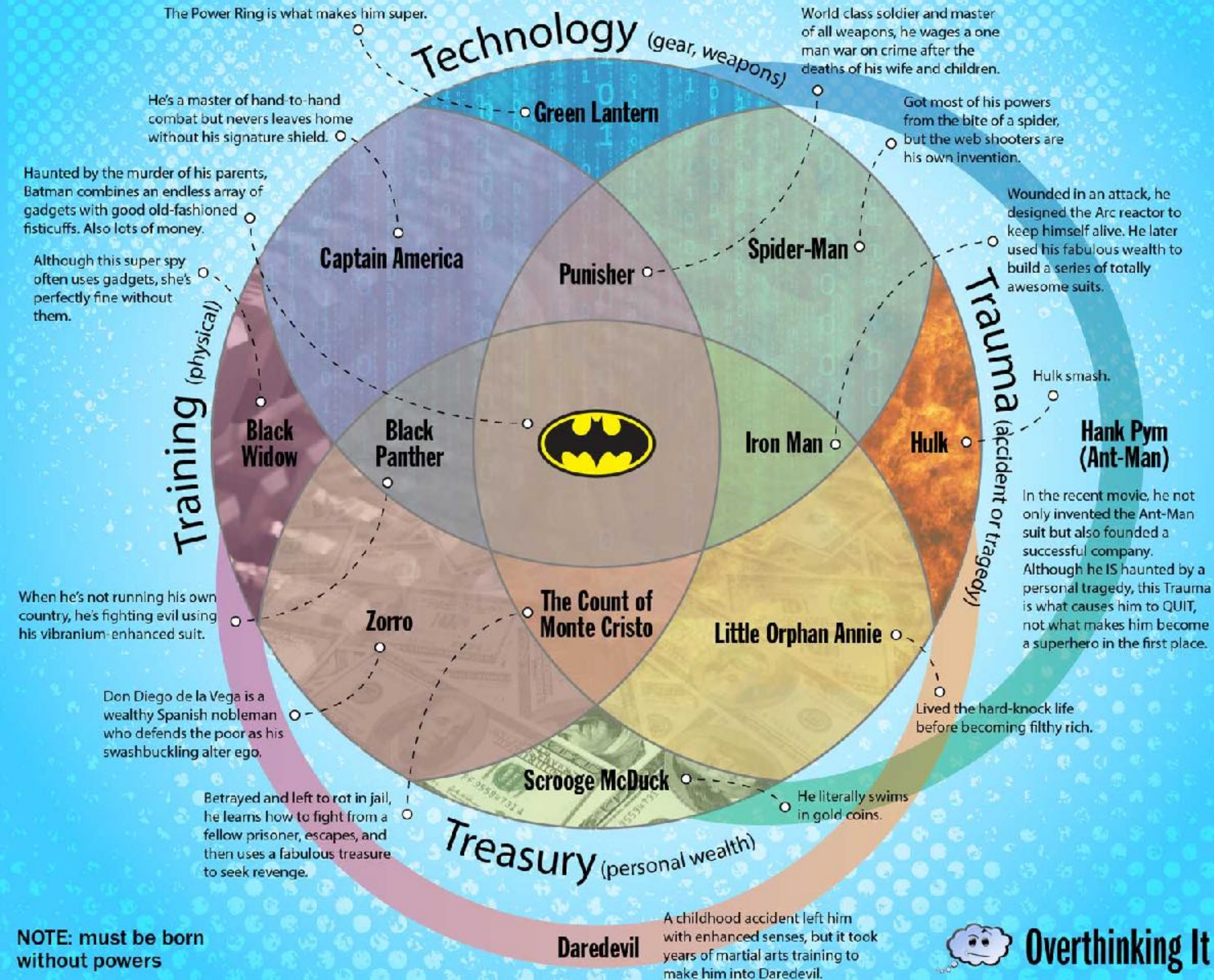


# Chiptunes

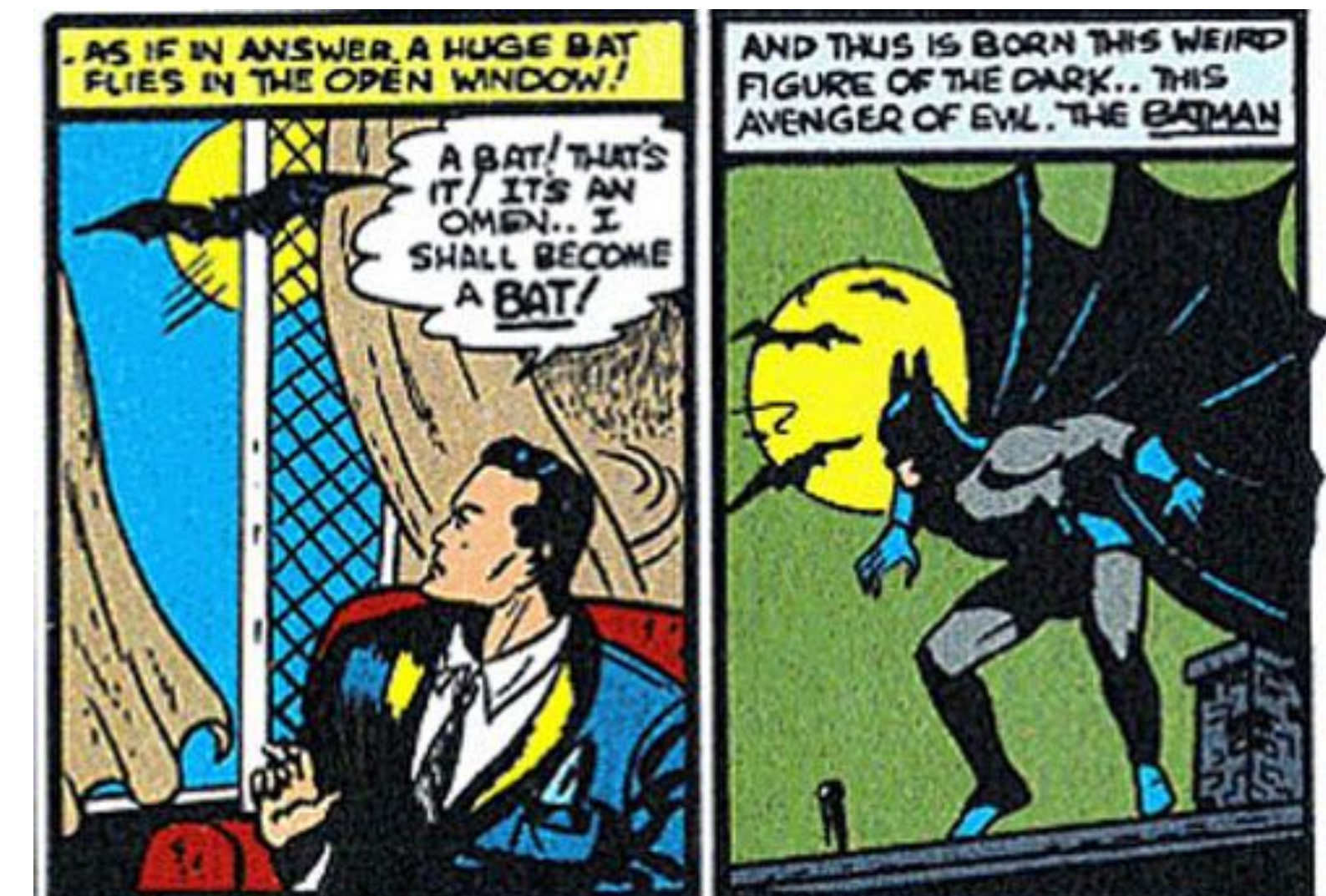




# Superhero Origin Stories



# Origin Story





# Game Feel

Jouice it or Loose it

<https://www.youtube.com/watch?v=Fy0aCDmgnxg>

The Art of Screen Shake

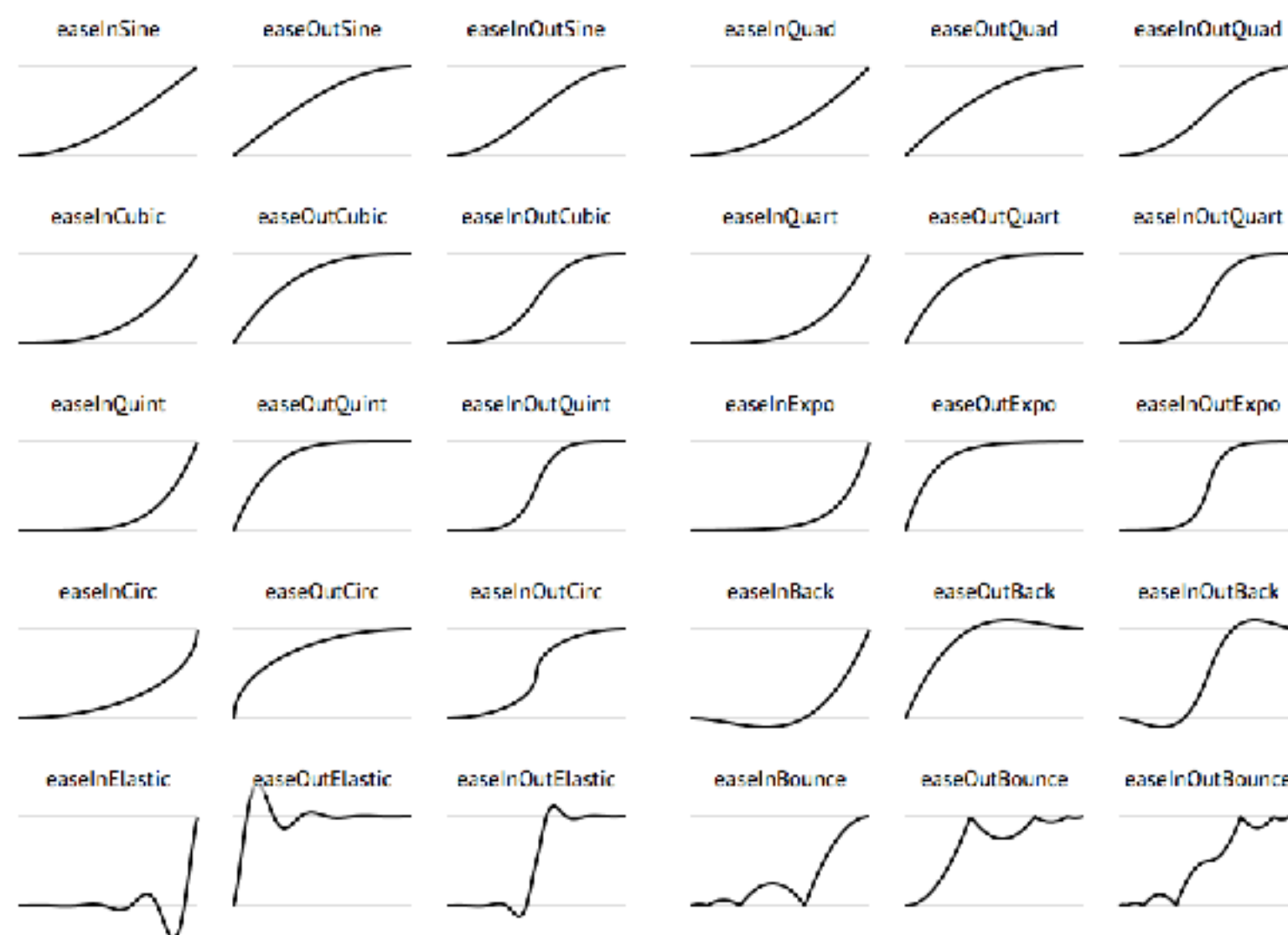
<https://www.youtube.com/watch?v=AJdEqssNZ-U>

Why Your Death Animation Sucks

<https://www.youtube.com/watch?v=pmSAG51BybY>

Secrets of Game Feel and Juice

[https://www.youtube.com/watch?v=216\\_5nu4aVQ](https://www.youtube.com/watch?v=216_5nu4aVQ)



<http://easings.net/de>

## Graphics

- Animation: Tweening, Blend
- Deformation: Stretch, Rotation
- Shader: Color, Chromatic Aberration
- Model: Anthropomorph, Following Eyes, Bigger Bullets
- VFX: Trail, Lens Flare, Halo
- Particles: Explosions, Smoke, Landing Dust
- Permanence: Death Paint, Corpses, Shells, Particles

## Camera

- Follow
- Shake

## Audio

- SFX
- Musik
- Bass

## Time

- Pause
- SloMo

## Physics

- Kollision: Tolerance
- Knockback
- Jump

## AI

- Irrational Behaviour

## Ludition

- Balancing
- No. Enemies
- Variation
- Randomization
- Triple Shoot
- Mechanics

## Controller

- ADSR
- Haptic Feedback





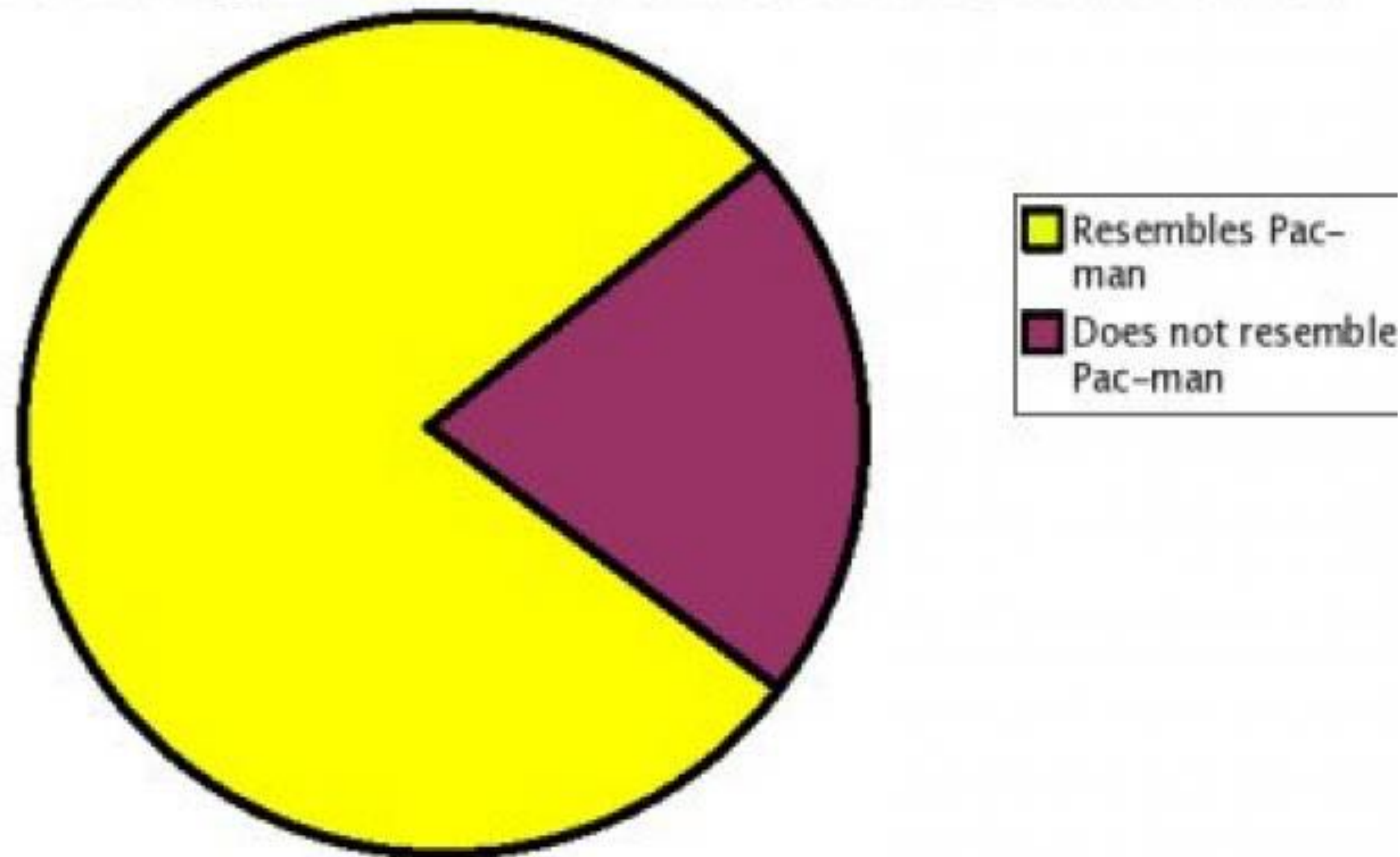
GitLab

<https://bth4k16.cult.uni-bayreuth.de:9090>



# Präsentation

Percentage of Chart Which Resembles Pac-man



Bereiten Sie sich rechtzeitig darauf vor, am Sonntag Ihr Spiel in **max. 10 Minuten** vorzustellen.

Dies kann von Ihrem eigenen Rechner oder auf dem Präsentationsrechner (Windows 10) erfolgen.

Exportieren Sie Ihr Spiel rechtzeitig.



# Zeit

The background of the slide features a large, light gray clock face. It has concentric circles and numbers from 1 to 12. The clock hands are not visible, but the numbers are clearly legible. The overall tone is light and minimalist.

**Beginn: 18:15 Uhr**

**Ende: In 48 Stunden**

**Viel Spaß!**