

Fighting with Friends

The Premise

There is a game development contest with a \$5000 top prize. We think a cool game filled with a dozen or so mini games that allow you to beat down your friends in interesting ways has a good shot at winning that contest. As regular game jam participants, we also know that a lot of creative games can be produced in a short amount of time by people who are motivated and work together. And as fortune would have it President's Day weekend is coming up and provides an opportunity for a hastily scheduled game jam. We also believe that possibly getting a share of \$5000 may help motivate talented people to join us in this crazy endeavor, even some who may not do game jams normally due to the lack of cash prizes.

The Contest

AirConsole announced their AirConsole Game Dev Contest 2019 at the end of January. It features a 1st prize of \$5000, a 2nd prize of \$2000, and a 3rd prize of \$1000. Submissions must be multiplayer games created for the AirConsole platform where your web browser serves as the console and the controllers are players' smartphones. The submission deadline is February 22, 2019 before midnight. The full announcement can be found here:

https://developers.airconsole.com/#!/dev_competition_2019

The Game

Fighting with Friends will be a quick, pick up and play party game for 2 to 12 players. The initial player select interface will allow players to choose one of multiple player colors. The actual mini games will use whatever player object they choose (a tank, a bumper car, a spaceship, etc.), but the object will use the player's chosen color as its primary surface color so that players can easily see who is who.

classEGames will provide the overall game manager with a title screen, menus, player select interface, player ranking between levels, and the game over final rankings interface. The individual mini games will be created in separate Unity scenes and will be integrated into the final project as they become available. This allows each mini game to be a standalone project and prevents problems if someone fails to finish their portion on time. It also allows us to add extra games if time permits.

For developers interested in participating, **classEGames** will provide a Unity package file with a simplified stub of the game interface that will allow developers to work on their own mini games outside of the primary project, even if they need to work offsite. When their mini game is complete, they should be able to export their scene file as a Unity package file to be imported into the main project for final testing and submission.

The Revenue Sharing

The revenue split will be done using the standard **classEGames** revenue sharing arrangement as described here:

<http://classegames.com/Partner.html>. **classEGames** will be the primary developer and will take a 20% share on this project. 10% will be reserved for the apprentice developers to share based on the hours they contributed. 10% will be for the artists to share, based on their contributions. Most of the art is already purchased or created. The final 60% will be for the programmers who create the mini game; 5% per mini game with twelve total in the final project. If we fail to get all twelve done in time for the contest deadline, we will split this 60% of any prize money won between the creators of the mini games that are included in our entry; however, the final retail version will need twelve games and will follow the intended split of only 5% of any future retail profits per mini game. Any programmer who attempts a mini game but fails to finish in time for the contest can turn in their hours to share in the 10% for apprentice developers.

The Dates and Times

Friday, February 15, 2019	6 p.m. – Midnight	We will kick it off, explain everything, and pass out assignments and assets
Saturday, February 16, 2019	7 a.m. – Midnight	Time to work on everything, come if and when you can
Sunday, February 17, 2019	Noon – Midnight	Time to work on everything, come if and when you can
Monday, February 18, 2019	7 a.m. – Midnight	Time to work, integrate, and test; midnight deadline for inclusion
Tuesday, February 19, 2019 – Friday, February 22, 2019	4 p.m. – Midnight	We will be integrating, testing, polishing, and preparing for release before the Friday at midnight deadline. Everyone is welcome, but not required.