

Game On Green Bay - Game Jam Rules and Guidelines:

Game On Green Bay's Game Jam is a creative experience where developers, passionate gamers, or simply someone interested in exploring the world of game creation come together to innovate in the world of gaming. Please adhere to these guidelines to ensure a positive experience for all participants:

1. **Theme Announcement:** The Game Jam's theme will be announced onsite at noon on November 11th. Please keep the theme a secret until it's officially revealed.
2. **Code of Conduct:** Game On Green Bay follows a Code of Conduct. All participants are expected to be respectful and collaborative. We're here to create, not compete.
3. **Upload Deadline:** Teams must upload a playable version of their game or provide links/instructions for play by 3:30PM local time. After the jam ends, uploads will no longer be accepted.
4. **Sharing Code and Assets:** Share any code and assets that you have the legal right to share without violating any other agreements. Respect confidentiality agreements and NDAs.
5. **Licensing:** All uploads, including code, assets, and executables, will be shared and licensed under the Attribution-NonCommercial-ShareAlike 4.0 International Creative Commons License.
6. **Creative Commons:** Game On Green Bay encourages the use of tools and assets under Creative Commons licenses. Upload, at a minimum, upload a playable game to the event's website and consider sharing the source code and assets for educational purposes. Your games remain yours to use within your license agreements after the event.
7. **Community Spirit:** Embrace the collaborative spirit of the Game Jam. Look out for fellow jammers, learn from each other, and, most importantly, have fun!

Game On Green Bay's Game Jam is about fostering creativity, learning, and collaboration within the gaming community. Let's make it an unforgettable experience for everyone involved!