Game Jam Overview

- **What Game Jam was undertaken?**
    - 8 BITS TO INFINITY Speedrun Game jam.
- What were the rules, themes, or limitations?
    - Time-limited (10 Days).
    - Must be a functional prototype.
    - Could be made solo or in teams.
    - Prototype must have a clear start and finish for timing
- How did you intend to address these?
    - Scoped down the idea to a small, replayable parkour level.
    - Focused on movement mechanics and a simple, level.
    - Used pre-built animations to save time and a Meta Human for the character.

Tools & Resources Used

- Game Development – What engine was used?
    - Unreal Engine 5 (Blueprint scripting only).

- Audio Development – What software/resources were used?
    - No original music or audio creation tools used due to time constraints.
- Asset Development – What software/resources were used?
    - Marketplace for Meta Humans.
    - Character animations from Mixamo.
    - No original 3D modelling or texturing done.
- Additional Tools Used
    - Atlassian (notes and project scope).
    - OBS (for gameplay capture).

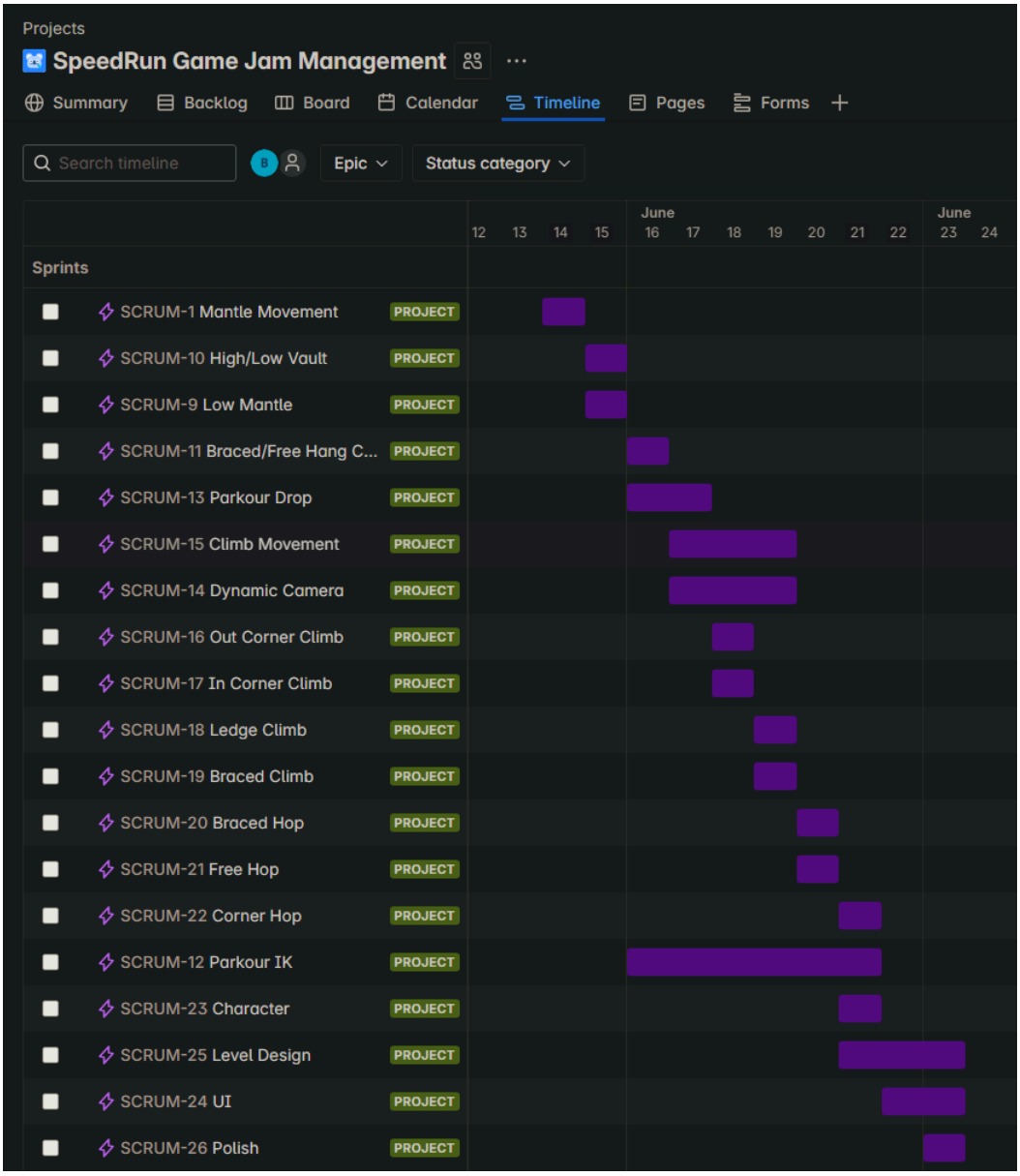
Final Game Prototype Overview

- What is the final game prototype?
    - A fast-paced, first-person parkour time trial set in a basic level to showcase different movements implemented.
    - The player must reach the goal as fast as possible by mantling, vaulting and climbing through the level.
- What is the concept?
    - A minimal storyless speedrun challenge where movement flow is everything.
    - Designed to encourage mastery and replayability.
- What are the core mechanics?

    - Running, jumping, mantling, vaulting, and ledge grabbing.
    - Timer UI and restart system.
- What is the core loop?
    - Start → run/parkour through level → reach goal → see time → retry to improve time.
- What systems are at work?
    - Movement system (custom blueprint logic).
    - Timer system with restart functionality.
    - Simple UI elements for main menu and pause menu.

Development Process

- How was the game developed?
    - Solo development using Blueprints in Unreal.
    - Rapid prototyping of core mechanics first, then environment, then UI polish.
- What roles were allocated and how?
    - All roles self-assigned:
        - Programmer, designer, level builder, UI artist, tester.
        - Used task breakdown system (in atlassian) to divide workload.
- What timeline was established?



- How was this timeline established?
    - Based on uni deadlines and game jam deadlines.
    - Estimated time for each task based on previous experience.
- Was the timeline achieved?
    - Mostly.

    - Core mechanics and level completed on time.
    - Audio and visual polish were reduced to save time.
- If not, what wasn't achieved and why?
    - Did not include proper audio feedback (no music or advanced SFX).
    - Lacked a tutorial or onboarding level.
- What could be done to address this in the future?
    - Time-box polish and post-processing steps.
    - Consider simpler level design to allow for more refinement.
    - Include placeholder systems earlier for sound and UI.