Game Jam

Description

1. This event is kind of like codewars where WnCC first teaches all the things required to participate in the competition, followed by the actual competition. First, we will conduct a series of workshops to given an introduction to game development using unity, C# and basic game logic design.
2. The workshop will end with 4-5 days of time for the participants to gain more knowledge and get some hands-on experience with game development.
3. There will be a theme based game jam of teams of 3(kind of like the GMTK game jam which happens every year) at the end of the learning phase for a duration of 2 days.

Execution

Target Audience

The workshops are to target the beginners in game development. They are such that its easy for the beginners to start with game development and go on to make their first game. The target audience of the competition includes any and all the students who are enthusiastic about game development. The total time duration including the workshops and the preparation time after it is sufficient for virtually any interested person to become a part of the event. However, freshers and sophomores are expected to participate more.

Coding Skills Required

a. Beginner-Intermediate level Unity
b. Beginner-Intermediate level C#
c. Beginner-Intermediate level Game Logic Design

Format & Structure

We will be conducting a total of 6 workshops (2 for unity, 2 for C#, 2 for game logic design) across a span of 2 weeks, in the order unity, C#, game logic design, repeat. The workshops will basically be live demos of the codes and their explanations and also giving the codes to the participants for them to code themselves. The workshops will be more regarding how to

approach the coding part game development for a beginner rather than actually explaining the syntaxes.

Mentors will be allotted to each participating team who will be responsible for giving the necessary resources to their mentees. They will also solve any doubts and roadblocks that the mentees may face. After the workshops, the participants will get 4-5 days to get more into game development using the resources provided by their mentors.

Finally, the game jam will start. The participants will be given a theme(eg. Deck of cards, rolling balls, etc) when the event starts. The participants will be given 2 complete days to ideate their game and build it with the help of the whole internet. Their mentors can only help in the debugging the game to their mentees.