



EA Megathon Challenge

Theme

It's inside the "Schrödinger's Box"

Everyone talks about the cat but no one has ever cared look inside the Schrödinger's Box! What happens inside is unknown until you open it. For all you know, the laws of Physics don't apply in the world you create! Imagine the events that could happen and make them come alive in your game. You! ... yes you, define the rules of this amazing world err box.

Schrödinger's Cat is following you along on your journey. It is a little crazy about the quality of code you write....meow!

Create an epic journey or a survival horror, the choice is up to you (and what the cat allows you to do?)

Description

You will use your entire brain (the left and the right halves, to be precise) and create that perfect game! The only constraint is that the game world is a box of finite dimensions (2D/3D), and you define the rules of the world inside, the objectives and the plot!

A Boring Example

Imagine a game where the player is trapped inside a boxy world (yes this is a real word, look it up) where everything in there is trying to get you! Your existence in the box is always a coin toss...

Rules

1. You are required to design and develop a game that takes place within the confines of a box (2D, 3D or higher ;)) - That is the only rule!
2. We're kidding, the second rule is - you can only use an Object Oriented language to develop this game.

Evaluation Criteria

1. **Code architecture and quality:**

We want to see you show off your prowess in software design. We can all get things done quickly, but we are looking for teams that think leaps and bounds further and factor in extensibility, maintainability and good architecture into their work.

2. **Performance:**

We will be mightily impressed if you can demonstrate a deep understanding of the platforms you are building for. We want you to push the boundaries of the hardware and showcase a high fidelity experience.

3. **Game Design and Fun Factor:**

This is exactly the part where you play god, bring your inner imaginations to life! We want you to envision what the next blockbuster game looks like and build it to production quality.