

GAME JAM SCHEDULE

TIME	FRIDAY, SEPT 25	SATURDAY, SEPT 26	SUNDAY, SEPT 27		
9:00 AM		Morning Kick-off * Registration * Team formation * Intro to version control, Jira, Unity merge	Game Jam		
9:30 AM					
10:00 AM		Game Jam			
10:30 AM					
11:00 AM					
11:30 AM					
12:00 PM				Industry Speaker & Pizza Lunch <i>Lee Vermeulen</i> Thorvaldson Building - room 271	Industry Speaker & Pizza Lunch <i>Scott McGillivray</i> Thorvaldson Building - room 271
12:30 PM					
1:00 PM		Game Jam			
1:30 PM					
2:00 PM					
2:30 PM					
3:00 PM					
3:30 PM					
4:00 PM					
4:30 PM	Tutorials Three workshops offered concurrently: 1) Intro to Processing 2) Intro to Unity 3) Advanced Unity Location: Spinks 3rd floor		Registration Location: Spinks 3rd Floor	Game Play & Judging <i>Game Submission Deadline 5:00pm</i>	
5:00 PM					
5:30 PM	Registration Location: Thorvalson Bldg, Room 271		Game Jam	Break	
6:00 PM					
6:30 PM	Game Jam Kick-off * Keynote Presentation: <i>Scott McGillivray</i> * Theme Announcement <i>Location: Thorvaldson Building - room 271, U of S</i>	Game Jam	Closing Remarks * Winners Announced <i>Location: Thorvaldson Building - room 271, U of S</i>		
7:00 PM					
7:30 PM					
8:00 PM					
8:30 PM	* Team Formation *	Game Jam	Noodlecake Studio After Party Location: Drift Sidewlk Café <i>Free bus transportation at 8:00pm</i>		
9:00 PM					
9:30 PM					
10:00 PM					
10:30 PM	Game Jam				
11:00 PM					