

Game Jam

The Organisers

3rd Summer School on Retro Gaming
History, Critique, and Development

26/06/09

Links

Web Site

<https://tinyurl.com/bdfef9u>



Material

<https://tinyurl.com/2ehdsfp>



Schedule

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	
	2026-06-07	2026-06-08	2026-06-09	2026-06-10	2026-06-11	2026-06-12	2026-06-13	
					CGSA	CGSA	CGSA	
8h-9h	Setup	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Tear Down	
9h-10h		Welcome	Directions + Teams	Game Jam	Game Jam	Game Jam		Wrap-up
10h-11h		Aleksander Franiczek	Presentation CRVJA					Judge
11h-11h15		Coffee Break	Coffee Break	Coffee Break	Coffee Break	Coffee Break		
11h15-12h15		Femke Kocken	Game Jam	Game Jam	Game Jam	Frédéric Maheux		
12h15-13h		Lunch + Lightning Talks	Lunch + Lightning Talks	Lunch + Lightning Talks	Lunch + Lightning Talks	Lunch + Lightning Talks		
13h-14h		Championship	Championship	Championship	Championship	Championship		
14h-15h		Gregory Nacu	Leo Binkowski	Game Jam	Game Jam	Game Jam		Giuseppe Destefanis
15h-16h								Celebrations
16h-17h		Martin Robillard	Game Jam					Closing Session
17h+					Arcade MTL	Champagne Box		

Presentation

Keynote speech

Game jam



Goal

- Competitive advantage
- Intended audience
- Core gameplay
- Monetisation
- Realisation
- Design



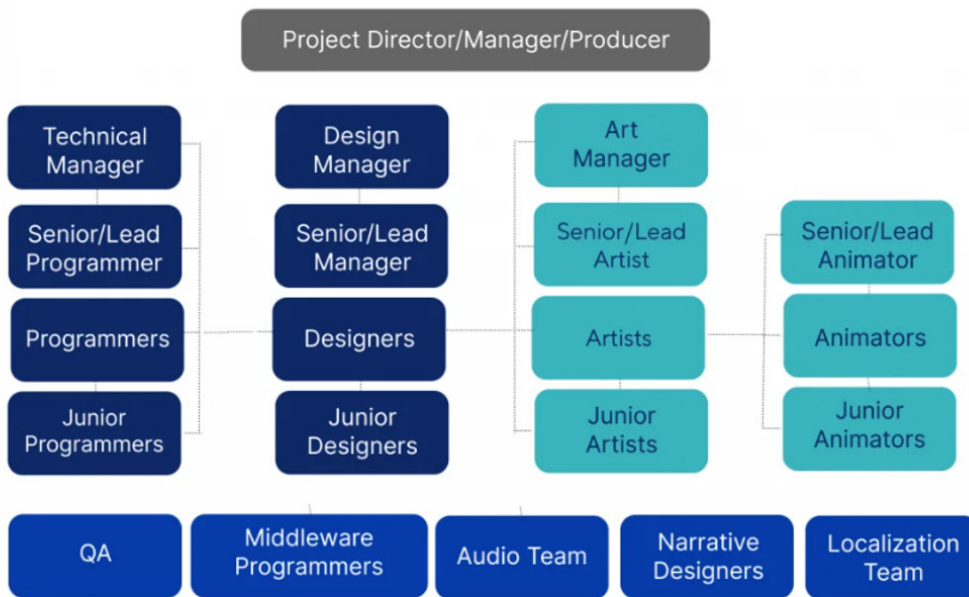
Concretely

- Make six teams, with one game designer per team (next slide)
- Discuss the **history** of retro-games that you know, **critique** these games, **develop** your own design within the constraint of CRVJA
- Present your games to the judge!

(Retro) Game Development

Game Development is Interdisciplinary

Key Roles in AAA Game Development



Job Functions in a Narrative Team

Things that a narrative team typically has to cover - non-exhaustive!



Game Designers



Cristiano Politowski
OntarioTech



Alexandre Kotowicz
NAD



Aleksander Franiczek
Canadian scholar



Diego Tondorf
ÉTS



Fabio Petrillo
ÉTS



Kevin C. Chua
OntarioTech

Judge



Joseph Dredd
Dpt. of Justice

Upon graduating from the Academy of Law, Judge Joseph Dredd joined the **Department of Justice of Mega-City One as a Street Judge**. Over several decades, he has enforced the law in one of the world's largest cities against **organised crime, terrorist organisations, mutant insurgencies, and extra-dimensional threats**, while helping maintain public order among hundreds of millions of citizens.

He played a central role in the resolution of major crises, including the **Apocalypse War** and the **Dark Judges incursions**, and has contributed to the development and implementation of judicial policies aimed at preserving the stability of Mega-City One.

Today, Dredd continues to serve as a **Senior Street Judge**, combining frontline law enforcement with the training and mentoring of new recruits. His professional interests include urban security, crisis management, and effective justice delivery at scale.

Judge



Chris Gibbs
Concordia U.

Upon graduating with a degree in Software Engineering in 1988, Chris co-founded a UK games development studio, **Attention To Detail** and was managing director through until 2003. ATD designed and developed video games for publishers worldwide, across all genres but notably racing, sports and action.

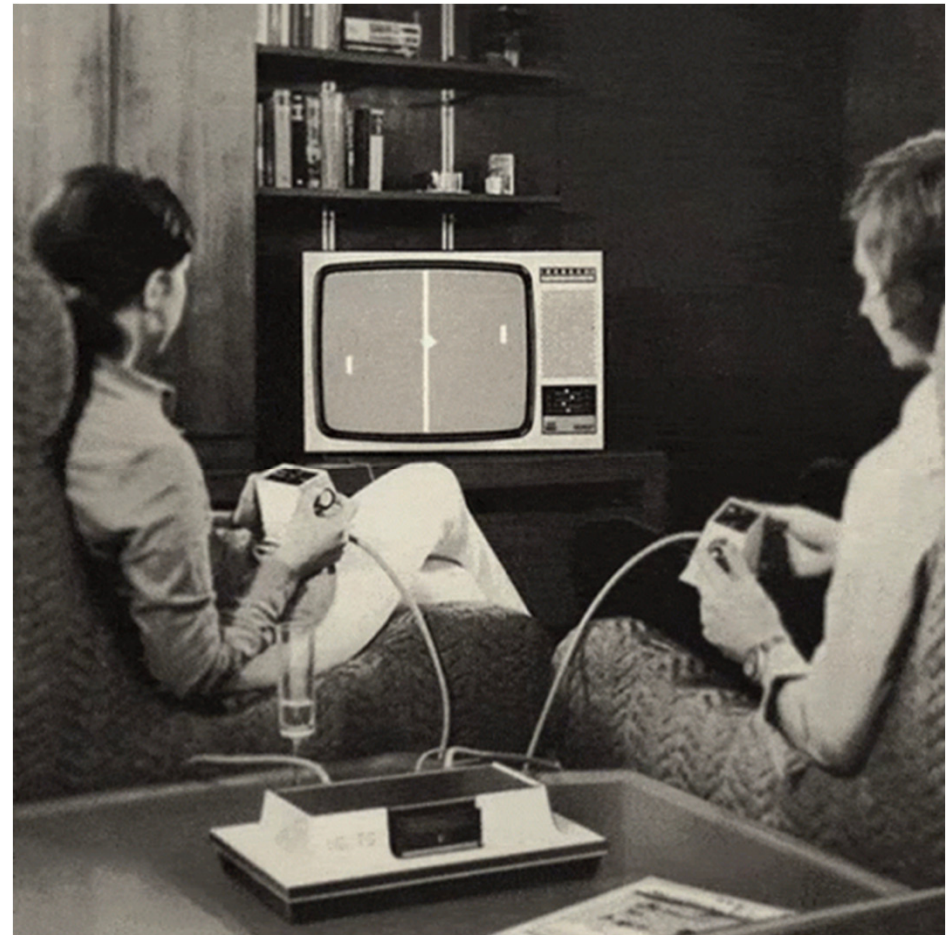
From 2003 to 2012, Chris was **Executive Producer and Studio Manager for Electronic Arts**, specialising in Mobile Game Development and pioneering the move to touchscreens and games-as-a service. From 2014 to 2019 Chris designed, developed and launched his own mobile game, **Smart Numbers**, which Apple made Game of the Week in 50+ countries.

In 2021 Chris joined Concordia University where he leads development of the **TOOLS4Cities** software with a particular focus on creating user experiences that demystify the science and applying principals of gaming to engage users with the issues of urban sustainability and livability.

Game Jam

■ Design choices

1. Platforms
2. (Cross)Development
3. Programming languages
4. Frameworks and libraries



1. Platforms

(1/2)

■ Real hardware

- Rare/expensive
 - Apple Lisa, Amiga CD32
- Upload programs
 - Dying tapes and disks
 - No networking
 - Limited expansions

■ Emulators


- Many emulators
 - Some work very well
 - WinUAE
 - Other much less so
 - ZSNES
- Need ROMs
 - Amiga Kickstarts are still copyrighted and licensed
 - C65 Kernal and BASIC ROMs are in a gray area

1. Platforms

(2/2)

- Web browsers
 - Available
 - Accessible
 - Fast
 - Secure

Is the Web Browser the Most Important Platform for App Development?

 mtmattei
Oct 3

DEV

2. (Cross)Development

(2/2)

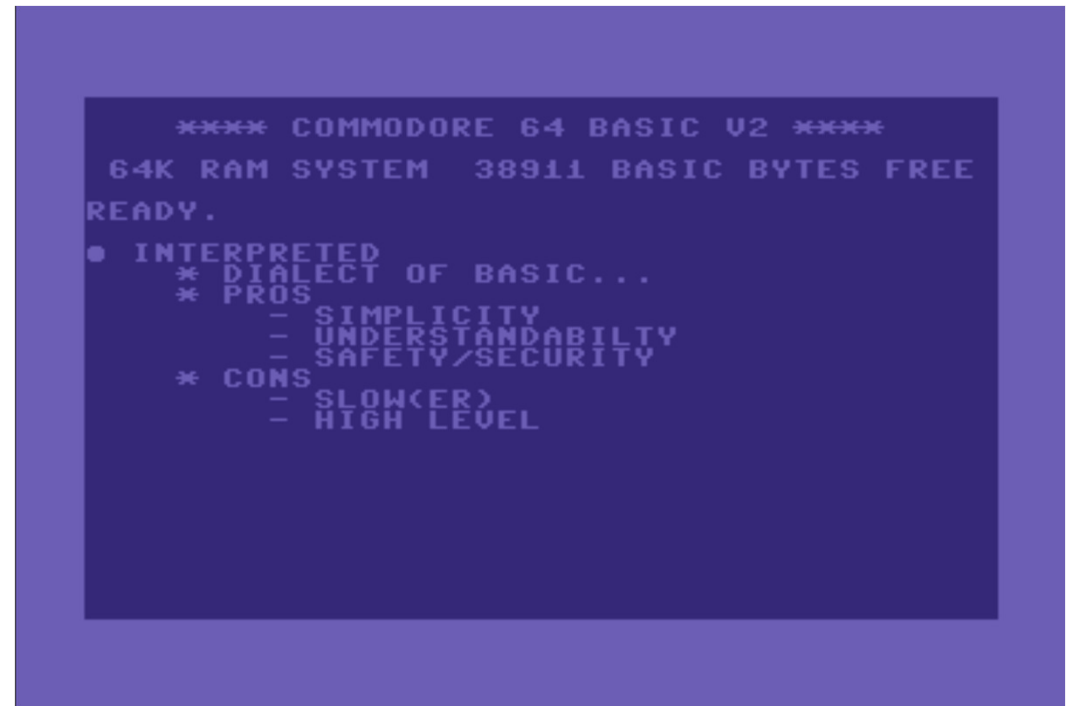
- Editor and interpreter in a Web-browser
 - Not the same
 - Usability
 - Easy access
 - Familiarity
 - Frustrations
 - Fidelity

```
Java Online Compiler x +
https://onecompiler.com/java
OneCompiler Looking for Classic Editor? AI Java Run
Main.java x +
1 import java.util.*;
2
3 public class Main {
4     public static void main(String[] args) {
5         System.out.println("Hello, World!");
6     }
7 }
```

3. Programming Languages (1/2)

■ Assembled/Compiled

- Dialects of Assembler and C
- Pros
 - Fast
 - Low level
- Cons
 - Complexity
 - Understandability
 - Safety/Security

A screenshot of the Commodore 64 BASIC V2 prompt screen. The text is displayed in a monospaced font on a dark background. The prompt is a solid black circle followed by a space and the word "INTERPRETED". The screen shows the following text:

```
**** COMMODORE 64 BASIC V2 ****  
64K RAM SYSTEM 38911 BASIC BYTES FREE  
READY.  
● INTERPRETED  
  * DIALECT OF BASIC...  
  * PROS  
    - SIMPLICITY  
    - UNDERSTANDABILITY  
    - SAFETY/SECURITY  
  * CONS  
    - SLOW(ER)  
    - HIGH LEVEL
```

3. Programming Languages (2/2)



- Basic-dialect for the Amiga platform
- Rich set of commands for graphics and sound
- Online help and community

4. Frameworks and Libraries (1/2)

Do Not Reinvent the Wheel

- Levels
 - Game creators
 - Game engines
 - Frameworks
- Pros
 - Simplicity
 - Time/Effort
 - Learning curve
- Cons
 - Style/Target
 - Bugs



Reinvent the Wheel

- Pros
 - Lots of effort
 - Learning
 - Control
 - Simplicity
- Cons
 - Complexity
 - Time/Effort
 - Learning curve
 - Bugs

4. Frameworks and Libraries (2/2)

Do Not Reinvent the Wheel

- Levels
 - Game creators
 - Game engines
 - Frameworks
- Pros
 - Simplicity
 - Time/Effort
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Reinvent the Wheel

- Pros
 - Lots of effort
 - Learning
 - Control
 - **Simplicity**
- Cons
 - Complexity
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Game Jam

CRVJA

- AMOS Basic online editor and interpreter
 - Code and execution
 - Sprite definitions
 - JavaScript transpiler
- Simpler but more limited than AMOS Basic on the Amiga platform

<https://tinyurl.com/4frdxs5d>



CRVJA

<https://tinyurl.com/bdr5ahdb>

- Please contribute to this open-source project!



Game Designers



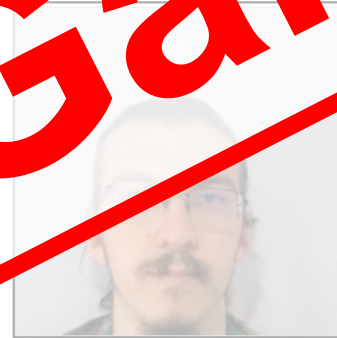
Cristiano Politowski
OntarioTech



Alexandre Kaswicz
NAD



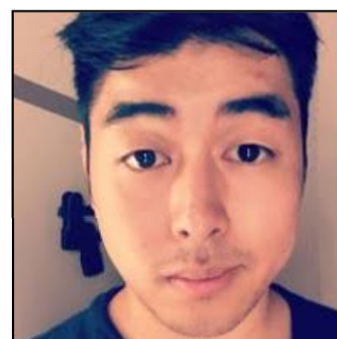
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Five Games