

Game Jams: Your Gateway to Fun, Friends, & Indie Game Dev Magic

 **Sunday, Oct 25 @ 1:30 PM – 2:15 PM**

Room 'America' (Arch Building)

 **Free Take-Home Pocket Grimoire Mini-Zines & Crew Cards!**

THE 5 CREW ARCHETYPES (Zero Experience Required!)



Code Wizard (Programming & Logic)

Core character movement, mechanics, camera, collision, and turning engine bugs into hilarious features!



Visual Alchemist (Art & Animation)

Color palettes, 2D sprites, tilesets, 3D props, expressive UI/HUDs, lighting, and visual juice.



Audio Bard (Music & Sound FX)

Crunchy sound effects, chiptune beats, atmospheric tension, voice acting, and loopable soundtracks.



World Architect (Narrative & Design)

Dialogue trees, environmental storytelling, player choices, puzzle design, level pacing, and lore.



Guild Guide (Production & Morale)

Scope butcher, schedule tracker, snack champion, conflict resolver, and team cheerleader!

What to Put on Your Crew Card

1. Handle & Pronouns: What your teammates should call you.

2. Contact Info: Discord handle, Bluesky, or email address.

3. Primary Archetype: What role you want to play (or want to learn!).

4. Vibe & Tools: Favorite genres, engines (Twine, Godot, Unity), or mood.

Step-by-Step Team Formation

Step 1 (Sparks): Roll / draw 3 prompt cards from the website (Theme + Verb + Twist).

Step 2 (Mingle): Chat amongst yourselves around tables to pitch game ideas.

Step 3 (Assemble): Gather complementary archetypes (or folks willing to try them!).

Jam Cheat Codes & Pro Tips

No 2D/3D Artist?

Use OpenGameArt.org, itch.io free assets, or Kenney.nl.

No Coder?

Use no-code engines: Twine, Bitsy, GB Studio, Construct.

Asset Sharing:

Shared Google Drive is your friend for audio & art!

48-Hr Scope Rule:

Sat 8 PM: cut 50%. Sun 10 AM: cut 50% again! Tiny toy wins!

FEATURING PACIFIC NORTHWEST GAME DEV LEADERS

Larry James
Moderator • UpLiftVR

Tim Cullings
Director • Seattle Indies

Heather Coles
Creative Lead • Orbicular

Renee Gittins
Founder • Stumbling Cat

Dr. Evie Powell
Niantic Spatial • PhD

Scan to Spin Your 3-Card Game Spark!

Generate custom game jam prompts live, explore full slide deck notes, download the printable Pocket Grimoire mini-zine, and discover upcoming local Seattle game jams.

wulfdesign.github.io/game-jam-panels/



SCAN WITH PHONE