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MolyJam, other game jam events come to the forefront

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[Chris Barylick](#) at 01:46am July 19 2013



In the early evening of Friday, July 5, they began to assemble in Oakland. More than a dozen Bay Area video game developers—as well as hundreds of others around the world—gathered at more than 30 sites such as the [Museum of Art and Digital Entertainment](#) video game museum for “Molydeux Deux,” the second annual game jam developer event in which participants chose from [60 inspirational quotes](#) from legendary game designer Peter Molyneux and began a 48-hour process of making functional (and usually ridiculous) [video games](#) based on them.



Developers watch the MolyJam Deux introduction movie, which also outline the event's goals and challenges.

By 7 PM, the developers had formed into groups, assigned duties and begun coding. Some pulled out sketch pads, others, audio equipment or drawing tablets, and started downloading resources as needed and requesting art, music and code from team members collaborating from home.

By Sunday night, hundreds of new games had been completed. Many of them were showcased in a staggered, city-by-city webcast and were later posted for download at www.molyjam.com/games. The entries included:

- A first date simulator in which a man and a woman both used a time machine to travel back in time and improve their first date,
- A multiplayer sex simulator with supports for up to five simultaneous players,
- A dog walking simulator in which the dog is given a rocket- propelled grenade launcher,
- A flight simulator in which you fly an only semi-functional plane with various broken dials and readouts
- A game where you play as a Catholic school girl who must continuously adjust the length of her skirt to win the approval of her classmates.



Developers begin to hone in on code and ideas during the second day of MolyJam Deux.

"It's a great way to get quick ideas out, and prototype things, and work with different people," said Brandon Sheffield, one of the organizers of the MolyJam event. "When you've got other people to talk to about stuff, it sort of expands your brain in terms of how you think about problems, and what angles to attack them from."

Sheffield, who stated that he'd initially only intended to stick around "for about 15 minutes," wound up forming a group known as "Team Boring" with attendees James Hoffman and Scott Looney. The trio worked to create a game known called "Freedom Isn't Free," which modeled itself after the Molyneux quote that "Freedom can actually be boring, you've got to realize that." Team Boring sought to intentionally make a game in which the player had absolute freedom to do anything they wanted but no constraints to make the game's rewards challenging or worthwhile.

Across the room, Cecily Madanes and Tiffany McCoy formed an all-girl duo, the two quickly breaking down tasks: Madanes handling art and coding line after line of Javascript, while McCoy began to create sound effects for a text-based adventure modeled after a classic “Love and Rockets” comic book story in which a female engineer travels to an island, solves puzzles, and has a dinosaur fall in love with her along the way.



Cecily Madanes (left) and Tiffany McCoy (right) shoot photos to add into their text-based adventure game, “Dahg”.

“It’s still inviting and intriguing,” said McCoy. “You meet interesting people and hear interesting stories. And the workflow is cool,” said McCoy when asked how she and Madanes felt about attending the MolyJam event. She then added that she was trying to pick up as many audio techniques as she could from the other developers around her. “I’m in sponge mode right now,” she said, laughing.

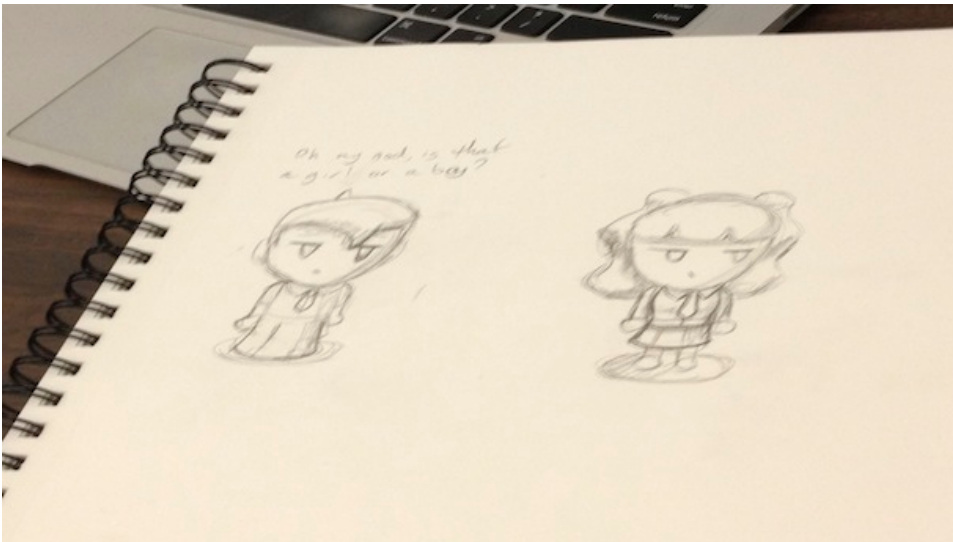


Brian Murphy endorses Reese’s Puffs as his art/code/sugar rush cereal of choice.

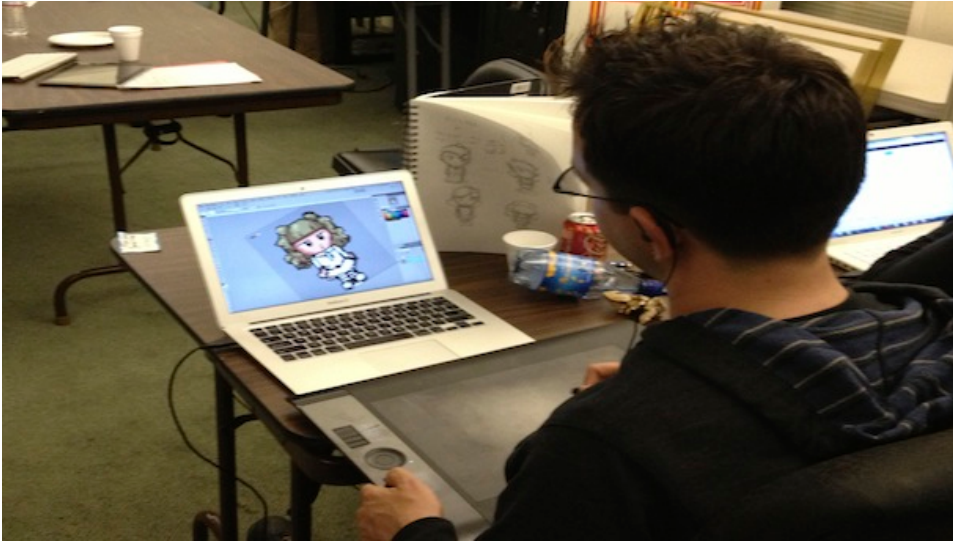
If you’d like to get involved in upcoming game jam events and dive into video game development, the resources are out there. [Global Game Jam](#) generally takes place in January at assorted remote sites. Like [MolyJam](#), it offers gives developers 48 hours to design and complete a game. [Ludum Dare](#), the second-largest development event, follows a similar 48-hour development model, but runs completely online. [Roguelike](#) offers developers a full week to create a complete game and other game development events can be found over at www.compuhub.net.



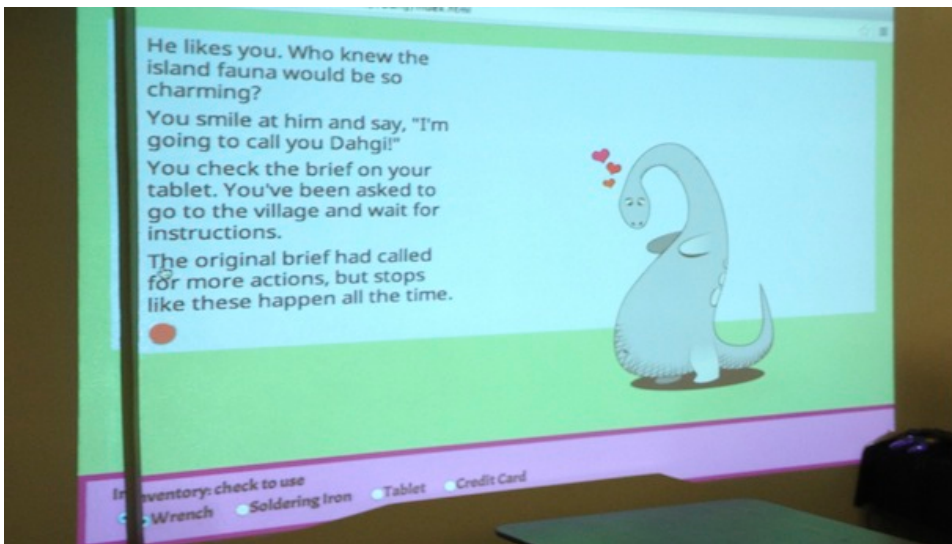
A dog takes a stroll with a rocket launcher in Jethro Bell's "A Walk in the Woods".



Initial character drawings for "Skirt Quest", a game in which the player takes on the role of a Catholic school girl who must continuously adjust her skirt length to win the respect of her peers and improve her self-esteem.



Brian Murphy adds detail to a character design for the “Skirt Quest” Catholic school girl simulation game.



Cecily Madanes shows her text-based adventure, “Dahg”, on the final night of Molydeux Deux in Oakland.



Jethro Bell dines on Mexican food and mugs for the camera at MolyJam Deux in Oakland.

Tags: [Brandon Sheffield](#), [Cecily Madanes](#), [event](#), [global game jam](#), [James Hoffman](#), [JavaScript](#), [Jethro Bell](#), [Love and Rockets](#), [Ludum Dare](#), [MolyJam](#), [Museum of Art and Digital Entertainment](#), [Peter Molyneux](#), [Scott Looney](#), [Tiffany McCoy](#)



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Cotton Hill says:

12:56pm July 19 2013

Fuck him and anyone who buys his shitty games.

<http://i.imgur.com/qI1Uq6k.png>

:)

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Big_Bubbaloola says:**12:37pm July 19 2013**

- A first date simulator in which a man and a woman both used a time machine to travel back in time and improve their first date,
 - A multiplayer sex simulator with supports for up to five simultaneous players,
 - A dog walking simulator in which the dog is given a rocket- propelled grenade launcher,
 - A flight simulator in which you fly an only semi-functional plane with various broken dials and readouts
 - A game where you play as a Catholic school girl who must continuously adjust the length of her skirt to win the approval of her classmates."
- .

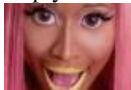
And these are the reason why gaming is not taken very seriously most of the time! All those brains, all that resource and that is what they came up with? Jeeeeeeesus wept.

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**Rossrox says:****09:35am July 19 2013**

"the second annual game jam developer event in which participants chose from 60 inspirational quotes from legendary game designer Peter >>>>Molyneux

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**PCGamer101+101more says:****06:36am July 19 2013**

Peter Molydeux would make Minecraft Skyrim Tropico 4. And...you would like it!

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vlaka says:**06:01am July 19 2013**

why does Molyneux still get gaming media coverage?!

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mangoman65 says:

08:26am July 19 2013

Technically speaking, it's not really Molyneux himself getting the coverage. It's the Molyjam event. This is brilliant as it's great to see what bizarre creations creators can come with in such a small time frame.

-

MolyJam was created as a result of a spoof Molyneux account (Peter Molydeux) was created on Twitter. The account basically tweeted an endless flurry of bizarre and eccentric ideas for games.

-

In essence, the MolyJam event basically arose from somebody taking the piss of Peter Molyneux. So if you're very anti-molyneux, this is probably a good thing for you.

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Phil_Lapineau says:

04:16am July 19 2013

Macbooks are the PC game developers' machine of choice.

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HadToLogin says:

06:18am July 19 2013

And PCs are used by console games developers...

Does this means mac games are made on consoles?

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Wolfos says:

09:00am July 19 2013

Makes sense. Only OS that can compile for iOS and most game devs nowadays are iOS (or at least mobile) developers.

Spam (0)

oddguy says:

01:48am July 19 2013

Mindfuck....

-

The stupidity of humans continues to boggle my mind.

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Spam (1)

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nifehed says:

01:07am July 19 2013

That picture..just give me 5 minutes with MS Paint...

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Spam (0)

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