



KONGU ENGINEERING COLLEGE

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## Game-a-thon: How It Works

The **Game-a-thon** is a development-focused event where participants design and build a small but complete playable game within a structured timeline.

This event is not about building large-scale games, heavy graphics, or complex engines. Instead, the focus is on core gameplay mechanics, logic, creativity, and execution.

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## Event Timeline

### Pre-Event Phase (5 Days Before the Event)

The problem statement will be released 5 days before the event date. During this phase, participants are expected to:

- Understand the given problem and constraints
- Design the game logic and mechanics
- Begin development of a working prototype

This phase allows teams enough time to build without the pressure of same-day development.

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## Event Day

The event day is dedicated to:

- Completing remaining features
- Debugging and testing
- Improving gameplay balance and UI
- Final polishing
- Preparing for the final demo and explanation

### ⚠ Important:

The event day is **not meant for starting from scratch**, but for refining and presenting what has already been built.

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## What Are You Expected to Build?

Participants must submit:

- A playable game prototype
- With at least one core mechanic fully working
- Simple levels or gameplay flow
- Clear win/lose conditions

The game can be:



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- 2D or simple 3D
- Built using any engine, framework, or language
- Developed individually or in small teams (as specified)

Graphics quality is *not* the priority.  
Gameplay clarity and logic matter more.

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## Constraints (Scope Control)

To keep the event fair and achievable:

- Games should be small in scope
- Avoid large open worlds or complex multiplayer systems
- Focus on one strong idea executed well
- External assets are allowed within limits

Exact constraints will be shared along with the problem statement.

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## Evaluation Criteria

Submissions will be evaluated based on:

- Core gameplay mechanics and logic
- Creativity and originality
- Stability and completeness of the game
- User experience and clarity
- Team's explanation and demo

This ensures that **both beginners and experienced developers** can compete fairly.

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## Who Can Participate?

- Beginners interested in game development
- Participants new to game engines
- Experienced developers looking for a creative challenge

**No prior game development experience is mandatory.**

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## Objective of the Event

The Game-a-thon aims to:

- Encourage creative problem-solving
- Promote hands-on development
- Provide exposure to game design thinking
- Create a fun yet competitive learning environment