



, February 26, 2012 [<http://howtonotsuckatgamedesign.com/?p=4084>] by Anjin Anhut.

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The original sketch served as a vision for our work space...

It's the end of January 2012, Berlin, fucking cold outside but inside there is some serious game jamming going on. As it is all over the world. This is a look back at the global game jam 2012.

The Event

The Berlin division of global game jammers was organized by [A MAZE](#), [Gamestorm Berlin](#) and [Berlin Mini Jam](#), 3 stellar local groups engaged in game making and games culture.

The global game jam, for those who don't know, is a worldwide game jam where on many locations scattered on all continents, creatives gather together to simultaneously create a game in the span of 48 hours. You can check out the web page [here](#), including literally thousands of jam games for all platforms.

The Berlin jam had 10 Teams, with almost 50 jammers attending. I was in a team of four, together with Cordi, Friedrich Wessel and Arda Cevik. The event took place in a well heated empty office space directly above the famous [Computerspiel Museum](#). Every jammer had permanent free entrance to the exhibition which was a lot of fun and I made like 400 photographs and was very very happy to have brought my macro lens.



Four people, four note books, two cintiques, countless gallons of caffeinated liquids.

I probably caught around 6hrs of sleep total within the 48hrs jam. It was great to be around all the other creatives who came from allover germany but also poland and the netherlands, creating a diverse and fun crowd. Check out the games of all the teams [here](#).



Me doing some final touch ups on our 2D hero.

The games from Berlin this year were surprisingly well done and fun.

There was a kinect title, a story driven adventure game with lots of well written dialogue (which is very rare in jams) and a lot of visually inspiring results. In my opinion this years strength was the well rounded teams that emerged. Most teams had a nice ballance of creatives and technicians, so all games looked and felt great but also where well executed (for jam standards anyway). I already played a lot of games from other jam sights and there were also some very cool ideas and works. Have fun browsing the insanely large library of this year's [games](#).



All Berlin teams present their games at the famous Computerspiele Museum.

The Game

Our team created a game about an emotionally unstable robot on the run from a world consuming junk compactor snake worm thing. You use carefully timed jumps to overcome obstacles and use electro shocks to keep the robot from getting too excited. Because when the little guy becomes too fast and dizzy, he gets harder to control.

I was responsible for all the graphics and animations and worked as a producer of some sort, speeding up decision processes and preparing time sheets and keeping features structured. Oh, and I did the 8bit audio.

Programming, Unity implementation, game design, level design and ballancing was done by my capable team mates.

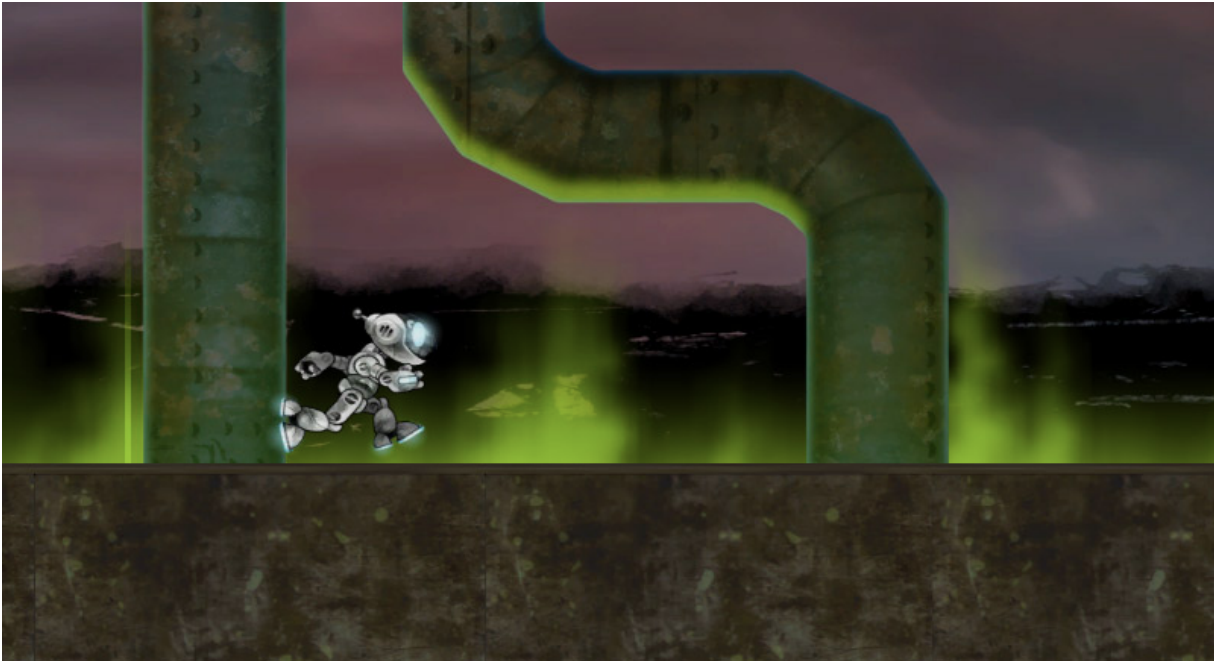
You can check it out [here](#). It's a Unity based game for Mac and Windows and you can find all the source material on the ggj page also (like it is with all games there). Below you find a few impressions:



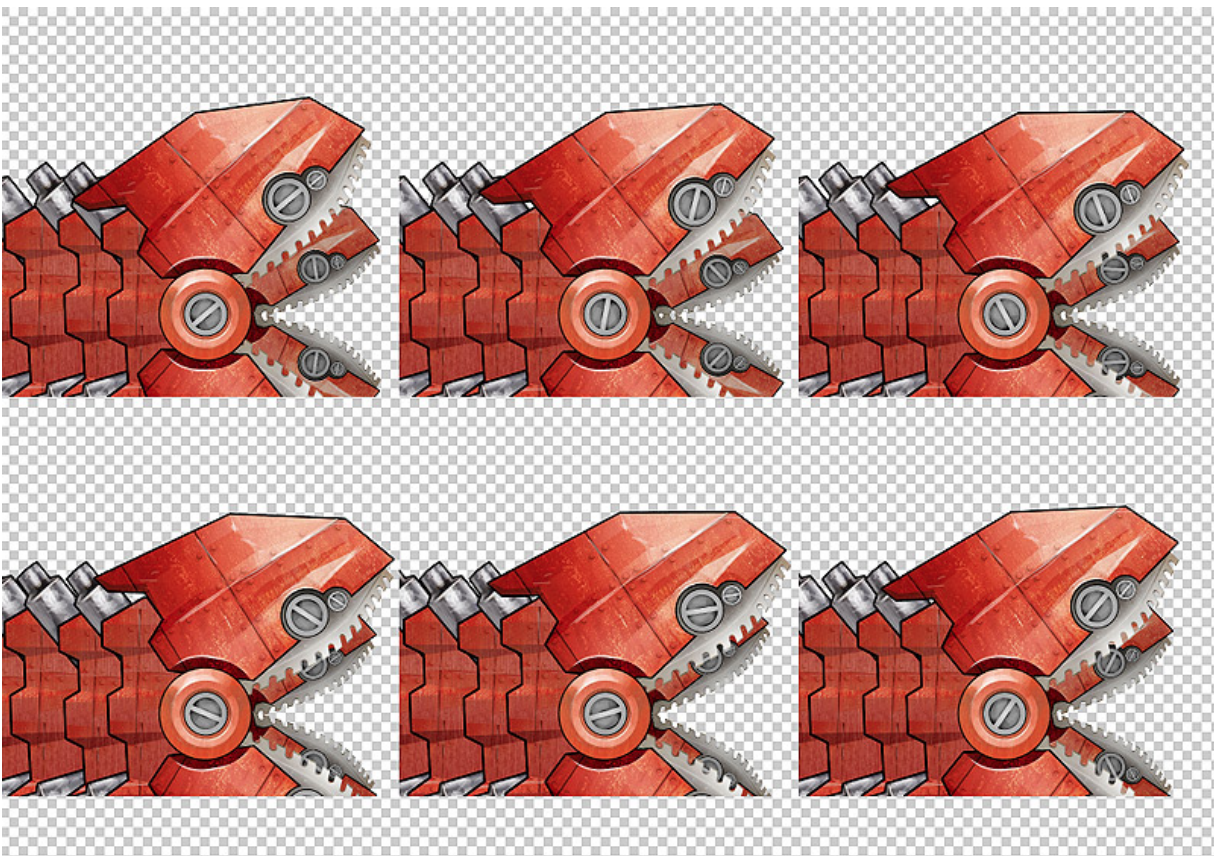
Pun intended.



Run, robot, run!



All graphics are 2D bitmaps projected as textures on invisible boxes.



The snake worm compactor was illustrated in photoshop and animated in Flash, later exporting the single frames as a sprite sheet. Same goes for the hero.



And this is the beast in game.

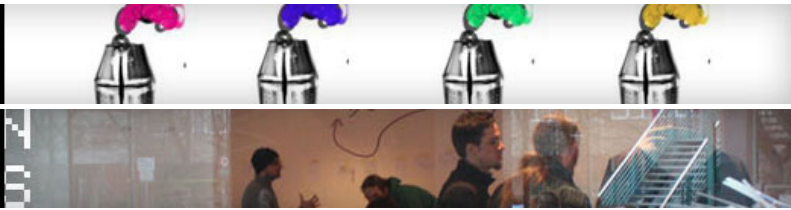
Thanks for your attention and I hope to see you next year jamming too.

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ONE THOUGHT ON “GLOBAL GAME JAM 2012 RETROSPECTIVE”



Friedrich Wessel

on **March 12, 2012 at 8:06 pm** said:

Thanks for the nice article. Was fun working with you!

For those who are intrested: You can play the game in the browser here: <http://www.asdf-systems.de/singles/shortsirkid/>