
Game Jam The Movie Crack Cd



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About This Video

Experience the highs, the lows, and the victories in this in depth look at the world of rapid video game development as Game Jam The Movie follows 12 teams through a 48 hr game development competition sponsored by tech moguls. The winners earn a VIP trip to IndieCade to showcase their games and meet industry titans...(Playstation, Oculus, Cartoon Network).

Title: Game Jam The Movie
Production:
CineForge Media
Distributor:
Devolver Digital Films
Release Date: 15 Mar, 2018
Country: United States
Video Resolution: 1080p(2GB)
Aspect Ratio: 16:9
Audio: Stereo
Running Time: 52 minutes

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Minimum:

OS: Windows 7

Processor: Intel Core 2 or AMD equivalent

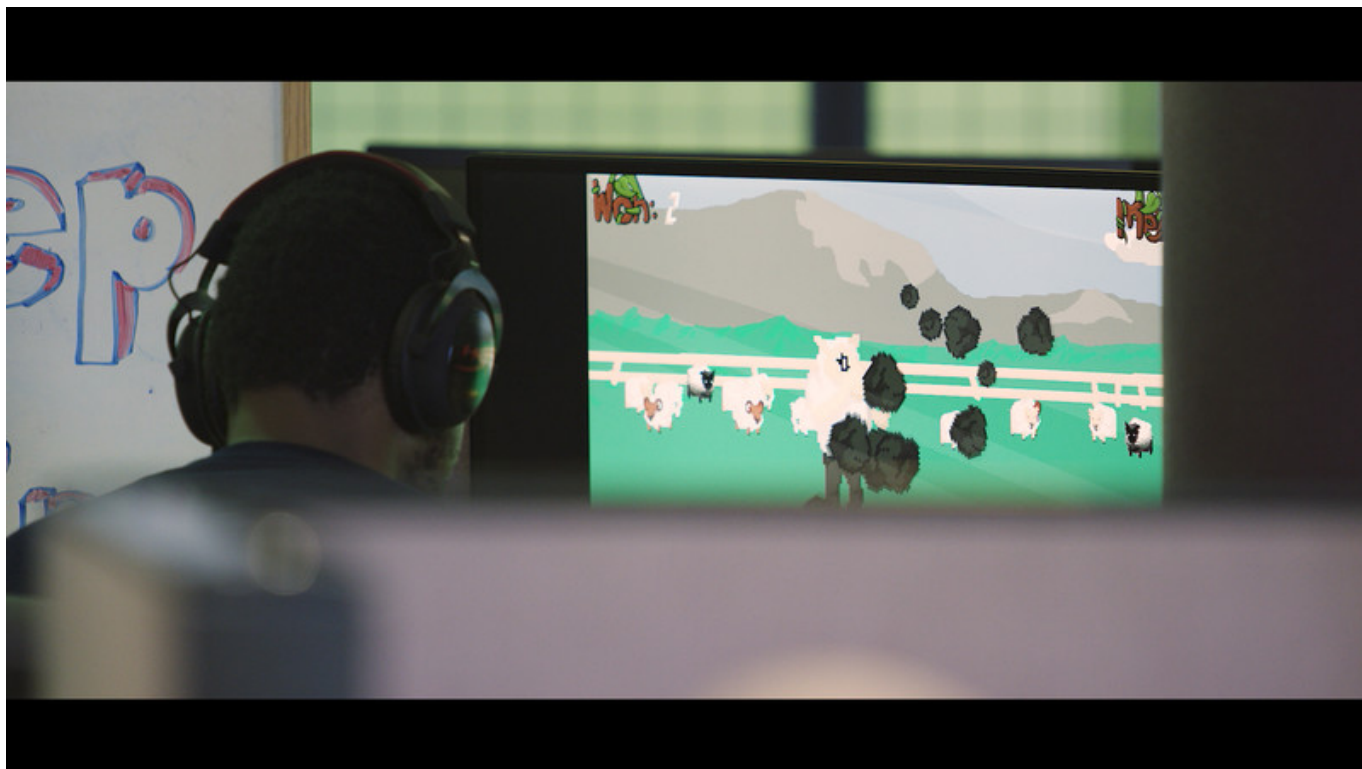
Memory: 1 GB RAM

Network: Broadband Internet connection

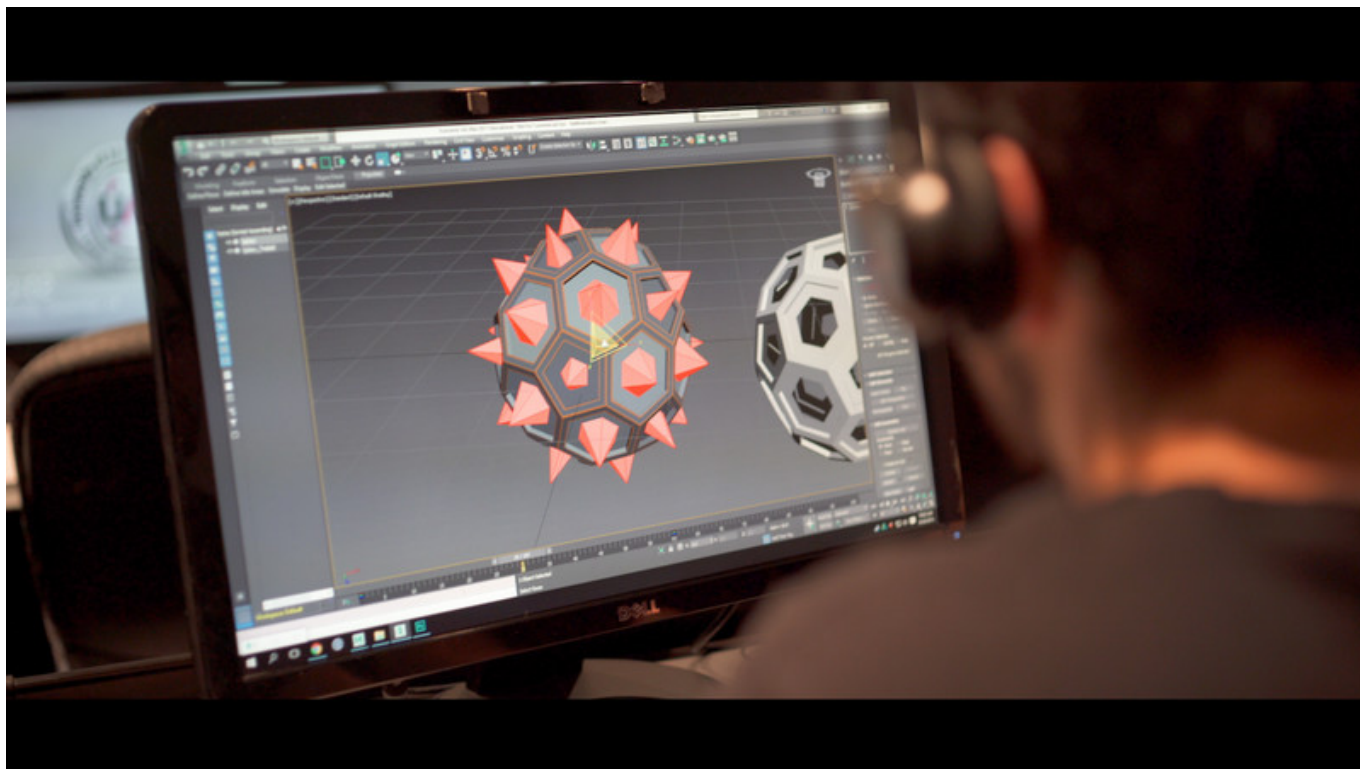
Storage: 200 MB available space

Additional Notes: Network Bandwidth of 5Mbps for 540p, 3Mbps for 360p.

English







Really cool snapshot into the world of Game Jams and gave some cool insider perspective on how larger gaming companies are scouting up and coming talent.

I liked the format of this doc a lot. It was quick and to the point and the pace captured the frenzy of game jams. This movie covered a considerably larger jam than the ones I have experienced, and it took place in what looked like a really cool setting. You got a glimpse at a large number of developers, their styles and processes and then got to know the winners a bit more intimately as they travel to California to meet with large gaming companies. I would have liked to learn more about the nuts and bolts of some of the developers wares and such, but ultimately this served as a great intro to game jams for aspiring devs and its a thumbs up. I'll follow these teams to see what they do with their games next.. This is a great glimpse into the world of indie development, especially regarding game jams. Teams are put under the clock and have to come out with a completed game in just 48 hours. Not to mention that their teammates might be total strangers. Then, the film progresses to a showcase and publisher pitch for the winning team(s). While all teams walk away with a portfolio piece, valuable experience, and new friends - some teams walk away with a chance to turn a hobby into a full-time gig.

Great inspirational piece for aspiring developers and other creatives alike.. SPOILER:

I thought this movie was awesome and here's why. The way that's it's produced or shot this movie is so 'raw'. You feel present in the moment. You can feel the stress, tension, the clock counting down but you can also feel the creativity, positive energy. I'm impressed by how professional everyone remained during a 48 hour game jam. Everyone got along and they remained good sports through the end. As a gamer and a game developer I felt like I was there. This is like a Cinderella story for game developers. I mean these guys got to pitch to the big dogs and they got contracts! What better outcome could any of us want... Congrats to those dudes!! Great movie. I highly recommend.

Spoiler: I do wish that PlayStation and Oculus would've allowed cameras in to watch the pitch but I understand why they didn't.. Great look into the AZ indie development scene. I really enjoyed the soundtrack to the movie as well. As a fan of indie games, it was cool to see such passion and support from not only fellow developers, but from Game CoLab and the others behind the jam.

I only wished it had been longer! I'd be interested to know about the winning teams future projects and what they're up to. A sequel perhaps?

This is a really well done film about the creative process behind game development. It's motivated me to check out the jam in my city!. If you like montages to chip tunes BOY do I have the movie for you.

Far too much of this "movie" is just padding. Lots of shots following people around walking to funky music. Not enough SEEING the games and SEEING the development.

It's so bad that you don't see all of the [games...in a movie about making 12 different unique games.](#)

[And don't let the title fool you, only 30 minutes is dedicated to the jam itself, then its 30 minutes of presenting the two winners to some big name companies, which just isn't waht I was expecting.](#)

[Also for how much they are charging the movie isn't even an hour long, and if you cut out all the bit-tune montages it'd be closer to 30 minutes.](#)

[Again I love the idea and certain parts of the movie were really interesting and fun to see. But so much time is wasted on looking at big houses or shiny looking events than the actual development of the game. If that's your thing then enjoy but for anyone wanting to watch a close hour long film about the JAM itself and the stress/drama it causes and how teams work so well in such a small amount of time. This just isn't for you. Disappointed.. Not a bad documentary if you've enjoyed all the other Game Jam & Indie Dev films & episodes from recently... however, I think it's sorely lacking in actual gameplay footage- can't tell much about even the winning games.. SPOILERS
This movie is so unbelievably rushed.](#)

[The first half is about a game jam with 12 participating teams. Because you only have about 25 minutes to introduce them it feels rushed and you only get a glimpse of their games.](#)

Then, instead of showing judges talk about what they liked and disliked about the games, you get a text saying how difficult it was for them to pick the winner. Removing all the interesting inner conflicts this could've provided. The conversation about the different use of mechanics, art and faithfulness to the theme would at least give more gravity to their choice.

Afterwards, it's another 25 minutes of the winning team sleeping in a nice looking house somewhere and pitching their game to Sony, Cartoon Network and Oculus (they were only allowed to show the meeting with Cartoon Network representative).

I really wanted to like this movie, but there is nothing to learn from it. You're told about struggles people have to undergo during a game jam(almost no sleep and everything breaks all the time), but it's just skimmed over and there are no reprocutions because it immediately cuts to a different team. I didn't remember a single person. The concept of complete strangers working on a single project for 2 days is so compelling, but it's told in a really sloppy way.

Basing the movie around only the winning team or removing the later half and replacing it with another hour of the game jam footage could've made this really nice, but as it stands there is no way to recommend it.

The participants seem like nice, talented people. I wish them all the best and I feel like this movie does a disservice to their craft.

Also, great job leaving that boom mic in the shot around 45:14. At least that was entertaining.

An inspiring popcorn flick about game development and following your dreams.

This is a film for gamers, people interested in game development, or to get a surface level of understanding the world of game development. If you are a hardcore developer don't take this film too seriously. It's more of a heroes journey from realization of a concept to pitching your ideas to major distributors. Fun to watch young eager kids go after their dreams and see that it does pay off.. Wasn't sure what to expect, as I have never participated in a game jam. It was definitely interesting to see how you could potentially take a small independent game and pitch it to a major distributor. If anything, this certainly piqued my interest in game development. Oh, and thumbs up for the music selection. It would be cool to see a list of the songs in the film or a soundtrack or something, because that was arguably the best part.

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