



Indian Institute of Technology Guwahati

KRITI '23

**Problem Statement - VI
Game Jam**

(High Prep - 400 Points)

Organizer

Shikhar Bind

Secretary, GameDev and Esports Club

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Game Jam

GameDev & ESports Club 400 Points

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Start : 29/01

End : 17/02

Welcome!

This is a month-long event in which you have to make a complete game related to the given theme. There are no restrictions on what and how you create. We've given you a list of some tools below but take them as suggestions only. What you do is completely up to you.

The focus should be to create a simple, playable game that works well. You'll learn a ton of new stuff in the process. Planning would be crucial!

Theme:

The theme of the jam is "Growth". You can interpret the theme however you want and the game should be based on it.

Rules:

- No restrictions on what engines/softwares to use. You can use any game engines like unity engine or unreal engine, you can also use any other softwares/libraries like pygame, javascript, scratch etc to make your games.
- You are allowed to use online graphic assets(2D sprites/images and/or 3D models/environments). Sources for any assets you use from the internet should be mentioned explicitly. Using unoriginal assets without crediting the source may lead to disqualification.
- Plagiarism of code of entire games from sources like github will lead to immediate disqualification.
- Your repository should contain a readme. Anything that you haven't created yourself must be mentioned in the readme. You should also have at least one commit on Github before the final submission deadline. No commits after the deadline will be considered.



Judging Criteria:

The criteria for Judging will be:

- **Gameplay Systems:** This is the meat of your game and consists of how good your gameplay is. Your game should be fun and we should be able to complete a normal playthrough with no crashes. Focus on getting simpler systems right rather than going for complex but buggy systems.
- **Concept and Design:** This is your idea, the story and how well you plan your game to help complement those gameplay systems. If you're giving your player a double jump ability, your level should be created keeping that in mind. Focus on creating an immersive experience where everything has a purpose.
- **Sound and Art:** Whatever you see or hear in the game. From sounds used for footsteps to the color of that crate in your level. Your art and sounds should complement the concept of the game.
- **Innovation:** Sure you may create just another pong, but we're more interested in seeing what you can do with it. Innovation could be you interpreting a classic and adding your own twist to it, or creating something entirely new. You do NOT need to have a grand original million dollar idea. Simple innovations can have a great impact.

Submissions:

- You will have to upload all your scripts to github, mention all the third party assets source and instructions to run your game in the readme file, and submit the repo link.
- You will have to upload a build of your game to [itch.id](#) and submit the link to that build. Your itch page should have instructions to run your game, link to your code repository and any other information that you want to give us. We will not judge the page design. (Note : Itch doesn't work on campus internet so you can use mobile data to access itch.)
- If you face any issues with itch, then alternatively you can upload your build on google drive in compressed format and submit its link.
- Your builds should not be modified after deadline.



Contacts:

Here is the server invite: <https://discord.gg/qp9BexhkvU>

Take part in amazing discussions on game development and game design.

Ask your doubts so you aren't stuck anywhere while making your game.

Become a part of the game dev community of IIT Guwahati.

Resources:

Our club conducted a no-prerequisites game development course. It covered basics of game design, Unity engine, Blender, Substance painter.

We recommend beginners to use Unity engine as resources to learn its features are easily available.

Links to Some of the free GameDev softwares

Engines and Frameworks

[Unity](#) | [Unreal](#) | [Godot](#) | [pygame](#) | [Scratch](#)

Graphics and Art

[GIMP](#) | [Blender](#)

Resources to learn Game Development without prerequisites : [Beginner](#)

[GameDev Course](#)

This course contains resources to learn about unity engine, basics of game design and 3D modeling through softwares like blender and substance painter.



General Rules

1. Who can participate

- a. The Participating team can have maximum of 6 People out of which there should be atleast 2 freshers and 2 Sophomores are necessary in the team.
- b. The Core Team Members of the Game Dev & E-Sports Club cannot participate in this PS.
- c. Only one team is allowed to participate from each hostel.

2. Penalties

- a. For any violations of rules 50% of marks of this PS (i.e. 200 pts) will be subtracted from total points of the Hostel.