

Rules for participating in BUGJam

Agree to these terms:

- I will commit to a minimum of 40 hours worth of work across the one month duration of the jam.
 - Note: 40 hours total, not per week. - extra is appreciated though.
 - BUGJam is intended to be a learning experience, time spent learning workflows counts toward to 40 hours.
 - Here's some examples of how you can put in your time:
 - 2 hours in the evening of every week day.
 - OR 5 hours on every weekend day.
- I will commit to joining the weekly meetings to discuss the project, and receive task assignments.
- I will perform my tasks utilizing the expected tools and pipelines:
 - Write documentation on BookStack
 - Use Git for handling all files
 - Check Vikunja for task assignments
 - Other workflows as outlined in your tasks.
- I will do the tasks that I've been assigned, and implement feedback from the appropriate people:
 - Art assets will be reviewed by the art director.
 - Code will go through code review on Forgejo.
- I will communicate with the team if I run into issues or need help learning the tools.
- I understand that the content produced during the jam will be released under the following licenses:
 - Code -> MIT
 - Assets -> CC-BY
 - Documentation -> CC-BY-SA
- I understand that my time is volunteered, and no compensation (financial or other) will be granted for my time.
 - Note: you will be credited for your work, and you can put it in your portfolio.
- I understand that I will NOT retain the exclusive rights to the intellectual property that is produced here.
 - Character designs, and the game concept will belong to the group as a whole, even if it was your pitch. This means don't go behind the team's back and try to sell the game, or make another project using the properties, designs, or assets without receiving prior written consent from from the whole team.

- Note: Re-using other parts of the game including code, tools, geometry nodes, project settings etc, is allowed and encouraged. You may take code from this project and use it to make your own projects later.
- I will not undermine the project, or cause turmoil among the team.
- I will not upload pirated, unlicensed, or otherwise illegal content to the server.
 - Note: Stock images, including those watermarks are okay for pitches and documentation, but should not end up in the actual game repositories.
- I understand that all content for the jam is being hosted on Xury's personal server, I am trusting him with this data.
 - Xury will not sell your personal data, or misuse the data.
 - The data will be backed up from time-to-time including off-site backups.
 - The data may be backed up to other BUGJam members' personal servers if they volunteer.
- I understand that if I fail to uphold these commitments I may be removed from the project.

Do the following:

- Read the [FAQ](#)
- Ask Xury for an account if you don't already have one.
- Sign into your accounts on each of the services:
 - <https://docs.bugjam.dev>
 - <https://tasks.bugjam.dev>
 - <https://git.bugjam.dev>
- Reset the default passwords for each account and store them in a password manager.
- Download the [applicable software](#) (tutorials will be provided soon.)

(Optional) Make a pitch:

- If you make the commitments listed above, you will be allowed to [pitch a game idea](#) at the start of the jam.
 - Understand that game development is a group effort. Even if your pitch is chosen, the design will evolve as the team contributes to the project.

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