GAMERUSH

Hackathon Guidelines

- A competing team should consist of Minimum of 2 members & Maximum of 5 members per team.
- You have the freedom to use any gaming platform & tool to develop your product.
- You can develop your product targeting any platform including mobile, pc, web, etc.
- Since this is a 24 hour Overnight Hackathon, All the members of each competing teams should be in the hackathon grounds from the start of the Timer till the end of the Hackathon.
- To build up the transparency of the competition each team will get a drive link to upload their assets and templates which they wish to use in their development process prior to the start of the Hackathon. Only those assets can be used to develop your game during the competition time.
- We guarantee to protect your ideas & concepts adhering the Intellectual Property Rights of each contesting teams.
- Competition will be going on phases. In each phase you should be able to complete the given task. As an example,
    - i. Idea of the game and what is the purpose
    - ii. Game design and so on…

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- A proper Code of conduct & discipline of the participants are highly appreciated.
- The Overnight Hackathon will be supervised & judged by a panel of experts in Industry & academia. The judges' decision will be the final decision and no negotiations or correspondence with entrants will be entered into.
10. The best innovative ideas & products will be evaluated and awarded with valuable prizes.