



KUWAIT  
NATIONAL  
GAME  
DEVELOPMENT  
بطولة الكويت لبرمجة الألعاب

# دليل المستخدم USER GUIDELINE

الشريك الاستراتيجي



النادي الكويتي للرياضات الإلكترونية  
KUWAIT ESPORTS CLUB

الراعي الرسمي

شريك القيمنق الرسمي



# Welcome to the Jam!

After three hands-on training sessions, you and your team will design, build, and ship a playable game from scratch over a multi-day jam. The theme is revealed at the kickoff, and from that moment, the clock is ticking. This guide is your companion for the whole event: keep it close.

## HOW IT WORKS

**1. Train, then reveal.** Three evening training sessions get you ready; a surprise theme is then revealed at the kickoff (the third training day, Mon Jul 6). Your game must interpret the theme in some way, literal, abstract, or anything in between.

**2. Build.** You have until the submission deadline to create your game. You can ship it as a **Windows executable (.exe)**, an **Android app (.apk)**, or a **browser game (HTML5 / web)**, pick whatever fits your team and engine. AI tools are your teammate for code, design, art direction, and debugging.

**3. Ship & showcase.** Submit before the deadline, then demo your game to the judges and other teams at the showcase. Prizes follow at the awards ceremony.

## WHAT TO BRING

- ✓ **At least one team member should bring a laptop**, preferably with **OpenAI Codex** pre-installed, plus a charger.

## TEAM FORMATION

Teams can have **1 to 5 members**, go solo or bring a crew. Coming solo? No problem, we run a team-matching session at the kickoff (Mon, Jul 6), right after the theme reveal. A balanced team usually covers **code**, **art**, **design**, and **audio**, but every mix works, especially with AI tools helping to fill the gaps.

**Golden rule of game jams:** scope small. A tiny game that is finished and fun beats an ambitious game that doesn't run. Aim for one mechanic done well.



# Training & Jam Kickoff

The jam runs across three evening **training sessions**, then a multi-day **build** that starts at the kickoff. All training sessions run **5:00–8:00 PM**. Add these dates to your calendar now.

STAGE 1

## Training Sessions, 5:00–8:00 PM

|             |                                                                                                                                                        |
|-------------|--------------------------------------------------------------------------------------------------------------------------------------------------------|
| Thu · Jul 2 | <b>First Training Day</b> , get set up with your AI tools and the jam workflow.                                                                        |
| Sat · Jul 4 | <b>Second Training Day</b> , sharpen your game-dev and AI skills.                                                                                      |
| Mon · Jul 6 | <b>Third Training Day + Kickoff</b> , final training, then <b>team formation</b> , the <b>theme reveal</b> , and the <b>jam officially begins!</b> KEY |

STAGE 2

## The Build

|                        |                                                                                                                                                             |
|------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Mon Jul 6 → Fri Jul 10 | <b>Build your game</b> , the clock runs from Monday's kickoff until the Friday deadline. Work with your team and use the computer lab during opening hours. |
| Fri · Jul 10 1:00 PM   | <b>SUBMISSION DEADLINE</b> , your game must be uploaded to itch.io by 1:00 PM. DEADLINE                                                                     |

**Training is where you get ahead.** Come to all three sessions, by the time the theme drops on Monday, you'll have your tools, your team, and your AI assistant ready to go.

Key moments, don't miss Deadlines

# Expo, eSports & Awards

## STAGE 3

### Showcase & Awards

Fri · Jul 10  
5:00–8:00 PM

**Expo + eSports**, show your finished game to visitors while the **FIFA** eSports tournament runs alongside. **KEY**

Sat · Jul 11  
5:00–7:30 PM

**Expo + eSports finale**, the final public showcase and the **FIFA** tournament finale. **KEY**

Sat · Jul 11  
7:30–9:00 PM

**Closing ceremony**, awards, prizes, and the judges' prizes. **KEY**

## VENUE, LAB & FACILITIES

### Venue

**Kuwait University, College of Science, South Building** (جامعة الكويت, كلية العلوم, المبنى الجنوبي). All training sessions, the build, the expo, and the awards take place here.

### Computer lab

Make sure **at least one team member brings a laptop**, preferably with **OpenAI Codex** pre-installed. Don't forget a charger.

### Prayer space

A prayer space is available at the venue throughout the event.

### Refreshments

Water, coffee, and light snacks are available during the sessions. Stay hydrated and take screen breaks.

### Help desk

Organizers wear KNGD badges. Technical issues, Wi-Fi, lab access, AI tools, come to us anytime.

**Plan around the Friday deadline.** Builds fail and uploads are slow at the worst possible moment. Upload a working build to itch.io **with time to spare** on Fri, Jul 10, then keep polishing, you can re-upload until the **1:00 PM** deadline. Late entries won't be judged.



# Join the KNGD Discord

Our Discord server is the home base for the whole jam. Announcements, the theme reveal, finding teammates, asking mentors for help, and sharing your progress all happen there. Join **before Day 1** and turn on notifications so you never miss an update.



DISCORD INVITE

## KNGD Game Jam Server

discord.gg/SXbMgQKw

Join

## HOW TO JOIN, IN 3 STEPS

- 1

### Open the invite link

On your phone or computer, go to `discord.gg/SXbMgQKw` . It opens straight in the Discord app, or in your browser if you don't have the app installed.
- 2

### Sign in or create an account

Discord is free. Sign in, or pick a username and verify your email to make a new account. The desktop and mobile apps both work great.
- 3

### Accept the rules & pick your role

Read `#jam-rules` and react to confirm. Open **Channels & Roles** at the top of the channel list and pick your role, **Developer**, **Artist**, **Musician**, or **Writer**, so teammates can find you, then say hi in `#game-jam-chat` .

## CHANNELS YOU'LL USE MOST

- #announcements

Official updates, schedule changes, and the theme reveal. Keep notifications on here.

#looking-for-members

Coming solo? Post your skills and what you're looking for to team up with others.
- #questions-and-support

Stuck on a bug or setup? Ask here, mentors and organizers reply quickly.

#game-jam-chat & #tools-and-resources

Share progress, screenshots, and your itch.io link; find tools and asset links.

Turn on notifications for `#announcements` so you never miss the theme reveal or a deadline change, then mute the chatty channels whenever you need to focus.

# Install OpenAI Codex

OpenAI Codex is the official desktop app from OpenAI, your AI coding teammate for the jam. It writes and debugs code, brainstorms mechanics, drafts dialogue, and explains errors. Have at least one team member install it on their laptop **before the kickoff** so you're ready the moment the theme drops.

1

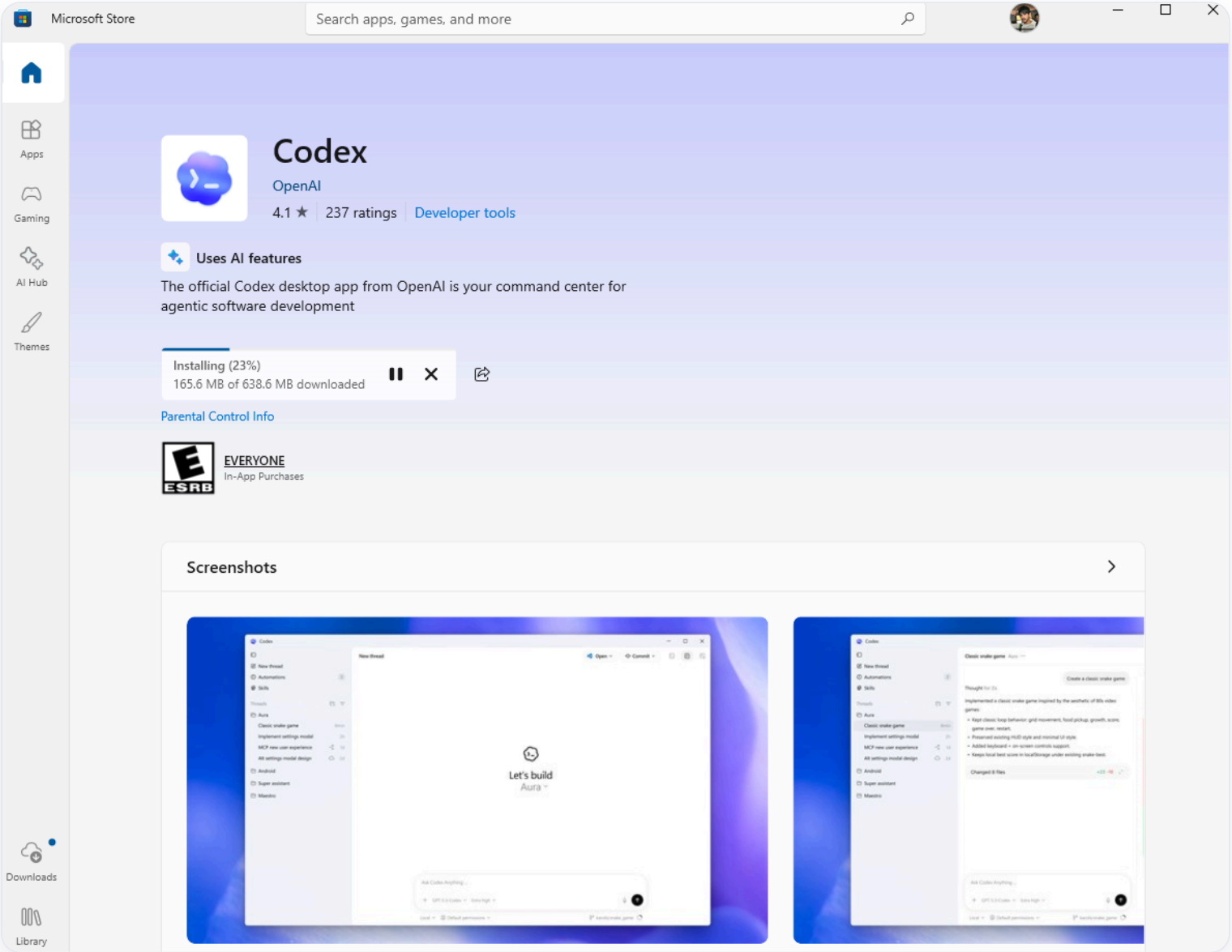
## Open the Microsoft Store and search "Codex"

On Windows, open the **Microsoft Store** and search for **Codex**. Pick the official app, **Codex by OpenAI** (it's marked *"Uses AI features"* and described as your command center for agentic software development).

2

## Click "Get" and wait for it to install

Press **Get / Install** and let it download (it's a few hundred MB). When it finishes, launch **Codex** from the Start menu.



The Microsoft Store page for Codex by OpenAI, click Get, then wait for the install to finish.

**On a Mac or no Store access?** Ask at the help desk for the direct download link, and remember the **lab computers already have Codex installed**, so you can start right away.



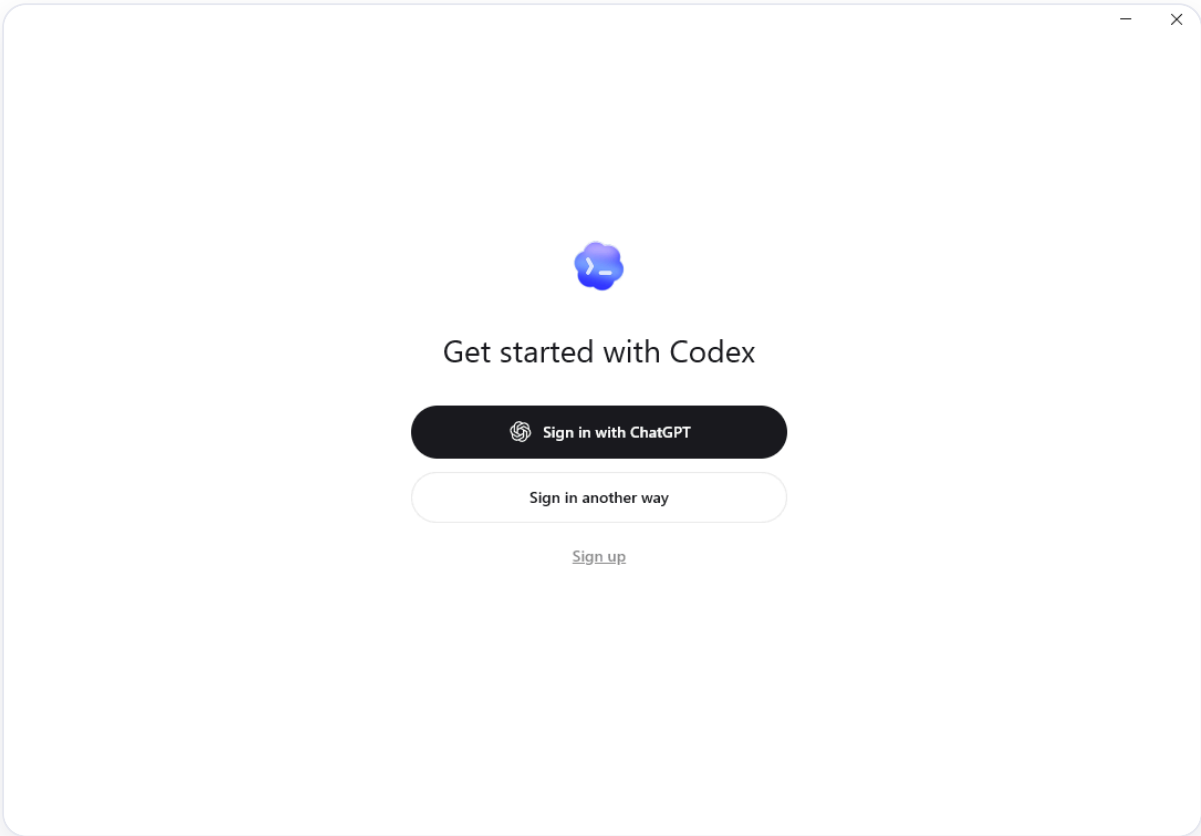
# Sign In to Codex

Codex signs in with an **OpenAI API key**. If you already have your own key, you can sign in with it. If you need one, you must request it: ask for an **OpenAI API credit redemption link**, redeem it on your **own OpenAI Platform account**, then create your API key. Ask at the help desk or in Discord to request a link.

**Note:** these are **API credits only**, they do **not** include ChatGPT Pro or a Codex subscription.

### 3 Choose "Sign in another way"

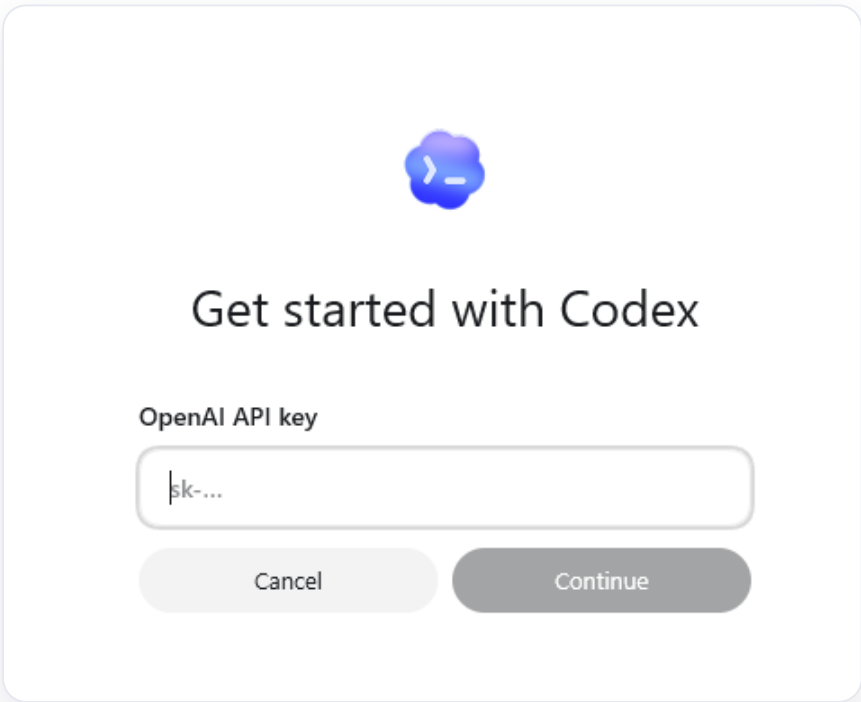
Launch Codex. On the **"Get started with Codex"** screen, click **Sign in another way**, *not* "Sign in with ChatGPT".



On the welcome screen, click **Sign in another way**.

### 4 Create your API key and enter it

On the **OpenAI Platform**, create a new **API key**, then paste it into the **OpenAI API key** box (it starts with **sk-...**) and click **Continue**. That's it, you're signed in.



Paste the API key (**sk-...**) and press **Continue**.

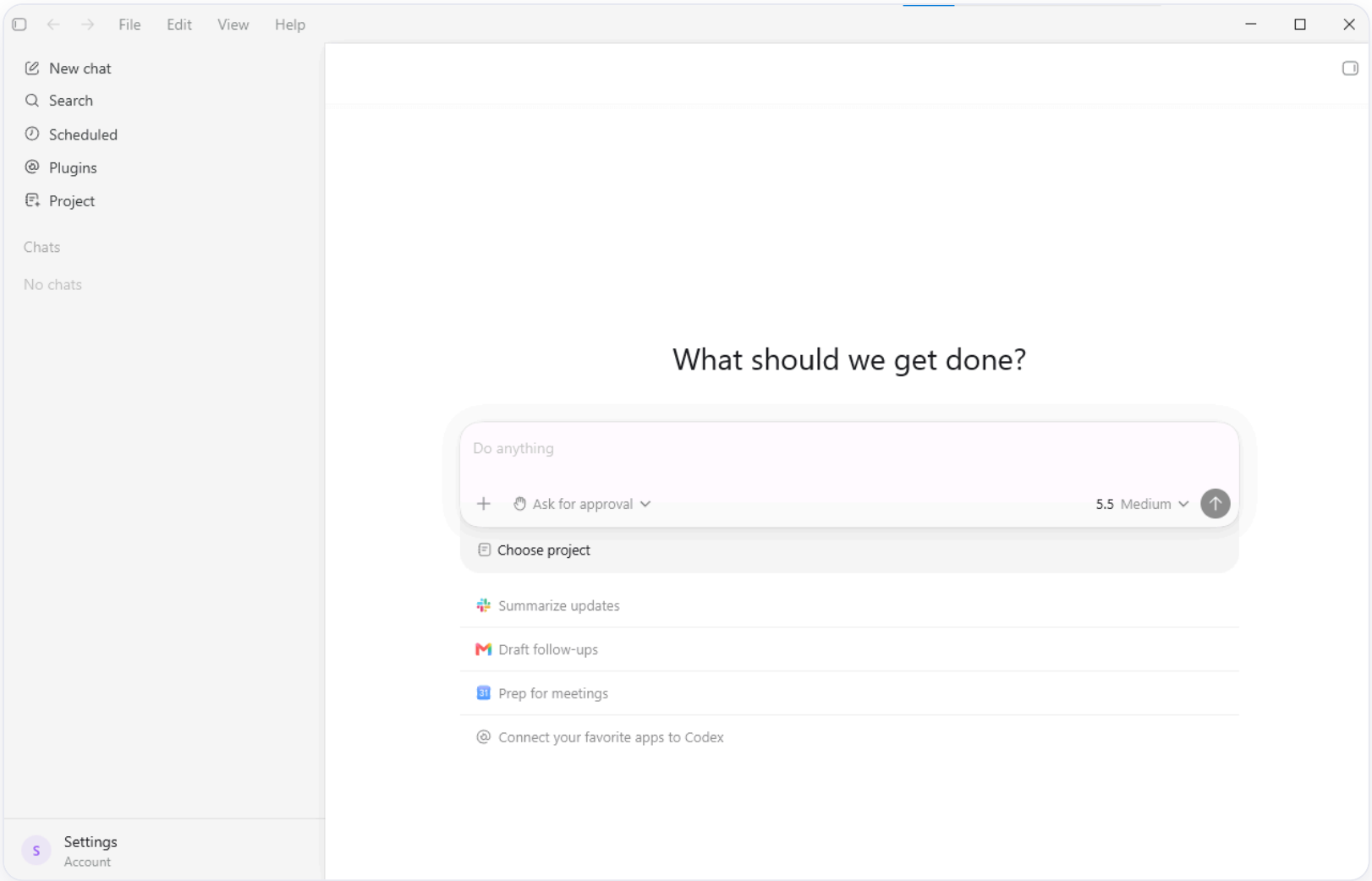
**Keep your API key private.** Do not post it in Discord or share it publicly. If you need help, ask the help desk.





# The Codex Workspace

You're in! Codex opens on **"What should we get done?"**, type your request in the box and Codex takes it from there. The left sidebar holds **New chat**, **Search**, **Scheduled**, **Plugins**, and your **Projects**.

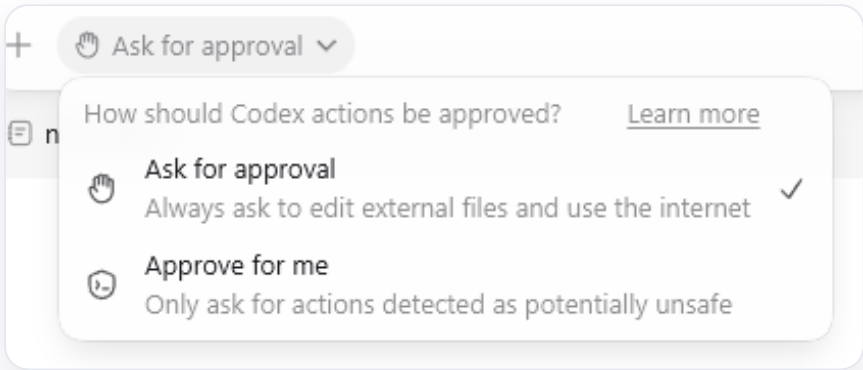


The Codex main window, your prompt box is in the middle; tools live in the left sidebar.

## 5 Choose how Codex approves actions

Click the **"Ask for approval"** dropdown above the prompt box and pick a mode:

- **Ask for approval**, Codex checks with you before editing external files or using the internet.
- **Approve for me**, Codex works on its own and only asks about actions it detects as potentially unsafe. Faster for the jam.



Pick **Approve for me** to move fast, or keep **Ask for approval** to confirm each step.

## QUICK CHECKLIST BEFORE KICKOFF

✓

Codex opens and you're signed in with your API key.

✓

The **Game Studio** plugin is installed (see next page).

✓

You sent a test message and got a reply.

✓

You know where your API key is saved.

**Stuck on setup?** Bring any questions to a training session or visit the help desk, we'll get you running in minutes. (And remember: the lab computers already have everything ready.)



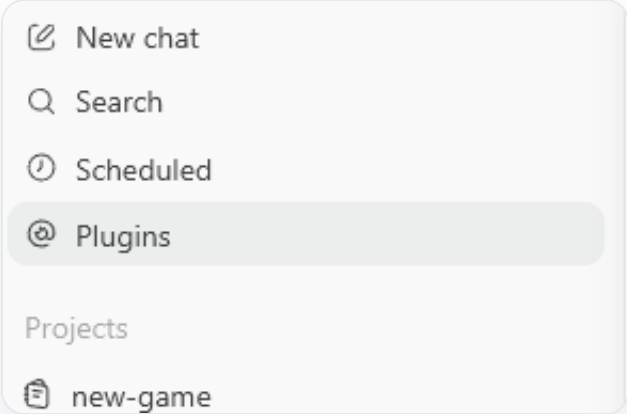


# Install the Game Studio Plugin

**Game Studio** is a free Codex plugin that turns Codex into a game-dev studio, guided skills to design, prototype, and ship browser games across 2D and 3D. You only set it up **once**, and it takes about two minutes. 🎮

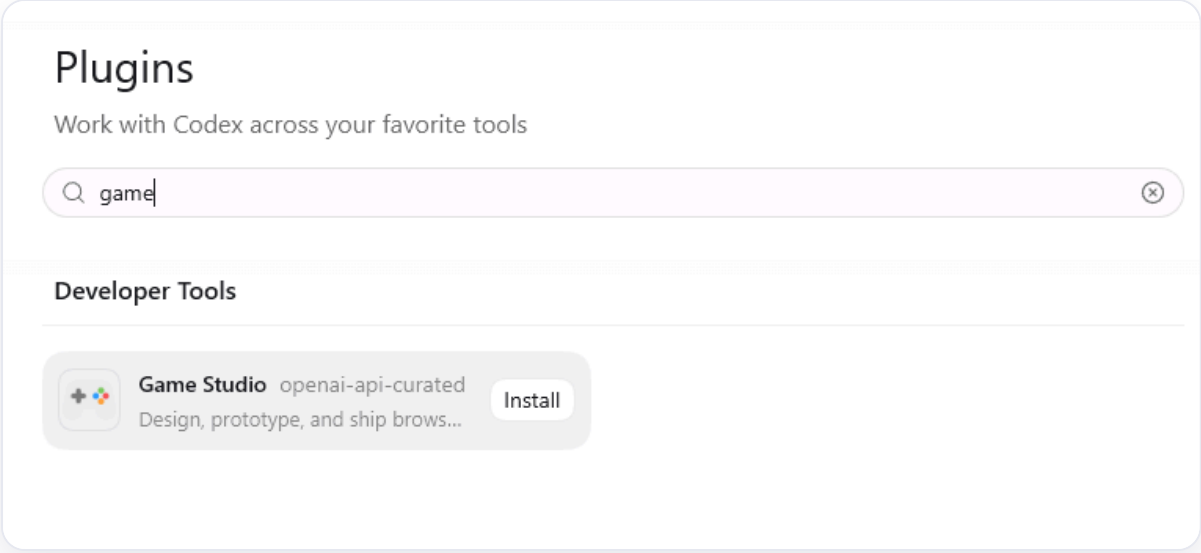
## 1 Open Plugins

In Codex, click **Plugins** in the left sidebar.



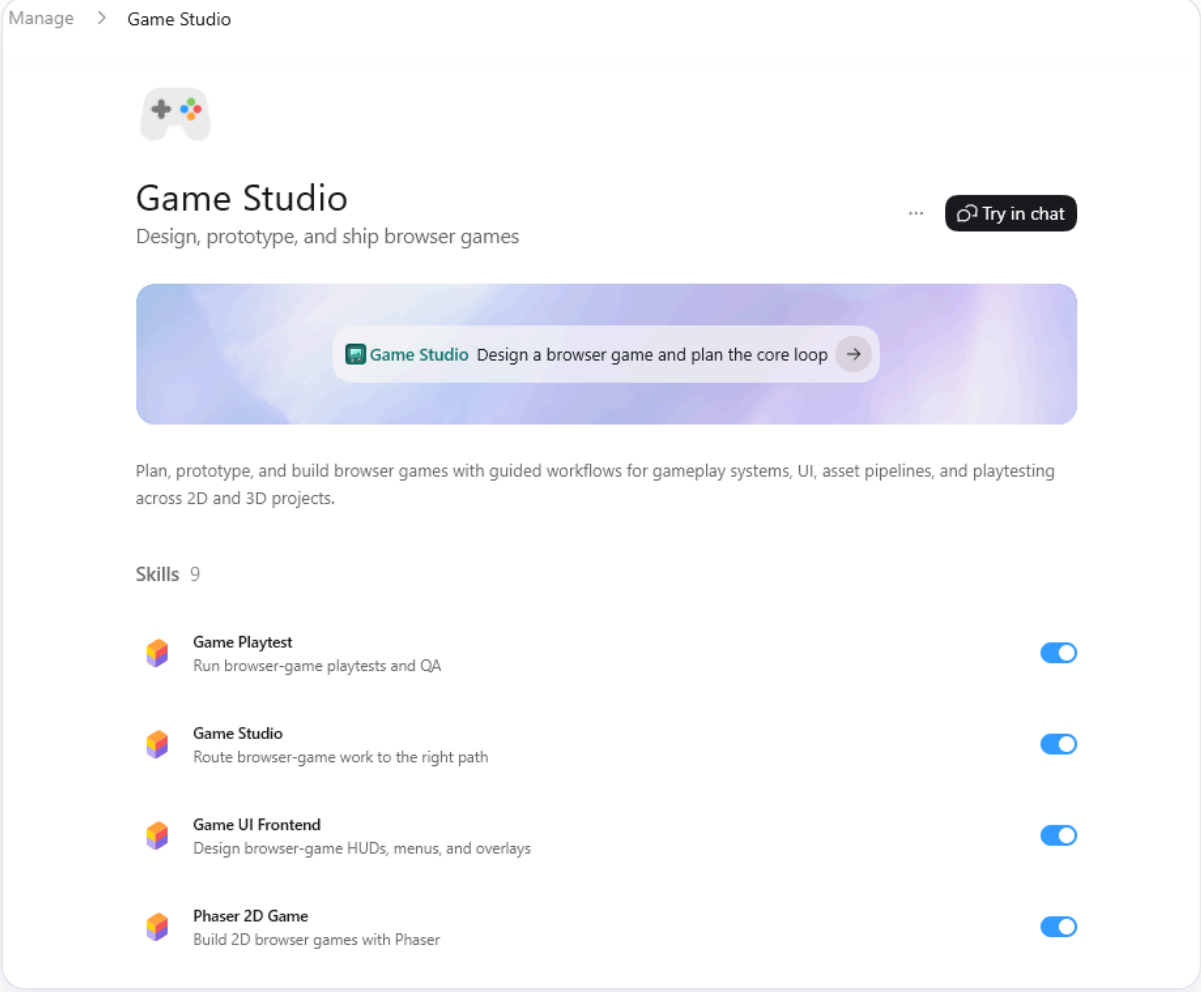
## 2 Search "game" and install Game Studio

In the Plugins search box type **game**. Under **Developer Tools** you'll see **Game Studio** ( `openai-api-curated` ), click **Install**.



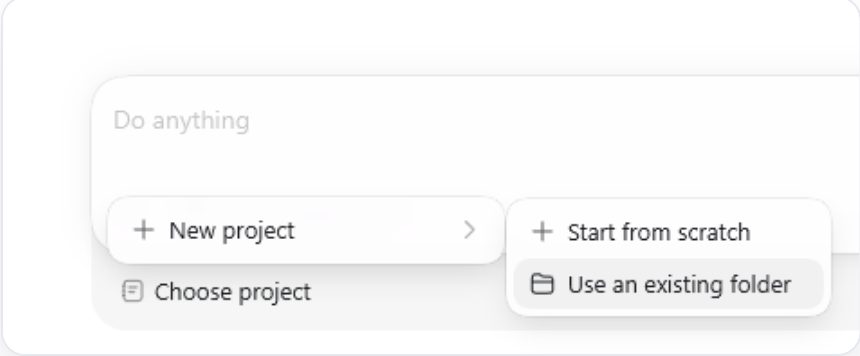
## 3 Check the skills are switched on

Game Studio adds skills like **Game Playtest**, **Game Studio**, **Game UI Frontend**, and **Phaser 2D Game**. Make sure their toggles are **ON**, then hit **Try in chat**.



## 4 Start a project

In the prompt box choose **Project** → **New project** → **Start from scratch** (or **Use an existing folder**), then describe the game you want to build.



**Stuck on a step?** Just raise your hand at the help desk or ask in Discord `#help` , and a mentor will set it up with you in a minute.

# Submit Your Game on itch.io

Every game is submitted through the jam's itch.io page at [itch.io/jam/kngd-game-jam-2026](https://itch.io/jam/kngd-game-jam-2026). Only one team member (the team leader) needs an itch.io account and submits on behalf of the whole team. This is how you'll do it on the day, follow the screenshots from the live jam page.

## 1 One member creates an itch.io account

Your team leader goes to [itch.io](https://itch.io), clicks **Register**, picks a username, and confirms their email. It's free, and only this one account is needed for the whole team.

## 2 Open the jam page & click "Submit your project"

Go to [itch.io/jam/kngd-game-jam-2026](https://itch.io/jam/kngd-game-jam-2026) (also pinned in Discord [#announcements](#)). While submissions are open you'll see a countdown and a red **Submit your project** button, click it.

**Submissions open from June 22nd 2026 at 8:00 PM to July 10th 2026 at 1:00 PM**

Submissions due in **17 days 1 hour 30 minutes**

**Submit your project**

*The jam page while submissions are open, click **Submit your project**.*

## 3 Click "Upload game" to start a new project

A "**Submit game to jam**" box appears. If you haven't created your game page yet, click **Upload game** to make a new project. (Already published a project? It will show here to pick instead.)

Remember the note at the bottom: after creating the project you **must return to the jam page** to confirm your submission.

**Set this up early.** Create the itch.io account and a draft project **before Friday**. On deadline day you'll only need to upload your final build and confirm, see the next page for filling the form.

# Fill the Form & Confirm

## 4 Fill the project form & upload your build

On the **Create a new project** page set:

- **Title** + a short tagline.
- **Kind of project**, choose **HTML5** for a browser game, or **Downloadable** for a Windows `.exe` or Android `.apk` build.
- **Upload** your game as a zip **under 1 GB**:
  - **Browser (HTML5)**: include `index.html` at the root and tick "This file will be played in the browser."
  - **Windows**: upload the `.exe` (or a zip containing it) and tick the **Windows** platform.
  - **Android**: upload the `.apk` and tick the **Android** platform.
- **Pricing**: "\$0 or donate" (or No payments), keep it free.
- **Cover image** + 3–5 screenshots, a short description, your controls, and team credits with asset/source credits.
- **Visibility**: set the project to **Public** so judges can play it, then Save.

The **Create a new project** form, note the 1 GB upload limit.

## 5 Return to the jam page & confirm your submission

After saving, go back to the jam page, click **Submit your project** again, and pick your game. You'll see a confirmation that your game is submitted. You can re-upload and edit right up until the deadline.

## SUBMISSION CHECKLIST, DUE FRI, JUL 10, 1:00 PM

- |                                                                                                                                                                                              |                                                                                                        |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------|
| <div>✓ Build uploaded, <b>Windows .exe</b>, <b>Android .apk</b>, or <b>browser HTML5</b> (mark HTML5 as <b>played in the browser</b>), under 1 GB, with the project set <b>Public</b>.</div> | <div>✓ Game page with title, 3+ screenshots, a short description, and <b>controls</b> listed.</div>    |
| <div>✓ <b>Team credits</b>, every member listed, plus asset/source credits.</div>                                                                                                            | <div>✓ <b>Confirmed on the jam page</b>, uploading a project is not enough; you must hit submit.</div> |

**Beat the deadline.** Upload a working build **with time to spare on Fri, Jul 10**, confirm your submission, then keep polishing, you can re-upload until **1:00 PM**. Late submissions can't be accepted.



# Rules & Judging Criteria

## CORE RULES

- Your game's development must **start during the jam**, you can't bring an existing in-progress project. **Premade templates, starter projects, and boilerplate are allowed**, and engines, frameworks, libraries, public asset packs, and AI tools are all permitted, just **credit any third-party assets** you use.
- Your game must relate to the **revealed theme**.
- Games can be submitted as a **Windows executable (.exe)**, an **Android app (.apk)**, or a **browser build (HTML5 / web)**, and must stay **under 1 GB**.
- Teams are **1–5 members** (solo is welcome), with one submission per team. Open to anyone **aged 18+** and present in Kuwait.
- Submit on **itch.io before Fri, Jul 10, 1:00 PM**, one entry per team, uploaded by the team leader. Late entries won't be judged.
- **Keep your content suitable for everyone**, no racist, discriminatory, hateful, or political content.
- Treat everyone with respect, harassment of any kind means disqualification. This is a friendly, beginner-welcoming event.

## JUDGING CRITERIA

Judges play each entry and score every criterion from **1 to 10** using the bands below; fractional scores (e.g. 7.5) are allowed. Each score is weighted for a final mark out of 10.

| CRITERION                        | EXCEPTIONAL (8–10)                                                              | PROFICIENT (4–7)                                                              | EMERGING (1–3)                                                 |
|----------------------------------|---------------------------------------------------------------------------------|-------------------------------------------------------------------------------|----------------------------------------------------------------|
| <b>Fun &amp; Gameplay</b><br>30% | Hooks within minutes; mechanics feel great and the loop keeps pulling you back. | Fun and playable, but the loop wears thin or controls and pacing feel rough.  | Core mechanics are broken, confusing, or not engaging.         |
| <b>Creativity</b><br>25%         | A genuinely fresh idea or subversion that elevates gameplay and theme.          | Original touches on a familiar base, or a competent but conventional formula. | Derivative, with no identifiable creative risk.                |
| <b>Presentation</b><br>20%       | Cohesive, intentional art direction; audio and visuals as one polished whole.   | Consistent look and sound, but uneven in places or some assets feel unedited. | Unedited or placeholder assets that clash; little to no audio. |
| <b>Theme Adherence</b><br>20%    | Theme drives the design; the interpretation is clever and unmistakable.         | Theme is present and shapes the game, but stays surface-level in places.      | Connection to the theme is missing or needs explaining.        |
| <b>Completeness</b><br>5%        | Stable and bug-free; a polished slice with room to grow.                        | Mostly complete and playable, with minor bugs or unfinished edges.            | Crashes, blockers, or feels like a fragment of a game.         |

**Weighted total** = (Fun & Gameplay ×0.30) + (Creativity ×0.25) + (Presentation ×0.20) + (Theme ×0.20) + (Completeness ×0.05), for a final mark out of 10. All judging materials are confidential and destroyed at the end of the event.

# Prizes & Sponsors

These prizes are for the **game jam**. The top games are crowned at the closing ceremony on **Sat, Jul 11**, with cash prizes from the **Kuwait Esports Club**. The FIFA eSports tournament is a **separate side event** with its own prizes (below).

## GAME JAM CASH PRIZES

|                                                                                                                                   |                                                                                                                                   |                                                                                                                                   |
|-----------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------|
|  <p>1ST PLACE</p> <p><b>1,500</b></p> <p>KWD</p> |  <p>2ND PLACE</p> <p><b>1,000</b></p> <p>KWD</p> |  <p>3RD PLACE</p> <p><b>500</b></p> <p>KWD</p> |
|-----------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------|

Cash prizes awarded by the **Kuwait Esports Club** · النادي الكويتي للرياضات الإلكترونية

### Honorable mentions

Non-cash awards for standout work, Most Creative, Most Complete, Best Art Direction, Best Music, Best Visuals, Best Fun, and more.

### FIFA eSports tournament

A **separate** side event during the expo (Fri Jul 10 & Sat Jul 11), **not part of the jam judging**. Its own prizes, sponsored by **V-Thru**: 1st 300 · 2nd 200 · 3rd 100 KWD.

A huge thank-you to the **Kuwait Esports Club** and all our sponsors and partners, this event wouldn't happen without them.

# Frequently Asked Questions

## Q. Do I need a team to take part?

No, joining a team is not required. You're welcome to develop solo if you prefer. Or come on your own and join the team-matching session right after the theme reveal, or post in [#looking-for-members](#) on Discord. Teams can be 1–5 people.

## Q. Which game engine can I use?

Any engine that can export a **Windows .exe**, an **Android .apk**, or a **browser (HTML5 / web)** build. Vanilla HTML5 + JavaScript is simplest (and what we teach), and a browser build lets anyone play instantly, but Unity, Godot, and similar engines that export to Windows or Android work too. Use whatever your team can ship in a weekend.

## Q. Can I use AI to build my game?

Yes, and it's encouraged for code, text, art, audio, and brainstorming. Use whatever helps your team build something you're proud of by the deadline.

## Q. Can I use ready-made art or sound?

Yes, as long as it's public or properly licensed (e.g. Kenney, OpenGameArt, Freesound). Credit your sources, and don't use copyrighted assets you don't have rights to.

## Q. What should I bring?

Make sure at least one person on your team brings a laptop, preferably with **OpenAI Codex** pre-installed, plus a charger. You can sign in with your own AI account or use the team login we provide; add a mouse or drawing tablet if you like. Full list on page 02.

## Q. How do I join the Discord?

Open [discord.gg/SXbMgQKw](https://discord.gg/SXbMgQKw) and sign in. It's where announcements, the theme reveal, and help all happen, see page 05 for the step-by-step.

## Q. How and when do I submit my game?

Your team leader uploads it to the jam page ( [itch.io/jam/kngd-game-jam-2026](https://itch.io/jam/kngd-game-jam-2026) ) before Fri, Jul 10, 1:00 PM, only one member needs an itch.io account. Step-by-step instructions are on page 10.

## Q. I'm a beginner / I get stuck, is that okay?

Absolutely. This is a friendly, beginner-welcoming event with mentors and workshops. Ask in [#questions-and-support](#) on Discord, find any organizer with a KNGD badge, or visit the help desk by the entrance.

# Resources & Links

Bookmark these before Day 1. The Discord and itch.io links are the two you'll use every day; the rest help you build, find assets, and get unstuck.

## EVENT & SUBMISSION

| RESOURCE                  | WHAT IT'S FOR                                         | LINK                                                                                |
|---------------------------|-------------------------------------------------------|-------------------------------------------------------------------------------------|
| <b>KNGD Discord</b>       | Announcements, theme reveal, help & finding teammates | <a href="https://discord.gg/SXbMgQKw">discord.gg/SXbMgQKw</a>                       |
| <b>Jam page (itch.io)</b> | Join the jam & submit your game here                  | <a href="https://itch.io/jam/kngd-game-jam-2026">itch.io/jam/kngd-game-jam-2026</a> |

## AI TOOLS

| RESOURCE                  | WHAT IT'S FOR                                        | LINK                                                    |
|---------------------------|------------------------------------------------------|---------------------------------------------------------|
| <b>OpenAI Codex</b>       | Recommended AI assistant, download (Windows / macOS) | <a href="https://openai.com/codex">openai.com/codex</a> |
| <b>OpenAI Help Center</b> | Guides & troubleshooting                             | <a href="https://help.openai.com">help.openai.com</a>   |

## BUILD (HTML5) & ASSETS

| RESOURCE            | WHAT IT'S FOR                            | LINK                                                              |
|---------------------|------------------------------------------|-------------------------------------------------------------------|
| <b>MDN Web Docs</b> | HTML5, Canvas & JavaScript reference     | <a href="https://developer.mozilla.org">developer.mozilla.org</a> |
| <b>Three.js</b>     | 3D library for HTML5 / WebGL games       | <a href="https://threejs.org">threejs.org</a>                     |
| <b>Kenney</b>       | Free game assets (CC0, no credit needed) | <a href="https://kenney.nl">kenney.nl</a>                         |
| <b>OpenGameArt</b>  | Free 2D & 3D art and sprites             | <a href="https://opengameart.org">opengameart.org</a>             |
| <b>Freesound</b>    | Free sound effects library               | <a href="https://freesound.org">freesound.org</a>                 |

**Need assets?** A full directory of free art, 3D, audio, fonts & tools is on **page 16**. Always check the license (CC0 is easiest) and credit your sources on your itch.io page, see the submission rules on page 12.





# Asset Libraries & Tools

Free (or free-tier) art, audio, fonts, and tools, all jam-friendly and browser-ready. **Always check each license** (CC0 is easiest) and **credit your sources** on your itch.io page.

## ART, 3D & ANIMATION

**Kenney**, Free CC0 art, audio & UI  
[kenney.nl](https://kenney.nl)

**OpenGameArt**, 2D/3D art, music & SFX  
[opengameart.org](https://opengameart.org)

**CraftPix**, 2D/3D game assets (free + premium)  
[craftpix.net](https://craftpix.net)

**Game-Icons**, Free SVG/PNG game icons  
[game-icons.net](https://game-icons.net)

**Poly Pizza**, Free low-poly 3D models  
[poly.pizza](https://poly.pizza)

**Textures.com**, Texture library  
[textures.com](https://textures.com)

**Poliigon**, Premium textures & materials  
[poliigon.com](https://poliigon.com)

**Mixamo**, Character animations & auto-rigging  
[mixamo.com](https://mixamo.com)

**Meshy**, AI 3D model generator  
[meshy.ai](https://meshy.ai)

**Tripo3D**, AI 3D model generator  
[tripo3d.ai](https://tripo3d.ai)

**Trellis**, AI 3D model generator (open source)  
[github.com/microsoft/TRELLIS](https://github.com/microsoft/TRELLIS)

## Fonts

**Google Fonts**, Open-source web fonts  
[fonts.google.com](https://fonts.google.com)

**Fontsource**, Self-hostable fonts  
[fontsource.org](https://fontsource.org)

**Font Squirrel**, Free commercial-use fonts  
[fontsquirrel.com](https://fontsquirrel.com)

## AUDIO & MUSIC

**Freesound**, Community sound effects  
[freesound.org](https://freesound.org)

**Incompetech**, Royalty-free music (Kevin MacLeod)  
[incompetech.com](https://incompetech.com)

**Free Music Archive**, Free music library  
[freemusicarchive.org](https://freemusicarchive.org)

**Kenney Audio**, Free music & SFX  
[kenney.nl](https://kenney.nl)

**Sonniss**, Huge free GDC SFX packs  
[sonniss.com](https://sonniss.com)

**WeLoveIndies**, Music & SFX marketplace  
[weloveindies.com](https://weloveindies.com)

**ElevenLabs**, AI voice, music & SFX  
[elevenlabs.io](https://elevenlabs.io)

## TOOLS

**Photopea**, Browser Photoshop alternative  
[photopea.com](https://photopea.com)

**Lospec**, Pixel-art palettes & tools  
[lospec.com](https://lospec.com)

**jsfxr**, Retro game SFX generator  
[sfxr.me](https://sfxr.me)

**ChipTone**, Chiptune SFX generator  
[sfbgames.itch.io/chiptone](https://sfbgames.itch.io/chiptone)

**BeepBox**, Browser music sequencer  
[beepbox.co](https://beepbox.co)

**Bosca Ceoil**, Simple chiptune music tool  
[boscaceoil.net](https://boscaceoil.net)

**BitFontMaker2**, Pixel font creator  
[pentacom.jp/pentacom/bitfontmaker2](https://pentacom.jp/pentacom/bitfontmaker2)

**Don't asset-flip.** Curate and edit what you use so it fits your game's look, judges reward a cohesive style over a pile of mismatched free packs.