Thematic Game Design Challenge

Gameplay Systems & Creative Design Competition

Ingenium — IIT Indore

Competition Overview

This competition challenges participants to design and develop a game that expresses abstract themes through meaningful gameplay systems rather than surface-level visuals or narrative alone.

Participants must integrate **exactly two** predefined themes directly into the game's mechanics, progression systems, or player interactions. The emphasis is on systemic design, where the chosen themes actively influence how the game is played and experienced.

Available Themes

Teams must choose exactly two themes from the following list:

- Lifesteal

- Evolution

- Decay

- Convergence — progression toward unity, intersection, or collapse of separate elements

Themes may be interpreted mechanically, systemically, narratively, or through a combination of these approaches. Purely cosmetic or narrative-only interpretations that do not affect gameplay are discouraged.

Design Requirements

- Exactly two themes must be selected

- The chosen themes must have a noticeable and meaningful impact on:

  - Core gameplay mechanics
  - Player progression
  - Game logic or systems

- Teams must be able to clearly explain how design choices express the selected themes

- There are no restrictions on:

  - Game genre

  - Dimensionality (2D, 3D, etc.)

  - Art style

  - Game engine

  - Target platform

Rules & Guidelines

- Teams must comply with licenses for all third-party assets, libraries, and tools

- All external assets and tools must be properly credited where applicable

- Submissions that rely on cosmetic or superficial theme usage may be penalized

Evaluation Criteria

Criterion	Weightage	Description
Theme Integration	30%	Depth and clarity of how themes influence gameplay systems
Gameplay Coherence	20%	Consistency and cohesiveness of mechanics and progression
Creativity & Originality	30%	Novel and compelling interpretation of selected themes
Gameplay Execution	20%	Quality, polish, and playability of the game

Final Deliverables

Teams must submit a single ZIP file containing:

- The final playable build of the game (source files not required)

- A gameplay video demonstrating:

  - Core mechanics

  - Integration of the selected themes

  (Maximum duration: 3 minutes)

- A README file containing:

  - Setup and gameplay instructions

  - The two selected themes

  - A brief explanation of how each theme is implemented in gameplay

Including instructions within the game itself is encouraged.

Rules are subject to change at the discretion of the organisers.

Further instructions will be communicated to registered participants.