

24 Game Programming Competition

The competition

On March 7th, 2008 the Game Developers Club held a 24 hour game programming competition. Four teams entered the competition. During the competition all design, code, graphics and music were created from scratch. Existing libraries were allowed if they did not implement game logic.

At the start of the competition a theme was selected by collecting ideas and choosing one by voting. Some of the themes suggested were: western, opposites, non sequitur, and fantasy. Non sequitur was chosen which means "it does not follow." Western was the second most popular choice.

The first few hours consisted of brainstorming, eating, and setting up tools and libraries. Teams started to feel very tired around 3am and that is when code efficiency went down among other things. At around 9am no one could continue so most of us went home and slept all of Saturday.

Results

Since this was a friendly competition, entrants agreed that voting wouldn't benefit anyone. So everyone is a winner in the competition. The entires can be found on the next two pages.

Competition Postmortem

Looking back at the competition, all teams did an excellent job but found themselves short on content and energy. In future competitions it was suggested that more time be given and the use of previously written code be allowed. All agreed that it was a fun experience.

Entries



Big
Bronson Lyny
Mark Baywitz

Adobe Flash CS3
Box2D

Postmortem: n/a



Fantasy Battles
Alex Lorimer

Visual Studio (C++)
OpenGL

Postmortem: Trying to create a game under such tight time constrictions was an interesting situation. It greatly showed the potential of sudden inspiration, as well as the reality that things rarely turn out as planned. A valuable experience overall.

Entries (continued)



House
Colin Hume
Eric Raue

GCC (C++)
SDL

Postmortem: The idea of the game is to try to escape a weird doll house where everything you interact with does not do what you would expect. Our ideas were grand but we ran short on energy and time to realize it. The animation system was merged in late which took us an hour to do. We really had fun creating it.



Juxtaposition Records
Ryan Bujnowicz
Ted Tate

Python
PyGame

Postmortem: Sleeping was the major detriment and a week would have been good. We created a really good event handler but didn't get to use it fully.