



# **The definitive and concise 48 hour competition survival guide**

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# Coming up with ideas

- Avoid 3D
- Simple is good
- You don't have to be innovative
- Re-use mechanics from other games
- Know WHY your idea will be fun



# Don't forget!

- Remember to leave time for:
  - Level design
  - Sound/Music
  - Particles
  - Testing
  - Packaging
  - FUN!



# Effective uses of time

- It is NOT a waste of time to:
  - Sleep
  - Eat
  - Drink
  - Take breaks



# General advice

- You're making a game, not a tech demo
- You're making a game, not a sandbox
- Make it fun straight away
- Fake anything you can get away with
- Use SVN



P.S.

The theme is going to be

**STEALTH**

(But don't tell anyone)