Game Dev

Overview

In this competition, teams will create awesome games. It's all about making games that look good, play well, are at just the right level of difficulty, and most importantly, show off some cool and creative ideas. Get ready for a fun competition where making great games is the name of the game!

Rounds

There will be two rounds.

Round 1 (THE CREATIVE FORGE): This round will start before the event starts. Teams will be provided with a half cooked game (Unity, Godot, Unreal or Pygame). They Will be required to enhance it according to a given theme.The Creative Forger ends on Procom day 1 before the start of Open House. Judges will score according to their rubrics. Public and Judges will be evaluating the creations with a ratio of 50%,50% respectively.

Round 2 (THE ARENA OF THE LEGEND): This round starts after the end of OpenHouse and teams have to implement a boss fight in 24 hours. The Arena of the Legend ends on Procom Day 2 before the start of the Open House. Public and Judges will be evaluating the creations with a ratio of 50%,50% respectively.

The Theme for this gameDev Showcase is **2D Roguelike Pixelated**

Team Formation

Each team can have a maximum of 5 members.

Rules

- **ONLY** four engines are allowed (Unity/Godot/Unreal/Pygame)
- Teams are **required** to Bring their own laptops. Internet connection, and power supply will be provided.
- Teams will be given grace time to set up their games and address any issues before the open house starts
- Github link submission will be required for any engine that you selected.
- There will be **NO** Game Engine bias, e.g If you select Pygame or Unreal, You will be graded according to the accomplishment.
- Any technical issue should be addressed before the OpenHouse
- Creativity will make a huge impact so Any exact replica games will be **disqualified**.
- If you find our half baked version difficult to work with, you may make your own considering the following:

- ○ Same Genre
- ○ Same Dimensions
- ○ No boss levels.
- ○ No leniency in judgment will be given based on the fact that you created everything from scratch.
- ○ Or contact us if you are facing any issue.
- Inappropriate Aesthetics are **NOT** allowed. (NSFW art, Abusive Language etc.)
- Any form of Innuendos will result in **disqualification** and no certificate.
- Any form of Aesthetic Gore is allowed (blood splatter, gore, explosions etc.)
- Scoring will be done by the public.
- A member of your own team and can score games of other teams.
- To keep the scoring fair, the number of individuals who voted will be kept same for all teams.
- Final Score will be calculated by averaging out all the scores the team received.
- The organizers reserve the right to modify the rules or competition parameters in the event of unforeseen challenges, technical difficulties, or circumstances beyond control. Any changes will be communicated promptly to all participants to ensure fairness and transparency.

Creative Forge (Round 1):

- Teams are required to **strictly** base all their modifications on the given theme
- At Least 20 players(from team/public) will be required to **fail** the difficulty.
- Teams **can** add/modify:
    - ○ More categories of the same class of enemies. (Example: a normal walking zombie is in the same Enemy class as a ranged spitting zombie)
    - ○ The aesthetic to maintain consistency
    - ○ Change game mechanics such that the genre remains.
    - ○ Adjust the flow of the game
    - ○ Adjust Difficulty. Difficulty should be hard
    - ○ UserInterface (shops/menu etc.)
    - ○ Functionality
- Teams **cannot** add/modify:
    - ○ Game Dimensions (example: 2D stays 2D cannot change to 3D)
    - ○ Classes of enemies.(Example: Adding a single miniboss or boss)
    - ○ Cutscenes
    - ○ Levels

Arena of The Legend (Round 2):

- Boss Fight should be consistent with the aesthetics

- Boss Fight Should not be easy and should be beatable
- Teams **can** add/modify:
    - Cutscenes/Story
    - levels
    - Elite Units
    - Dimensions to suit Boss fight
- Teams **cannot** add/modify :
    - additions/modifications done in round 1