

FAQ

BUGJam FAQ

Frequently Asked Questions.

What is BUGJam?

This will be a month-long event where we work together to produce a single minimal viable polished game project with our collective skills using free and open source software.

Why is it called BUGJam?

The Seattle Blender User Group (SeaBUG) and the Vancouver Blender User Group (VanBUG) have been sharing Blender knowledge for all purposes. We have many users interested in game development, which includes participation in game jams.

Blender User Groups "BUG" + Game Jam "Jam" = BUGJam.

What's the point?

I (Xury) am a professional game developer, professor, tutorial maker, and I wear many other hats. For well over a decade I've shared my knowledge and skills with people that want to create 3D art, films, and video games. My career in the AAA game industry has given me access to professional workflows that I want to share, but these workflows can't be taught properly in isolation.

BUGJam is intended to be an environment where members of the group will have a chance to practice professional workflows and learn skills that can help you develop projects in a sustainable and technically correct way. These skills could possibly help you land a role in professional game development, since you would be expected to have these skills. (This by no means guarantees getting a job in the game industry, sorry I don't have that kind of influence).

Do you have an ulterior motive for doing this?

I want to prove out some of these professional workflows with a FOSS software stack. I want to know for sure that these tools will scale to a medium sized team. A lot of the software I have experience with in the AAA industry is proprietary with prohibitively expensive enterprise licenses. I hate telling people to use that software for their personal projects or their indie studios because it costs a fortune, and gets enshitified over time even if you pay for it. I'm a firm believer in FOSS,

and I want first-hand experience with how these alternative tools can support a small team.

What's the difference between this and a game jam?

Traditional game jams have a focus on moving fast and breaking things. They are a great way to develop skills, but they don't necessarily provide any mentorship, so there's a lot more "breaking things" than there should be. If you don't already know professional workflows, a traditional game jam doesn't really do much to help that. So, rather than dozens of teams competing, this will be one group working and learning together under the guidance of a few members of the group that have professional experience.

This sounds more like a 'workflow jam', than a game jam.

We will make a game, but part of my inspiration for the structure of BUGJam are the game design classes that I took for my bachelor's degree. We had 15 students in our cohort who took the classes together. Each quarter we worked on projects (1-3 months per project). These projects allowed our small team to learn the workflows needed to properly produce a game. It was a great time and I want to share that experience with you while we learn and build something awesome together!

What "professional workflows" will BUGJam use?

- Most importantly we will use a "[Version Control System](#)" (VCS) AKA "Source Control" / "Source Code Management" (SCM), to manage all files in the project. Professional game development typically uses either **Perforce** or **Git**. - We will be using Git, as it is free and open source. While it's less popular for game development than Perforce is, it is a tool that you can continue to use for free in your personal projects after you learn to use it during BUGJam.
- We will be documenting the design of the game, defining standards for our work, and writing tutorials for our processes. Professionally, this type of documentation is typically done in **Confluence**. However, **BookStack** is a free and open source alternative, which you're already looking at on this webpage right now!
- We will be tracking tasks for the project, a popular professional solution for this is **Jira**. Again we will be using a free and open source alternative called **Vikunja**.

What skill level do I need to have?

BUGJam will be for intermediate-to-advanced users. We will be teaching many workflows during the jam, so don't worry.

However, if you've never made a 3D model before, you probably won't be able to keep up on the art team. If you've never programmed at all in any programming language before, you probably won't be able to keep up on the programming team.

What game engine and other software will we be using?

We are going to try to use as much Free and Open Source Software (FOSS) as possible.

See the: [software list](#).

How long will the jam last?

A little over a month: Four weeks + a few extra optional buffer days at the end. Since we're focusing on quality over quantity, a lot of our time will be spent making sure everyone uses professional workflows. A period shorter than a month won't be conducive to that effort.

When is the jam?

The jam kicks off on Thursday February 12th, and runs through Thursday March 12th.

<https://docs.bugjam.dev/books/bugjam/page/schedule>

What kind of commitment do I need to make?

Since the goal is to mimic a professional environment, we need to be able to rely on each other. Some commitment will be expected, read more here: [Rules for participating in BUGJam](#)

What kind of game are we making?

Members who commit to work on the project will have a chance to [pitch their idea for the game](#).

What constraints will there be for the project?

See the list of constraints here: <https://docs.bugjam.dev/link/5#bkmrk-constraints%3A>

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