


Knox Game Jam 2024

Knox Game Design

April 12, 2024



KNOX
GAME JAM
2024

FRIDAY APRIL 12, 2024 7PM EDT

- KICKOFF FOR IDEAS, BRAINSTORMING, AND GAME DEVELOPMENT DISCUSSION
- GOAL: MAKE A GAME IN 48 HOURS
- USE ANY GAME ENGINE OR LIBRARY
UNITY, GODOT, UNREAL, GAMEMAKER,
MONOGAME, SDL, ALLEGRO, ETC
- YOUR GAME IS YOUR PRIZE

KNOXGAMEDSIGN.ORG

The poster features a light orange background with a black and white checkered floor at the bottom. There are green, pixelated bushes on the left and right sides. Three red and white target icons are scattered in the upper half of the page. The text is in a bold, pixelated font.

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Knox Game Jam History

- A decade of game jam kickoffs
- First was December 2013 at Tech coop in Knoxville Old City
- Featured in January Metro Pulse magazine



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Game Jam – December 2013



One Card Hero - Dylan



Weird Kingdom – Jacob, Jeffrey, and Jon



Shovel Master - DBRalir, Aarithian, Chume, Reginald, Ben



Tex Oneman- Levi



YoGo Burder - Mike

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Past Knox Game Jam games

<https://www.knoxgamedesign.org/category/game-competition-entries/>

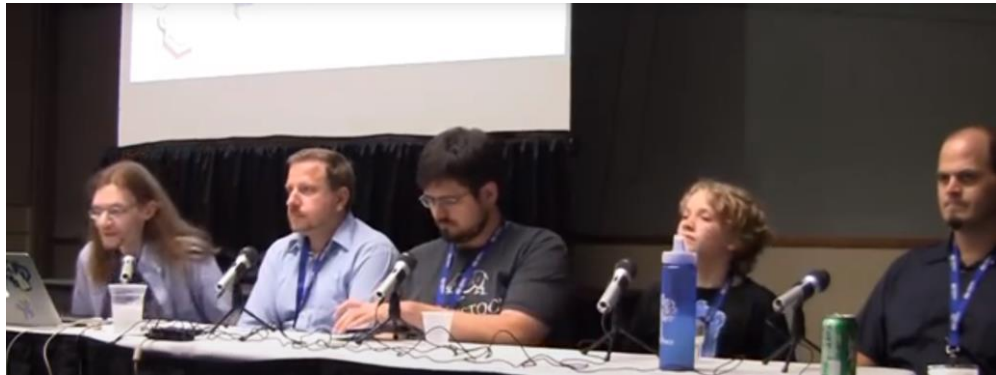


2013 winter	5
2014 spring	4
2014 summer	5
2014 winter	5
2015 spring	7
2015 winter	4
2016 spring	4
2016 summer	7
2016 winter	8
2017 spring	3
2017 summer	4
2017 winter	4
2018 spring	3
2018 summer	3
2018 winter	3
2019 spring	2
2019 - fall	4
2020 - spring	4
2020 - fall	1
2021 - spring	2
2021 - fall	3
2022 - spring	2
2022 - fall	1
2023 - spring	2
Total	90

Knox Game Design History

- Knox Game Design started as KnoxNA in 2010
 - Robotics and XNA game development
 - MonoGame is current implementation of XNA
- Past events
 - Knox Game Design booth at Creepy Con 2018 at Worlds Fair Convention Center
 - Retro Game Night at McKay Books 2018
 - Makerpalooza 2016
 - Emory place block party 2016
 - Open Streets Knoxville 2016
 - Game jam panel at Codestock 2016
 - Monthly podcast on iTunes and Spotify. Started in 2016 as indie game review. 2017 converted to monthly online meeting, focusing on a game development topic. 99 episodes
 - Microsoft's Dream Build Play in 2012
 - Games developed for Xbox 360 through Xbox Live Indie Games

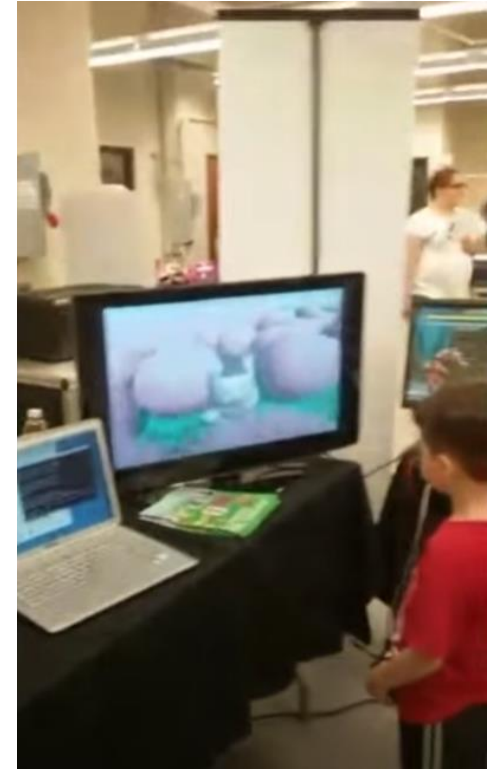
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Game Jam Panel 2016



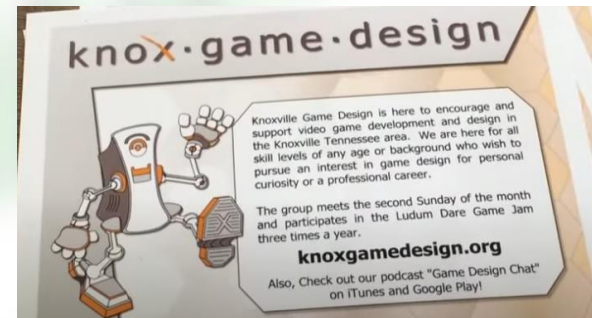
Retro Game Night 2018



Makerpalooza 2016



CreepyCon 2018



Emory Place Block Party 2016




Open Streets Knoxville 2016



Knox Game Design podcast

Apple Podcasts Preview



Knox Game Design
Knox Game Design
Technology
★★★★★ 4.0 • 7 Ratings

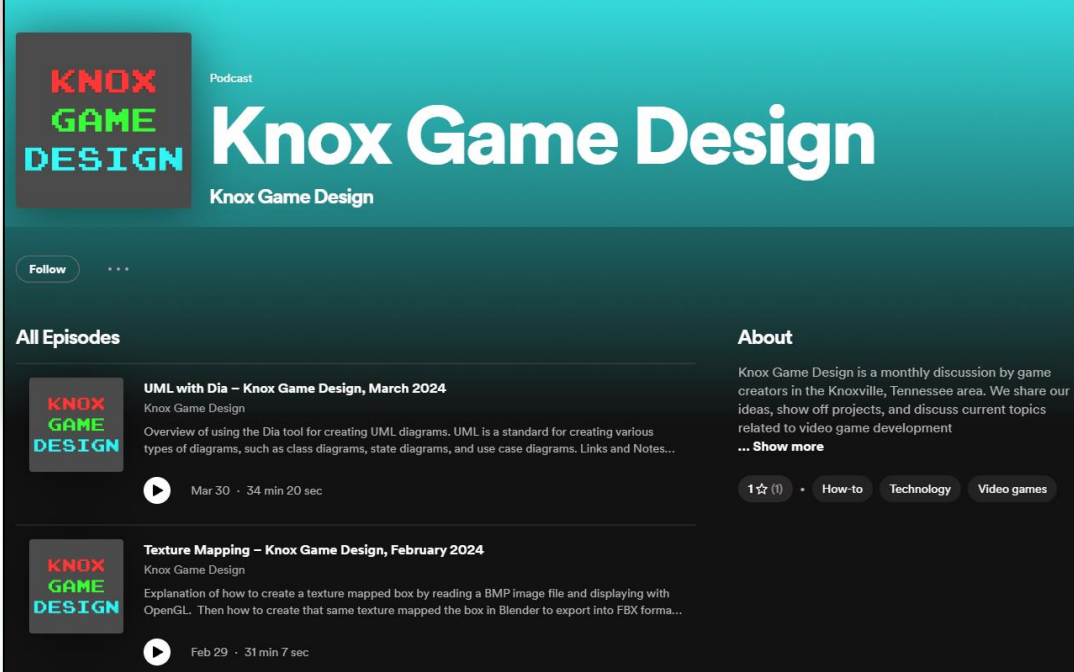
[Listen on Apple Podcasts](#)

MAR 30, 2024
UML with Dia – Knox Game Design, March 2024
Overview of using the Dia tool for creating UML diagrams. UML is a standard for creating various types of diagrams, such as class diagrams, state diagrams, and use case diagrams. Links and Notes UML – <https://www.uml.org/> UML examples – <https://www.uml-diagrams.org/> Dia at Gnome –...
[PLAY](#) 34 min

FEB 28, 2024
Texture Mapping – Knox Game Design, February 2024
Explanation of how to create a texture mapped box by reading a BMP image file and displaying with OpenGL. Then how to create that same texture mapped the box in Blender to export into FBX format. The model is then imported and displayed multiple different game development environments, such...
[PLAY](#) 31 min

99 episodes

Knox Game Design is a monthly discussion by game creators in the Knoxville, Tennessee area. We share our ideas, show off projects, and discuss current topics related to video game development. Our group explores the many facets of the game... [more](#)



KNOX GAME DESIGN Podcast
Knox Game Design
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UML with Dia – Knox Game Design, March 2024
Knox Game Design
Overview of using the Dia tool for creating UML diagrams. UML is a standard for creating various types of diagrams, such as class diagrams, state diagrams, and use case diagrams. Links and Notes...
[PLAY](#) Mar 30 • 34 min 20 sec

Texture Mapping – Knox Game Design, February 2024
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Explanation of how to create a texture mapped box by reading a BMP image file and displaying with OpenGL. Then how to create that same texture mapped the box in Blender to export into FBX forma...
[PLAY](#) Feb 29 • 31 min 7 sec

About

Knox Game Design is a monthly discussion by game creators in the Knoxville, Tennessee area. We share our ideas, show off projects, and discuss current topics related to video game development
[... Show more](#)

1★ (1) • [How-to](#) [Technology](#) [Video games](#)

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Game Jam Rules

- Try to make a game in 48 hours
- Challenge - don't use pre existing assets. Make all art, music, and sound effects from scratch
- Submit to any other game jams as you like
- The game you create is your prize
- Everyone encouraged to play and comment on each other's games
- Post game description, download link, and screenshots to [#knox-game-jam-2024-game-submission](#) Discord channel

Game Hosting

- itch.io
- gamejolt.com
- personal website
- other



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Game Development Tools

- Unity
- GameMaker
- Unreal Engine
- Godot
- Scratch
- MonoGame
- Allegro
- SDL
- Stencyl
- Construct

Game Development – Graphics

- 3D models
 - Blender
- 2D
 - Gimp
 - Aseprite
 - Spriter
 - Krita
 - MS Paint

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Audio

- Music
 - Bosca Ceoil
 - GarageBand
- SoundEffects
 - BFXR
 - Audacity

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