
GAME DEV
CHALLENGE
FII CODE
2023
Not what it seems
Spectral-Bit
The bit that counts.
AMBER

The Scenario – or not?

In the age of misinformation and fake news, it's becoming increasingly difficult to distinguish fact from fiction. What we see, hear or read might not always be what it seems.

The theme for this game jam is "Things Are Not What They Seem, Things areWhat They Are."

The Objective

Your objective as a team is to develop a game that explores the idea of deception in different ways, across different scenarios. This could be a game where the player must uncover hidden clues to reveal the truth, a game wherethe environment changes unexpectedly, or a game where the player must navigate through a distorted reality.

The games could take many forms, such as:

- A puzzle game where the player has to connect seemingly unrelated pieces of information to uncover the truth.
- A platformer where the player has to navigate through a maze-like world that changes as they move.
- An interactive fiction / adventure where the player must piece together the story from fragmented, misleading accounts and make decisions that affect the world of the game.

Tech Specifications

1. Story line / Progress Ladder – 10p
   To give players a sense of accomplishment, your game should have either a storyline or a progression system with tasks that become progressively more challenging. If your game has a storyline, points will be awarded based on how well the chapters are distributed and how engaging the story is for the user. If your game has a progression system, points will be awarded
   based on how well the tasks are distributed and how the difficulty level increases over time.

2. Game Goals – 10p
   Your game should give players a sense of accomplishment and motivation to progress through the game. The game should provide engaging targets or rewards at various points to keep the player interested. Points will be awarded based on how well the reward system is designed and how it incentivizes the player to keep playing.

3. Gameplay input and controls - 10p
   Your game should have intuitive controls that are easy for the player to understand and use. Ideally, the game should be playable without the needfor a tutorial, or with only minimal hints about how to use certain buttons or controls.

4. Game-loop logic – 5p
   Due to the nature of how computers work with time, certain game features may require time synchronization. Based on those features, the points will be awarded for the methods used for Delta changes, framerate sync and the relations between render and input.
   (Custom code will be favored over routines from render engines.)

5. Performance - 10p
   Since a game is still a piece of software, points will be awarded for its performance. Over its full gameplay, your game must be able to perform at least 30 FPS. The measurements will be done based on Anova distributions at15s intervals on a test bench with the following specifications:

   X86 / Web – Alder Lake i7/32Gb Ram/RTX 2070 8GbAndroid
   – Galaxy S21 / Fold 3*
   iOS – iPhone 14

6. Testing – 5p
   As a general expectation, a game must perform without crashes. Points will be awarded based on how well it handles edge cases, or if it does not crash atall during testing.

Design Specifications

1. Gameplay UI / UX – 20p
   As a general rule of thumb, a game must have an interface for the user to interact. The interface may be either as buttons, or other forms of clickablesin the game. Points will be awarded based on how organic your interface feels and what general experience it enables.
   Note: It's not a must to have a full blown AAA interface, but as a requirement, your UI assets need to keep a consistency between them.

2. Level Design – 10p
   These points will be awarded on how well your game stages feel connected with one another. In general, one game stage must feel connectedto the next one and the previous one.

3. Visual Assets – 20p
   Your game must follow a general design language for itself. Points will be awarded based on how much different game assets feel as part of a general visual scene.

Bonus

1. Sound design – 10p
   If you decide to include music and SFX in your game, bonus points will be awarded based on how well these are included in the environment of the game.

2. Networking – 10p
   If you decide to include networking features (such as real time poll data), bonus points will be awarded on how relevant the feature is to the general gameplay.

3. Special code – 10p
   If you feel that your game contains some sparkling code, that you think it deserves some special attention, please provide a list of files and name functions in the root of the repo under a file with the name Special Code Refs, for the jury, to award your ingenuity.

Note: Awarded bonus points will now increase your score over the general limit of 100 points. In case of 2 games with the same number of points, the top game will be considered the game with the most base points.

Wraparound

Your final project must be uploaded to a public GitHub repository, both with the source code and a final executable for jury testing. In case of projects that the participants may deem their code more suitable to a private repository, an account will be provided to be added the repository, for the challenge review.

Additionally, the participants must provide a presentation video (either as an YouTube link, or part of the repo).

Useful Links

https://gameprogrammingpatterns.com/game-loop.html

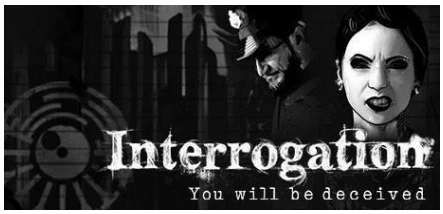
https://www.cgspectrum.com/blog/game-design-basics-how-to-start-buildingvideo-games https://www.gameuidatabase.com/

https://interfaceingame.com/games/halo-infinite/

https://www.gamedesigning.org/learn/video-game-sound/

https://www.gamedesigning.org/

Sources for inspiration



Contact

If you need further information or clarifications about the theme, you can contact us at: https://discord.gg/qwzeTf7B