Game Development

The Game Development module focuses on designing and building interactive games that combine creativity with logical thinking. Participants will work on gameplay mechanics, rules, and user interaction to develop engaging experiences within a limited timeframe. This module encourages experimentation, storytelling, and problem-solving through game design.

REGISTRATION - PER TEAM MEMBER	
Early bird	Normal
PKR 500	PKR 1000
TEAM SIZE	1-3 Members

PRIZE POOL	
TOTAL - PKR 35,000	
Winner	PKR 25,000
Runner Up	PKR 10,000

Game Development Guidelines

Competition Overview:

- Each team would be given a theme, and they would need to implement their ideas to create an MVP utilizing the theme.
- The theme will be announced to all the participants when the competition starts.
- The duration of the competition is about 24 hours (including reviews)
- Teams must bring their own machines.
- The Internet/Extensions will be provided; however, participants are requested to bring their own internet to avoid any sort of inconvenience.

Allowed Technologies:

- Game Engines
    - Unity
    - Godot
    - Unreal Engine
    - Any Language's game development framework (e.g. raylib for c++, pygame for python)

- Functionality will be tested according to the game's relevant content and developer's advice.
- Participants are required to be there at the time of evaluation. Failure to appear before the judge at the time of evaluation will automatically disqualify the project from the competition.
- Teams can be in select sizes: solo, duo and trios.
- The decision of the Judges will be final and cannot be challenged. If any team keeps arguing with the host team on this matter, they will be disqualified.
- The only assets allowed are self-created assets or Free assets with licenses (author must be credited).
- Plagiarism of all kinds is strictly prohibited.
- No deadline extensions will be provided, regardless of technical issues.