



GAME JAM

SPONSORED BY



◦ Guidelines **P. 2**

◦ Inclusiveness Policy & Code of Conduct **P. 3-4**

◦ Grading Rubric **P. 5**

GAME JAM GUIDELINES

- 1 We will be announcing the theme at 10:00 AM PST on Friday, February 12th. We will be sending out emails to everyone who signed up at buildbox.com/gamejam and we will also be posting the theme on our social media channels, forum, and the dedicated Discord channel *buildbox-game-jam*.
- 2 Game must be created using the Buildbox game development software and must follow the set theme.
- 3 All assets used to build the game should be owned by you, licensed to you, you have permission to use, or is under the creative commons license.
- 4 Entire game must only be created during the time allotted. Please do not use or submit games that were created before. Honesty is the best policy!
- 5 Game must be funny, unique, memorable, stylish, disturbing, original, emotional, bizarre, touching, outlandish, soothing, exciting! Avoid clones at all costs. If you can't win on production value, you can win on ideas.
- 6 Entries will be submitted through [this form](#). Upload a short video featuring your game to a Dropbox/ GDrive folder (or YouTube) and fill out the form to submit. Make sure you submit before the end of the Game Jam! Late submissions are not accepted.
- 7 **Submission deadline is 4:00PM PST on Sunday, February 21.** Late entries will not be accepted. Participants are not allowed to edit or add to submissions after the allotted time.
- 8 Buildbox Game Jam has an Inclusiveness Policy & Code of Conduct and expects all participants to abide by it — don't be a jerk and you'll be fine.
- 9 By submitting your games to the Buildbox Game Jam, Buildbox has the right to use the game for marketing purposes. All other rights to the Buildbox Game Jam submissions belong to the developers and the creators. Buildbox or any other third-party (e.g. Kwalee) does not own the rights to the submitted games.
- 10 **Be nice, be a good sport, collaborate, be creative... But most of all, have fun!**

INCLUSIVENESS POLICY & CODE OF CONDUCT

Inclusiveness Policy

The Buildbox Game Jam focuses on bringing communities together through collaboration, innovation and experimentation. No sexism, racism, discrimination or any kind of exclusion will be tolerated in association with the Buildbox Game Jam and we reserve the right to refuse and/or remove content based on our principles. We encourage inclusive and welcoming environments. We encourage a free and open activity where creativity should know no censorship and we hope all participants will exercise their creative freedoms. We take pride in our jammers and organizers, but AppOnboard Inc. is not liable for anyone's specific views and opinions.

Code of Conduct

PURPOSE

The Buildbox Game Jam focuses on bringing communities together through collaboration, innovation, and experimentation. As such, we are committed to providing a friendly, safe, and welcoming environment for all, regardless of gender, sexual orientation, ability, appearance, ethnicity, national origin, citizenship, socioeconomic status, and religion (or lack thereof).

This code of conduct outlines our guidelines for all those who participate in our community, as well as the consequences for unacceptable behavior. We invite all those who participate in the Buildbox Game Jam to help us maintain these guidelines and create safe and positive experiences for everyone.

APPROPRIATE BEHAVIOR

We wish for Buildbox Game Jam participants to exercise consideration and respect in their speech and actions, attempt collaboration before conflict, and refrain from demeaning, discriminatory, or harassing behavior and speech. We also expect the same consideration and respect to be applied to games and content created during the Buildbox Game Jam.

Be mindful of your surroundings and of your fellow participants. Alert Buildbox community leaders and support immediately if you notice a dangerous situation, someone in distress, or violations of this Code of Conduct, even if they seem inconsequential.

UNACCEPTABLE BEHAVIOR

Unacceptable behaviors include: intimidating, harassing, abusive, discriminatory, derogatory or demeaning speech or actions by any participant in our online community.

Harassment includes: harmful or prejudicial verbal or written comments related to gender, sexual orientation, age, ability, appearance, ethnicity, national origin, citizenship, socioeconomic status, or religion; deliberate intimidation, stalking or following; harassing photography or recording; sustained disruption of talks or other events; inappropriate physical contact; and unwelcome sexual attention.

INCLUSIVENESS POLICY & CODE OF CONDUCT

CONSEQUENCES OF UNACCEPTABLE BEHAVIOR

Anyone asked to stop unacceptable behavior is expected to comply immediately.

If a community member engages in unacceptable behavior, the Buildbox Game Jam organizers may take action to stop the unacceptable behavior, up to and including a temporary ban or permanent expulsion from the community without warning.

IF YOU WITNESS OR ARE SUBJECT TO UNACCEPTABLE BEHAVIOR

If you are subject to or witness unacceptable behavior, or have any other concerns, please report this in one of the following ways:

- Contact the Buildbox Staff on the community forum or discord.
- Filling out this online form (a fast way to reach us, especially during an event) [Buildbox Game Jam Complaint Form](#). Can be done anonymously.
- [Emailing the Executive Committee](#)

ADDRESSING GRIEVANCES

If you feel you have been falsely or unfairly accused of violating this Code of Conduct, you should notify a Buildbox Game Jam organizer with a concise description of your grievance.

SCOPE

We wish for all community participants to abide by this Code of Conduct — whether online or in-person— as well as in all one-on-one or group communications pertaining to community business.



GAME JAM GRADING RUBRIC

Fun + Wonder

Overall Uniqueness and wow factor	Stickiness / Addictiveness	Creative obstacles and fun challenges	Surprises built into the gameplay	
___ / 10	___ / 5	___ / 10	___ / 5	___ / 30
Creative gameplay style	Difficulty level balance. Not too hard. Not too easy.	Gameplay interacts well with other gameplay objects i.e., trampolines, bumpers, walls, barriers, enemies, coins, etc.	Camera angle and camera movement works well with gameplay	
___ / 10	___ / 10	___ / 5	___ / 5	___ / 30
Uses interesting and creative objs, textures, effects, png images	Uses creative and interesting smart assets	Uses unique smart assets. i.e., combined multiple 3D models and nodes	Uses creative and interesting UI design. i.e., Main Menu, Pause, Game Over, Info UI's	
___ / 5	___ / 5	___ / 5	___ / 5	___ / 20
Uses creative gameplay sound effects	Uses great gameplay music	Uses creative game over UI music	Uses creative Main Menu UI music	
___ / 5	___ / 5	___ / 5	___ / 5	___ / 20
Uses creative world structure	Uses creative scene design	Uses a creative variety of scenes	Uses a creative variety of worlds	
___ / 5	___ / 5	___ / 5	___ / 5	___ / 20

Graphics + Smart Assets

Sound Effects + Music

World Design + Scene Design

Final Score ___ / 120