

## UNIJAM Game Submission Guide

### 1. Create an itch.io account

- click this link <https://itch.io/register>
- create an account for your team, with your team name as the username

### Create an account on itch.io

Other registration methods ▼

**Username**

 ✓

Your profile page will be

<http://team-name.itch.io/>

**Password**

**Repeat password**

**Your email address**

**About you**

I'm interested in playing or downloading games on itch.io

I'm interested in distributing content on itch.io

You can change your responses to these questions later, they are used to hint itch.io in how it should present itself to you.

Sign me up for the bi-monthly itch.io digest newsletter

I accept the [Terms of Service](#)

**Create account** or already have an account? [Log in](#)

### Who should register on itch.io?

itch.io was originally created for independent video games but hosts a wide range of creative digital content. If you're buying something an account is optional, but recommended.

#### I want to play games!

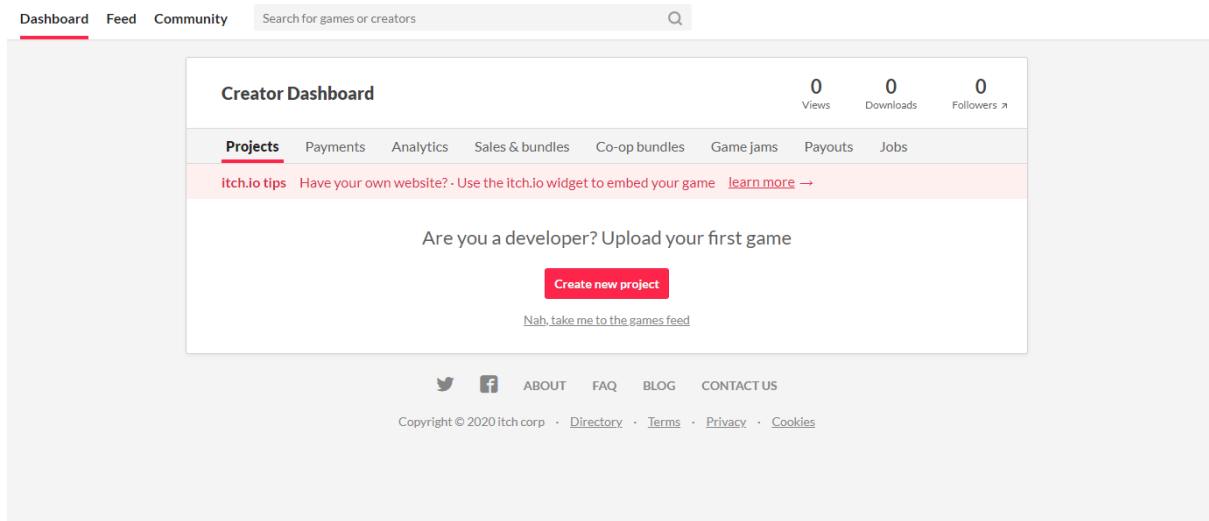
Although registration isn't required, creating an account will give you the ability to create collections of your favorites and soon to be favorites. If you've bought anything on itch.io you can even link those purchases to your account to keep track of them.

#### I'm a developer/creator!

Great! itch.io is designed for creative types of all kinds to quickly distribute their work easily as possible. If you're selling your content you can start right away. An account also lets you submit games to the various game jams hosted on itch.io.

## 2. Creating a project

- Log in and go to your dashboard
- Click “create a new project”



- Fill out the details of your project, as advised below:

**Title:** pick a suitable title

**Project URL:** leave project URL as is

**Kind of project:** select “Downloadable”

**Released Status:** select “In Development”

**Pricing:** select the no payments option (you are free to change this after the UNIJAM concludes)

**Uploads:** upload required files (if it exceeds 1 GB contact us)

**Details:** use this section to tell us about your game and how to play it, make sure to include instructions on how to run your game

**Genre:** choose your own

**Tags:** choose your own

**Community:** choose your own

**Visibility & access:** Draft

- You will then be redirected to your game’s page
- Click the draft button

Dashboard Edit game Analytics Widget **DRAFT**  
Secret URL

# Demo

A downloadable game

*There doesn't appear to be anything here...*

[More information](#) ▾

## Comments

Write your comment...

[itch.io](#) · [View all by Dewashi](#) · [Report](#) · [Embed](#)

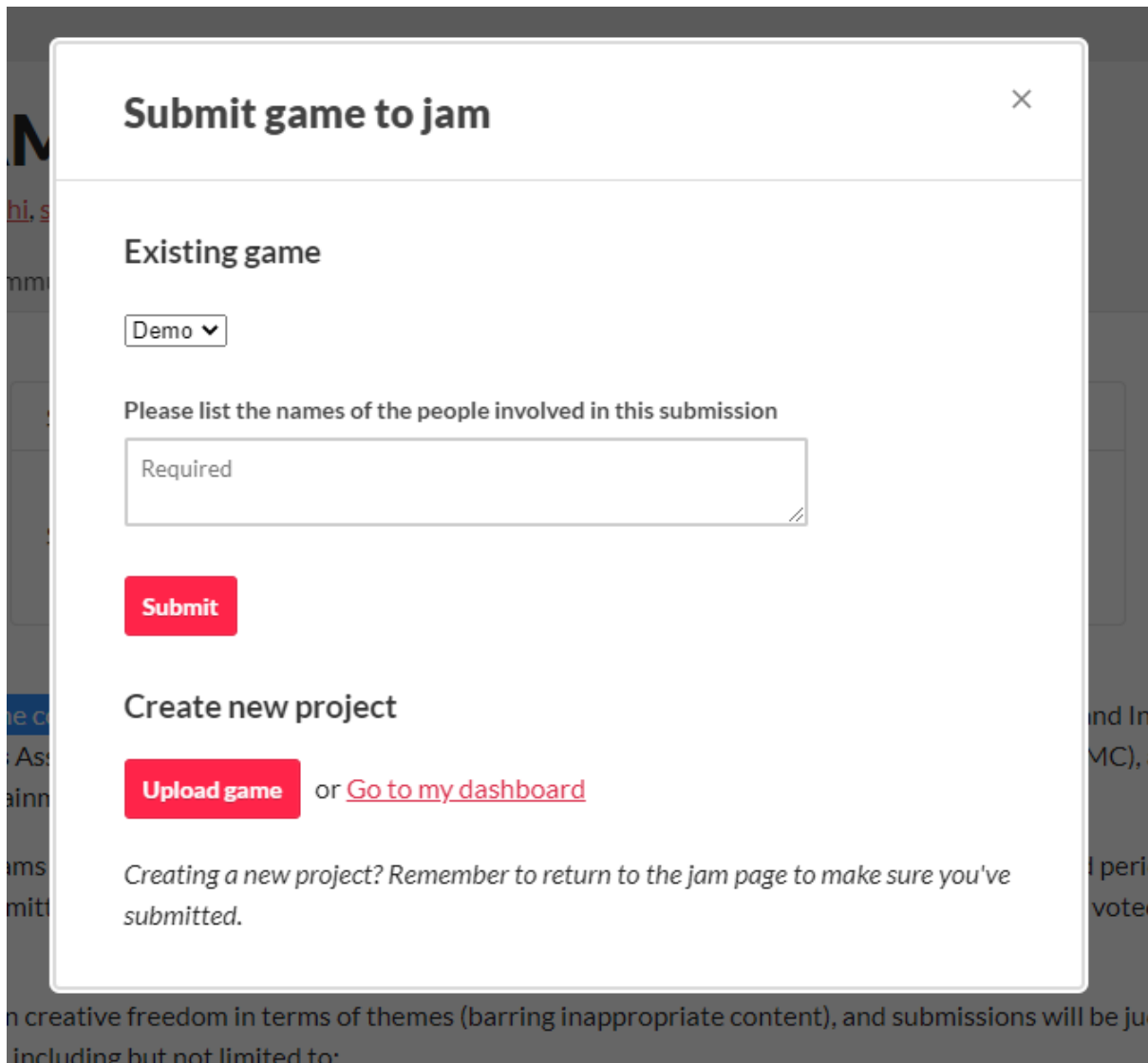
Updated 18 seconds ago

[Games](#) > [Free](#)

- scroll down and save your game as public

### 3. Submitting your project

- Click on this link to access the UNIJAM submission page  
<https://itch.io/jam/unimelbgamejam>
- Click "Join Jam"
- Click "submit your project"
- Select your game from the dropdown list and answer all remaining questions
- Click "submit" to finish the process



The image shows a modal window titled "Submit game to jam" with a close button (X) in the top right corner. The form is divided into two main sections: "Existing game" and "Create new project".

**Existing game**

Demo ▾

Please list the names of the people involved in this submission

Required

**Submit**

**Create new project**

**Upload game** or [Go to my dashboard](#)

*Creating a new project? Remember to return to the jam page to make sure you've submitted.*

At the bottom of the page, partially visible, is the text: "n creative freedom in terms of themes (barring inappropriate content), and submissions will be ju including but not limited to:"