

Limited Spaces Anthology

Thanks for your interest in the Limited Spaces Anthology! This anthology is a test run of a format that we hope to develop further in the future. As such, we'll be making quick decisions and creating systems and processes as we go. Thank you for joining us on this ride and please let us know if you have any feedback!

Theme:

LIMITED SPACES.

An anthology of games which focus on singular spaces - the entire action of each game has to take place in one space (the smaller the better - for example, a bedroom, a hallway, an office room etc., but this could be interpreted to mean an entire building or a park, as long as it is contained). These games do not have to focus on the characters being stuck in that one space, but rather on the plot happening there, regardless of whether the characters can leave the space or not.

Length of game:

Up to 30 minutes in length. 10-15 minutes encouraged.

Tools:

Please let us know what tools you plan to use to make your game in the introductions channel. This will help the producers plan the technical side of creating the overall anthology.

If you haven't made a game before and have little desire to deal with code, consider tools like Twine and Ink.



Timeline:

Rolling submissions: Game pitches will be open the day after our Zoom Q&A/social (TBD) and will be open until Dec. 15.

First draft: January 9.

Game due: January 23.

Polishing (copyediting, bug testing etc.): Jan. 24-30.

Publication: Jan. 31.

Next steps:

Please introduce yourself in the intros channel, respond to the Doodle link to help schedule our Q&A/social, and start planning your short game! If you have questions and won't be able to ask them at the meeting, just pop them in the General channel or direct message Ro, Mido, or Oneeb on Discord.

