

Schedule

Specific tasks and deliverables will be managed at <https://tasks.bugjam.dev/>

Check out the meeting recordings here: <https://docs.bugjam.dev/books/bugjam/page/meeting-recordings>

Key dates:

Week 1:

Pre-February 12th:

- Event signup - Please try to get signed up before the kickoff so that we can confirm your account is up and running. (Xury has to make everyone's accounts manually).

Thursday February 12th - 8:00 pm - 9:00 pm

- BUGJam Kickoff!
- BUGJammers will be on-boarded to the project - We'll practice a little with the 'genesis' example project.
- [Committed BUGJammers](#) will be allowed to pitch a theme.
- Once theme ideas are collected, we'll [spin the wheel](#) to choose a theme!
- Once a theme has been selected - Committed BUGJammers will be allowed to [make a pitch](#).

Friday February 13th - 8:00 pm - 9:00 pm

- Review the pitches, select our game idea!
- Refine the pitch into the first iteration of a game design doc.
- BUGJammers will be receive tasks on Vikunja.

Week 2:

Thursday February 19th - 8:00 pm - 9:00 pm - Weekly Check-in

- BUGjammers will be receive tasks on Vikunja.

Week 3:

Thursday February 26th - 8:00 pm - 9:00 pm - Weekly Check-in

- BUGjammers will be receive tasks on Vikunja.

Week 4:

Thursday March 5th - 8:00 pm - 9:00 pm - Weekly Check-in

- BUGjammers will be receive tasks on Vikunja.

Week 5:

Thursday March 5th - 8:00 pm - 9:00 pm - End of the jam!

- End of the jam, everyone play the game!

Revision #6

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