

GAME DESIGN HACKATHON

Rules

- The game is made for Android or PC
- Published on itch.io jam page specified to each location separately
- Participants can use code and assets from previous projects
- The game has to be developed during the hackathon
- Premade assets and scripts are allowed from outside sources, but they need to be used with reason
- The development time starts at 7:00 PM

Game restrictions

- No sexual content
- No gore
- No excessive violence

Theme

Will be announced at the starting ceremony

Prizepool

Rs. 1.0 Lakh

Game evaluation

- Game submission on Sunday by 13:00 (itch.io jam page closes automatically)
- Judges on each location use the location-specific itch.io jam page to go through all games developed on their location
- The judges announce the local winner who goes to compete with other locations for the prize pool
- Judges from all locations use the separate itch.io jam page to go through the best 4 games, 1 from each location

Voting guidelines

We will be using the itch.io voting system

A 5-point system with multiple criteria:

- Theme integration
- Playability (Is it fun and challenging enough to play?)
- Creativity (How creative and unique is the game?)
- Visual impression (does it look good)
- Commercial potential

Schedule

The approximate timelines of the event will be as follows:

Friday 28.9

16:00 – Start of registration at the location, Socializing and meeting potential team members (forming teams, 4-6 members)

19:00 – Game jam intro, Announcing the theme, Rest of teams is formed, Start of development

Saturday 29.9

Dedicated day for development

Sunday 30.9

13:00 – Submission deadline for games

13:30 – Presentations of games, 5 minutes per team

15:00 - Judges announce the local winner

15:45 – The closing ceremony, Judges announce the final winner

Breakfast, lunch, dinner, and snacks will be served to the participants during the event.