

Pitch Requirements

BUGJam members who commit to doing at least 40 hours worth of work on the project, will be given the opportunity to pitch an idea for the game. Here are some guidelines how to make a pitch.

Theme / Prompt:

When BUGJam begins, all committed members will be allowed to submit a theme. We will collect those themes and [Spin the Wheel](#).

Constraints:

- The game must be 3D (with art made in Blender) using an intentional and consistent art style.
- The art style will likely be something stylized, but the specifics will be determined after the game pitch is selected.
- The environment must be maneuverable and explore-able (at least a little bit so we can look around and appreciate the art).
- We will be using a "Physically Based Rendering" (PBR) texture workflow.
 - NOTE: PBR \neq photo-realistic, it primarily means we will be baking texture sets for albedo, roughness, normal, metallic, etc. 3dEx is a great YouTube channel that shows off what you can do with stylized PBR:

<https://www.youtube.com/watch?v=yihYLnokT7o>

General rules to follow:

- Keep the scope small. We're focusing on quality.
- Consider the skill set of the team.
- Focus on the high concept of the game.
- Remember that the design of the game will evolve while making it, over time we'll "find the fun".
- You should pitch something new, not a personal project idea you've always wanted to make. The group is not here to produce your dream project. We don't want to end up with hurt feelings when the project shifts direction, nor do we want intellectual property disputes. Don't go into this thinking the game we make will turn out to be some kind of financial success. We're going to publish the end result for free.

Example:

After your a pitch is accepted, we will build out the details into a proper Game Design Document (GDD).

Here's an example of a Game Design Document that I put together for a project I did with my game

design cohort:

<https://docs.bugjam.dev/books/chucky-and-dexter>

Particularly, pay attention to the write up for the [High Concept](#) this part of the GDD is written up first. Your pitch should focus on this aspect.

Here is another example pitch: <https://docs.bugjam.dev/books/cosmic-dentist>

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