

# "SCALE" Game Jam- Rules and Regulations

## Introduction

The "SCALE" Game Jam is a creative event challenging participants to develop a simple video game based on the theme of "SCALE". The competition encourages creativity, collaboration, and skill development in the field of game programming and design.

## Minimum Requirements

- Games must be developed within a specified time frame of 7 weeks. We will have 3 project sessions during the course including this day.
- The central theme of the games must be "SCALE".
- Each game must incorporate at least one element of artificial intelligence that impacts gameplay or narrative.
- Games must be executable on a specific platform: Windows PC.

## Game Presentations

- Each participating team will have 5 minutes to present their game to the judges and other participants.
- The presentation must include a teaser of the game showcasing its key features.
- Teams are required to demonstrate live gameplay during the presentation.

## Evaluation

- Evaluation will be conducted through a voting system among participating teams.
- Teams are not allowed to vote for themselves.
- Evaluation criteria may include creativity, gameplay, use of the theme, implementation of artificial intelligence, presentation, and overall game quality.
  - Students should vote according to the creativity and presentation. The top-3 of the most voted projects will get 0.5 to 1.5 extra points in the project evaluation.
  - The professor will give a rating according to the specific complexity of the implementation up to 8.5 points.

## General Rules

- Games must be original and created during the game jam period.

- The game can be in 3D or 2D. It is recommended that it be as complex as possible. A good idea is more important than very complex mechanics. The games are much more complicated than initially imagined (You can ask the teacher to give his opinion on the idea during the project sessions).
- Any misuse of resources, such as copyrighted art or music, is prohibited. We encourage to use open AI generated content.
- Respect and collaboration among teams are essential. Plagiarism and any form of cheating are strictly forbidden.

## Dates and Deadlines

Specific Project sessions will be Specific project sessions will be announced during class sessions. The last session at 21 of dicember. To complete the gamejam, it is necessary to send the compressed unity project including only the folders: Assets, ProjectSettings and packages (check that the project can be opened only with those folders). It is also necessary to send the game executable already compiled. This must be done before the day of the public presentation.

**IMPORTANT:** Note that the chosen theme is the same as this real gamejam developed by Github. Students who are satisfied with their results are encouraged to submit their project to the contest. Reference: <https://github.blog/2023-11-01-github-game-off-2023-theme-announcement/>