

# OPEN SOURCE GAME DEVELOPMENT TOOLS 101

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redhat.

+

**Scripta Games  
& Open Jam**

MICHAEL  
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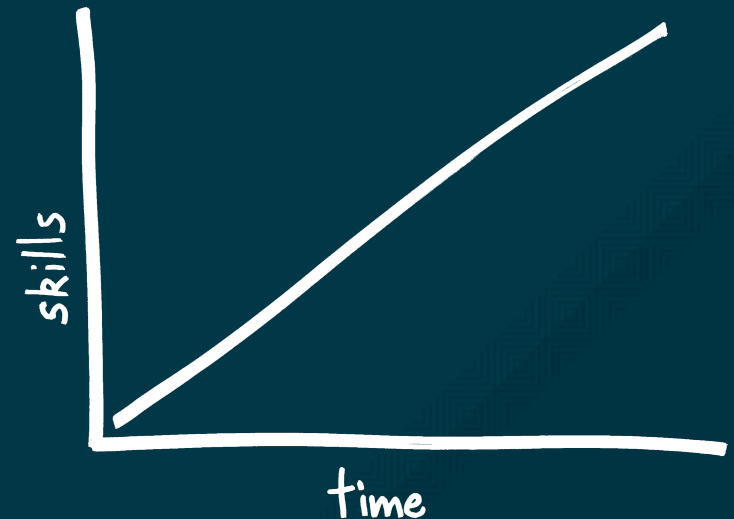


**WHO PLAYS GAMES?**

**WHO MAKES GAMES?**

# WHY GAME DEVELOPMENT?

- ① Many disciplines, both creative & technical
- ② Tangible, shareable result
- ③ Symbiotic with work
- ④ It's **fun!**



# WHAT IS A GAME JAM?

A game jam is an event where participants create a game with some constraints, typically a short period of time and a theme.

# Ludum Dare

*"Ludum Dare is one of the worlds largest and longest running Game Jam events. Every 4 months, we challenge creators to make a game from scratch in a weekend."*

One weekend, one theme, thousands of games made by thousands of creators. Choose Easy Mode (Jam) or Hard Mode (Compo). **2,944** games were submitted for the 38th Ludum Dare.

Some high-placing Ludum Dare games go on to be commercially successful.

[ldjam.com](http://ldjam.com)

# WHY GAME JAMS?

- 1 Constraints
- 2 Teamwork
- 3 Planning & prioritization
- 4 Cures perfectionism
- 5 Feedback
- 6 Friendly competition



# HOW TO JAM

# PICK YOUR TOOLS

## ENGINES



Godot  
(gdscript & C++)



Phaser  
(JavaScript 2D)



LÖVE  
(Lua)



pygame  
(Python)

# PICK YOUR TOOLS

## GRAPHICS



Piskel



Blender



GIMP



three.js (JavaScript)



Babylon (JavaScript)



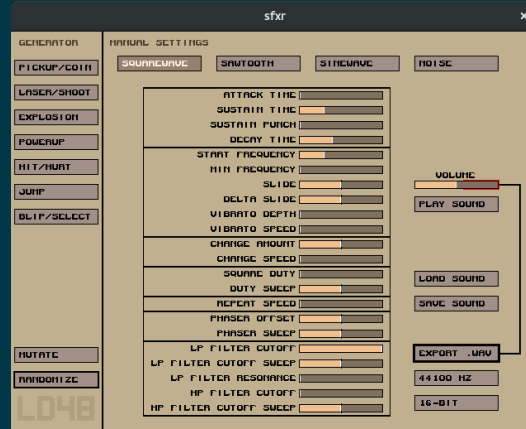
Inkscape

# PICK YOUR TOOLS

## AUDIO



BeepBox



sfxr (& co)



Audacity



howler.js

# PICK YOUR TOOLS

MULTIPLAYER



[Socket.io](https://socket.io)



[Lance.gg](https://lance.gg)



WebSocket

# ALL THE TOOLS

[bit.ly/awesome-gamedev](https://bit.ly/awesome-gamedev)



**JOIN A TEAM**

[CROWDFORGE.IO/JAMS](https://crowdforge.io/jams)





# OPEN JAM

open  
source  
.com



**WHY?**



# 1ST PLACE

Markus The Lost Magician

by scroplus



## OPENJAM.IO CLICK [RESULTS](#)

Tools Used

- 1 Unity
- 2 Blender



# 2ND PLACE

Retro Daddy

by Andrew Howizon



## OPENJAM.IO CLICK RESULTS

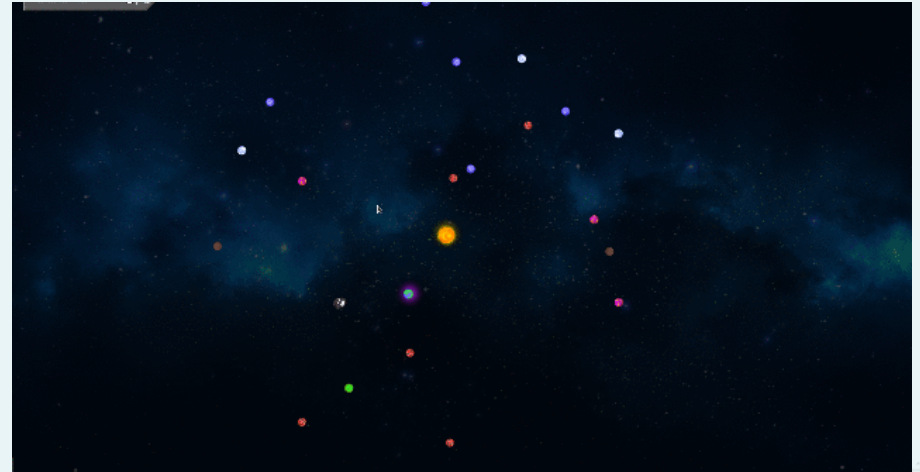
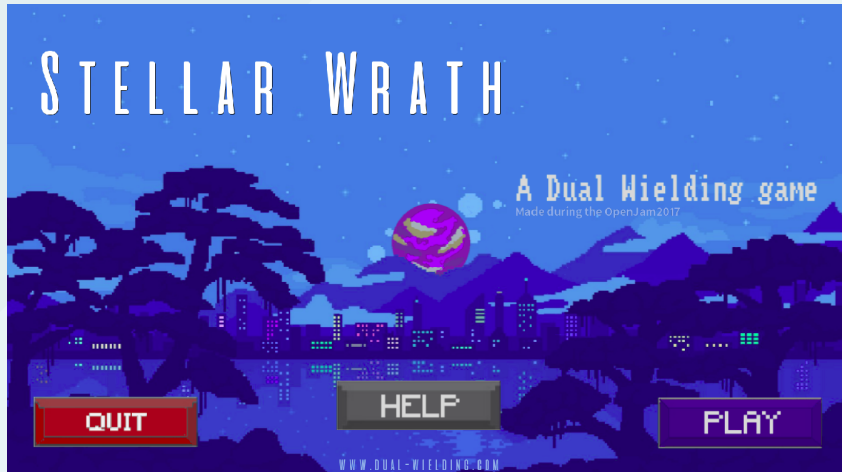
Tools Used:

- 1 Blender
- 2 Audacity
- 3 Unity



# 3RD PLACE

Stellar Wrath  
by Dual Wielding



## OPENJAM.IO CLICK RESULTS

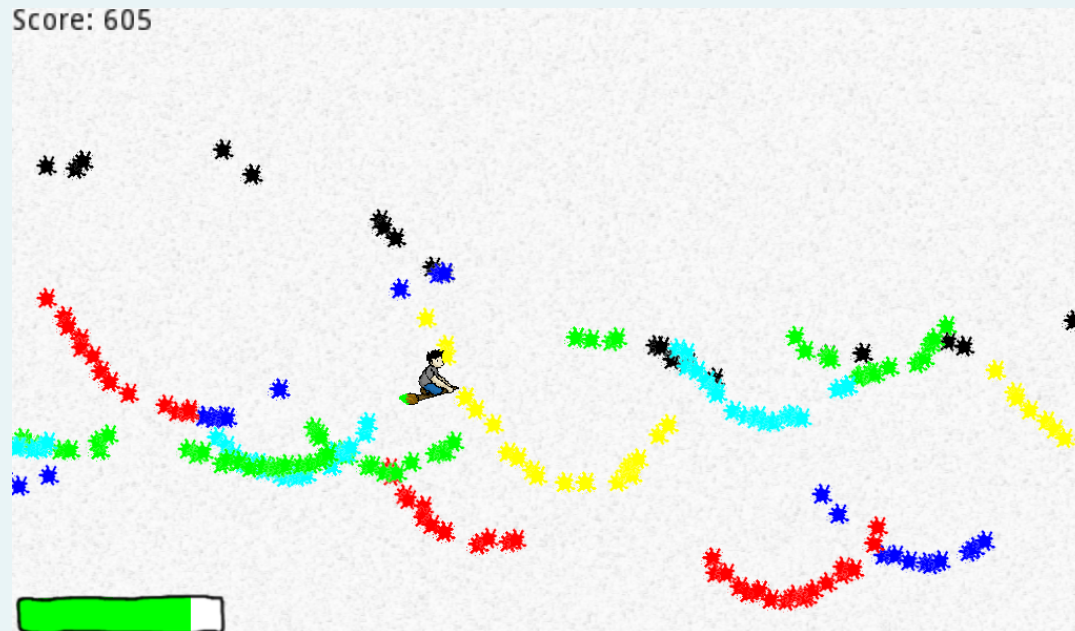
Tools Used:

- 1 Godot



# HONORABLE MENTION

## PAINT RIDER



Tools Used:

- 1 Godot
- 2 GIMP
- 3 sfxr
- 4 Audacity

# QUESTIONS

# THANK YOU!

**Jared Sprague** - @caramelcode

**Michael Clayton** - @mwcz

**Scripta Games** - <http://scripta.co>

**Open Jam** - <http://openjam.io>

**Exhaustive list of FOSS gamedev tools** - [bit.ly/awesome-gamedev](http://bit.ly/awesome-gamedev)